MINJONG

LEE

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OBJECTIVE

UX DESIGNER

SKILL SETS

SOFTWARE

Photoshop Illustrator InDesign After Effects Premiere Pro

PROTOTYPING

HTML/CSS

Sketch3

Usability Testing

DESIGN

Interface Design

Wireframing

Storyboarding

Video Sketching

Prototyping

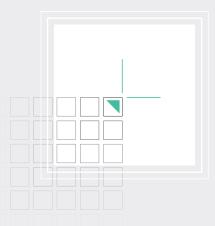
JQuery/Javascript Framer.js Drawing

D3.js LANGUAGE

English Korean Japanese

HANDS ON

Printing Real-life Sculpting



EDUCATION

MAY 2015 • CARNEGIE MELLON UNIVERSITY | PITTSBURGH PA

Masters of Entertainment Technology

Relevant Courses | Research Methods for Design, Interaction Design Lab, Mobile Service Innovation, Interaction Design Fundamentals, Visual Story

FEB 2013 + EWHA WOMANS UNIVERSITY, COLLEGE OF FINE ARTS | SEOUL KOREA Bachelors of Fine Arts, Sculpture

Relevant Courses | Graphic Design, Information Design, Graphic Art, Digital Graphics, 3D Digital Design Studio

EXPERIENCE

AUG 2015 * INFLECTION, INC | REDWOOD CITY, CA

CURRENT ↓ UX Design Associate

Responsible for creating wireframes and prototypes for web applications, while conducting design research and usability testing for redesign of current product.

DEC 2015 * RIG-IT, COURSE PROJECT | PITTSBURGH PA

APR 2015 ♦ UX/UI Designer

Worked on user research for a mobile checklist application that helps Emergency Medical Technicians to complete their daily Ambulance equipment cheks.

AUG 2014 * WATERWORKS, CARNEGIE SCIENCE CENTER | PITTSBURGH PA

DEC 2014 UX/UI Designer

Responsible for conducting user research and interface design for a website and an application tool for Carnegie Science Center's upcoming exhibition 'H2Oh!'

MAR 2013 * THE PROMISE INTERNATIONAL | SEOUL KOREA

AUG 2013 ↓ Graphic Design Intern

Designed seven visual branding formats including poster, leaflet, package, annual report, seasonal magazine, Web advertisements and Webmails

AWARDS

OCT 2014 * INDECADE 2014, FINALIST | CULVER CITY, CA

The Last Egg is a game using PS Move Motion Controller as a platform. I worked as a 2D Artist. I created instruction videos and designed flyers for the promotion of the game.

APR 2014 * DATA 2014, FINALIST | PITTSBURGH, PA

Maze of Heart is a game using Microsoft Kinect as a platform. This project was presented to Pittsburgh Technology Council. I worked as a graphic designer and created an intro video.