

Paper (Ken-Jung) Lee

paper.li@gmail.com

<https://paperworkstud.io>

+17472039925

Belief

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, TAIPEI / LOS ANGELES, JUN. 2016 - NOW

Define product scope, interaction, and UX landscape for mobile apps, VR/AR applications, and websites among education, entertainment, AI, and IoT. In charge of product strategy, user research, interaction design, prototyping, visual design, UI design, technical assessment, and team-leading.

SENIOR PRODUCT DESIGNER

UNIGREEN, TAIPEI, AUG. 2015 - MAY 2016

Define product scope, interaction, and UX landscape for agriculture products apps. In charge of product strategy, principle design, user research, visual design, UI design, interaction design, prototyping, and team-leading.

SENIOR USER INTERFACE DESIGNER

MOBIAPPS, TAIPEI, DEC. 2012 - JUL. 2015

UI/UX design for mobile apps and websites among royalty programs, chat apps, and e-commerce. In charge of product strategy, user research, principle design, UI design, prototyping, visual design, usability refinement, Website design & development.

USER INTERACTION DESIGNER

PILOTFISH, MUNICH, AUG. 2011 - AUG. 2012

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

USABILITY ENGINEER

KATDC, TAIPEI, SEP. 2008 - JUN. 2011

In-house Usability lab build-up, prototyping, usability assessments, design system definition, and project leading for TV set-top boxes.

MECHANICAL ENGINEER

CTCI, TAIPEI, MAR. 2008 - AUG. 2008

Design the static equipment used in the chemical plant, such as pressure vessels, towers, tanks, etc. Technologic spec inspection of equipment quotation from the world-wide vendors.

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

Tool

Sketch, Framer, Affinity Photo/Designer/Publisher, Blender, Maya, Adobe Photoshop, Illustrator, Indesign, After Effects, Lottie Animation

HTML/CSS/JavaScript, Jekyll, React, Swift, iOS development, Android development

Unity, Lens Studio, Spark AR Studio, Oculus, SteamVR, Marquette

User Experience Design

Prototyping engineering, Usability assessment, Web-design, UI design, AR, VR, XR

Language

Mandarin, English, German

Portfolio

paperworkStudio

<http://paperworkstud.io>