Li June Choi ▼

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a logical-thinking graphic designer with the lens
of a product designer and a responsive web developer

Education

Rhode Island School of Design
BFA, Graphic Design
Computation, Technology, and
Culture Concentration (minor)
Class of 2024

Brown University
Computer Science
2021-2022(ongoing)
Cognitive Science
2022 - 2023 (ongoing)

University Arts of London
User Interface and User Design
Study Abroad 2023

Skills

Coding
HTML/CSS/Javascript
Three.js / React.js
Java
Python

Software
Figma/ Adobe XD,
Adobe Photoshop, Illustrator,
AfterEffects, Premiere Pro,
Maya, Cinema 4D

Awards/Honors

Semester Honors | 2020 - 22
Rhode Island School of Design

Scholarship | Summer 2021
Yonsei International Division

Published Article | 2019
Progressive Young Artist Award

Experiences

UI UX + Brand Freelance | Ombyx Fall 2022
Created customer journey map, experience map, and storyboards for brand
pitch and later version of Ombyx user screens. Ombyx focuses on Human-cen-
tered design that creates scheduling system for US operating surgery system.

Web Design Intern | Pagano Media Winter 2023
Will practice in creating sitemaps as well as practice low to high-fidelity
prototypes for website. Other than prototypes, I will also practice in creating
moodboards and an interative-design process in website building.

UI UX Volunteer | ii:eum Fall 2022
Worked in a non-profit organization to organize future UI UX systems for
their kickstarter. Took part in the wire-framing and visual deisgn of the future
promotional website and future mobile UIUX screens.

Marketing Intern | Trenbe Summer 2022
Worked as an established e-commerce intern that organized data with
Google Sheets and Microsoft Excel for marketing e-commerce uses.

Activities

RISD Alumna Student Division (Leader) | RISD Committee 2021-2022
Part of the Student Alliance. Publicized and informed current students
how to reach to alumnas. Discuss and devise future plans for students to
build their pathways through alumnas in an effective manner. Present
these progressions to RISD alumnas at the end of the year.

Furniture + TECH (UI UX Team) | Brown University Research 2022
Collaborated with front-end and back-end developers to develop UIUX screens
targetted towards seniors. This simplified Zoom-like app also connects to a
MR/AR furniture--which will be used in senior facilities. Practiced questionaires,
concept modeling, and user journey in research team.

Selected Studios

User Design and Interface | University Arts of London
Focuses on human-centered design research (UX part) that RISD does not.
Research such as card-sorting, tree testing, and user surveys would be taught
within the study abroad setting.

Introduction to Object Oriented Programming | Brown University
Studied and coded projects using objected-oriented principles with Java.
Collaborated on projects such as Tetris and Doodle Jump. Later coded drawing
Sketchy app as a final project.

Cognitive Science: Mind, Brain, and Behavior | Brown University
Studied psychological concepts that make up the backbone of
cognitive science. Learning the course allows me to understand what concepts
(such as the Gestalt Grouping Principle) integrate to the UX process.