

Paper (Ken-Jung) Lee

paper.li@gmail.com

+886 919 577719

Faith

GRAPHIC + INTERACTION = USER INTERFACE DESIGN

user interface design is not only about graphic, but also interaction. I used to build prototypes in design process. I believe that prototype is the key to know how the user interface MOVES.

DESIGNERS ARE NOT USERS ARE NOT DESIGNERS

according to the golden rule of user-centric design, the usability methodology helps designer to SEE what the user needs, not to THINK.

TECH ♥ ART

technology is the tool to make idea realize. With my education background in engineering and work experiences in UI/UX design, I know how to leverage them to create USER EXPERIENCE.

.HTML

with characteristics of flexibility, rich-content, rich-interaction, easy-coding, immediate response and accessibility, HTML platform has been developed as a powerful and joyful PLAYGROUND of new-born ideas.

Experience

LEAD PRODUCT DESIGNER

DIING CORP. TAIPEI, AUG. 2015 - PRESENT

Lead product definition on mobile apps for teaching, AI and internet of things products. Start from scratch, user study, interaction, prototyping to visual appearing.

SENIOR USER INTERFACE DESIGNER

MOBIAPPS CORP. TAIPEI, DEC. 2012 - JUL. 2015

User interface design/Flow design for business mobile app, UX define, Usability refinement, Official website design & implement

USER INTERACTION DESIGNER

PILOTFISH MUNICH, AUG. 2011 - AUG. 2012

Design research, brainstorming, developing of idea, user interface design, graphic design and prototyping

USABILITY ENGINEER

KATDC, SEP. 2008 - JUN. 2011

Usability lab/testing procedure construction, prototype engineering, contact person between software engineer and graphic designers, usability assessments, UI idealization for home media devices, Design guidelines documentation, Project leading

MECHANICAL ENGINEER

CTCI, MAR. 2008 - AUG. 2008

Design the static equipment used in chemical plant, such as pressure vessel, tower, tank. Communication with world-wide vendor for technique confirmation and quotation estimation.

TEACHING ASSISTANT

PLAYAROUND 10 WORKSHOP - DIWO CULTURE

9. AUG. 2010 - 13. AUG. 2010

Assist mentors from HONF and translation work (English -> Mandarin).

Education

M.S., BIOMEDICAL ENGINEERING

NATIONAL YANG-MING UNIVERSITY, TAIPEI, 2005 - 2007

"3D Dynamic Model Construction for Predicting Knee Kinematics - Comparison of native knee and knee arthroplasty", presented on the 21th Congress of International Society of Biomechanics

"Three-dimensional Dynamic Model Construction for Predicting Knee Kinematics - Comparison of Native Knee and Knee Arthroplasty", Masters thesis

B.S., MECHANICAL AND ELECTRO-MECHANICAL ENGINEERING

NATIONAL SUN YAT-SEN UNIVERSITY, KAOHSIUNG, 2001 - 2005

"Man back-supporting system - A best supporting points analysis", presented on the 21th National Conference on Mechanical Engineering of CSME

Skills & Hobby

Computational

Framer JS, Origami, Flash + ActionScript, GitHub

HTML/CSS/JavaScript, Sass, JQuery, Jekyll

Sketch, Affinity Designer, After Effects, Hype, Blender, Photoshop, Android platform, Processing, Arduino, Titanium mobile, Linux

User Experience Design

Prototyping engineering, Usability assessment, Web-design

Language

Mandarin, English, German

Hobby

Hockey, Photography

Portfolio

der Bestand PaPer - prototype, usability, tech-art, web

<http://paperworkstud.io>

PaPer's life - blog

<http://blog.paperworkstud.io/>

<http://about.me/paperli>