

# Paper (Ken-Jung) Lee

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<https://paperworkstud.io>

## Faith

### **GRAPHIC + INTERACTION = USER INTERFACE DESIGN**

User interface design is not only about graphics, but interaction. Quick prototyping in the design process is vital to see how the user interface MOVES.

### **DESIGNERS ARE NOT USERS ARE NOT DESIGNERS**

According to the golden rule of user-centric design, the usability methodologies help designers to SEE what the user needs, not to THINK.

### **TECH ♥ ART**

Technology is the bridge to connect ideas and reality. With the background and experience in engineering and design, I manage them together to build great USER EXPERIENCE.

### **.HTML**

With the nature of flexibility, rich-content, rich-interaction, instant-coding, accessibility, and immediate response, the HTML platform is the perfect PLAYGROUND for fresh ideas.

## Experience

### **LEAD PRODUCT DESIGNER**

#### **DIING INC. TAIPEI, JUN. 2016 - NOW**

Lead product design on mobile/VR/AR applications for a variety of fields among education, entertainment, AI, and IoT. Duties on product strategy, user research, interaction design, prototyping, UI design, technical assessment, and team-leading.

### **SENIOR PRODUCT DESIGNER**

#### **UNIGREEN, TAIPEI, AUG. 2015 - MAY. 2016**

Lead product design on mobile apps for agricultural products shopping experience. Duties on product strategy, user study, interaction design, and prototyping and team-leading.

### **SENIOR USER INTERFACE DESIGNER**

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

User interface design/Flow design for business mobile app, UX definition, Usability refinement, Web-site design & implementation.

### **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, TAIPEI, 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, TAIPEI, 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.

## **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 21<sup>th</sup> 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 21<sup>th</sup> National Conference on Mechanical Engineering of CSME

## **Skills**

### **Tool**

Sketch, Framer, Affinity Photo/Designer/Publisher, After Effects, Hype, Blender, Maya, Photoshop  
HTML/CSS/JavaScript, Jekyll, React, Swift, iOS development, Android development

### **User Experience Design**

Prototyping engineering, Usability assessment, Web-design

### **Language**

Mandarin, English, German

## **Portfolio**

paperworkStudio

<http://paperworkstud.io>