MINJONG

LEE

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- minjonglee.com

SKILLSETS

PRODUCT DESIGNER

SKILLSETS

SOFTWARE
Photoshop
Illustrator
InDesign
Sketch3
After Effects

DESIGN
Wireframing
Prototyping
Wireframing
Usability Testing
Video Sketching
Storyboarding

PROTOTYPING

Autodesk Maya

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

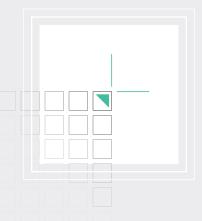
HANDS ON

Printing Real-life Sculpting Drawing

LANGUAGE

English Korean Japanese

LANGUAGE



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 VX/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.