

MINJONG LEE

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OBJECTIVE

UX DESIGNER

SKILL SETS

SOFTWARE

Photoshop
Illustrator
InDesign
After Effects
Premiere Pro
Sketch3

PROTOTYPING

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

LANGUAGE

English
Korean
Japanese

DESIGN

Interface Design
Wireframing
Prototyping
Storyboarding
Video Sketching
Usability Testing

HANDS ON

Printing
Real-life Sculpting
Drawing

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 checks.
- 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.

