

MINJONG LEE

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SKILLSETS

PRODUCT DESIGNER

SKILLSETS

SOFTWARE

Photoshop
Illustrator
InDesign
Sketch3
After Effects
Autodesk Maya

DESIGN

Wireframing
Prototyping
Wireframing
Usability Testing
Video Sketching
Storyboarding

PROTOTYPING

HTML/CSS
Javascript/JQuery
Framer.js
D3.js

HANDS ON

Printing
Real-life Sculpting
Drawing

LANGUAGE

English
Korean
Japanese

EDUCATION

- MAY 2015 ♦ **CARNEGIE MELLON UNIVERSITY | REDWOOD CITY, CA**
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 | REDWOOD CITY, CA**
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**
Create wireframes and prototypes for a product that allows users to track their online identity. Evaluated and refined existing user flow. Conduct usability testing and provide design iterations.
- DEC 2015 ♦ **RIG-IT, COURSE PROJECT | PITTSBURGH, PA**
APR 2015 ♦ **UX/UI Designer**
Conduct user research for a mobile checklist application that helps Emergency Medical Technicians to complete their daily Ambulance equipment checks.
- AUG 2014 ♦ **WATERWORKS, CARNEGIE SCIENCE CENTER | PITTSBURGH, PA**
DEC 2014 ♦ **UX/UI Designer**
Responsible for conducting user research and designing user interface for an online game. Designed a client side dashboard and exhibition marketing website.
- AUG 2013 ♦ **THE PROMISE INTERNATIONAL | SEOUL, KOREA**
DEC 2013 ♦ **Graphic Design Intern**
Designed seven different visual branding products including package design, annual report, poster, quarterly magazine, and web mails.

EXPERIENCE

- OCT 2014 ♦ **DATA 2014, FINALIST | PITTSBURGH, PA**
The Last Egg is a game using PS Move Motion Controller as a platform. Working as a 2D Artist, I created instruction videos and designed flyers for the marketing 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. Working as a graphic designer and created instruction video.

