

# JLEE

UI | UX DESIGNER +  
FRONT-END DEVELOPER

## EDUCATION

### EMILY CARR UNIVERSITY OF ART + DESIGN

Vancouver

Bachelor of Digital  
Interactive Art

### RED ACDEMY

Vancouver

Web Professional  
Development

### BCIT

Vancouver

Java/ Node.js/ Javascript

## SKILLS

Research/ Problem sloution/  
Storyboard/ Flow-chart/ UX  
Design/ Interaction Design/ UI  
Design

SOFTWARE:

Photoshop/ Illustrator/ Flash/  
Adobe XD/ After Effect/  
Premiere/ Figma/ Invision

HTML/ CSS/ SASS/ REACT/  
REACT NAVTIVE/ Javascript/  
Perforce/ Git

PHP/ Python/ Java

## LANGUAGES

English  
Korean

✉ ejisulee@gmail.com

🌐 Website: [www.jisulee.ca](http://www.jisulee.ca)

🔗 Github: <https://github.com/suleee>

📍 Vancouver BC Canada

## WORK EXPERIENCE

### BLACKBIRD INTERACTIVE ●

Vancouver

2023 Jan - Present

#### UI | UX Designer

- Launched the AAA game 'Minecraft Legend' (RTS).
- Generated and helped lead ideation solutions for complex design problems.
- Created and refined prototypes of various fidelity levels (rapid, mid-fidelity, high fidelity) to communicate intent and evaluate effectiveness.
- Partnered closely with engineers to implement high-quality, well-crafted design-led initiatives.
- Actively contributed to the codebase using the Bedrock/React library. This encompassed tasks such as prototyping, implementing, refining CSS styles, adding interactive game elements, and using version control (Git, GitHub) for effective collaboration with engineers.

### NAVIGATOR GAMES LTD. ●

Vancouver

2018 May - 2022 Dec.

#### UI | UX Designer

- Launched an RPG mobile game called 'Avatar: The Last Airbender'.
- Provided direction and input for user experience design and interactions on mobile platforms.
- Created concepts for wireframes, prototypes, UI mock-ups, and information architecture, with a clear focus on supporting the development, QA, and marketing teams.
- Took complex information and transformed it into user-friendly UI design solutions.
- Worked closely with engineers to implement the UI in Unity.

#### Senior Web Designer

- Create a website using HTML, JavaScript, CSS, PHP, and other technologies.
- Conduct design research, ideation, and create marketing and branding assets. Pitch and innovate creative ideas or new initiatives to Ecommerce Analysts to enhance designs or projects.
- Regularly check Google Analytics to monitor user engagement, perform maintenance, and make product improvements on a weekly basis.



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PROJECTS

MINECRAFT LEGEND

Vancouver

2023 Jan

TURGGGO

Vancouver

2020

DONANUM

Vancouver

2019

IRON MAIDEN LEGACY  
OF THE BEAST MOBILE  
GAME WIKI SITE

Vancouver

2018

Support Engineer Team

Bedrock/ React library built by Microsoft

- Refined CSS and implemented the prototype.
- Created a new @react-facet to transfer images from the main folder.
- Utilized version control with Git to collaborate with engineers.

Front-End Developer

React and React Native

- Created wireframes and structures using React, HTML, CSS, and SASS.
- Used version control to deploy code with Git, GitHub, and GitHub Actions.
- Collaborated with a senior developer on data manipulation, both before and after sending data to the backend.
- Created a React Native application using Expo, which includes visual components like screens, buttons, layouts, and navigation.

Front-End Developer

React

- Created wireframes and structures using React, HTML, CSS, and SASS.
- Utilized version control to deploy code via Git, GitHub, and GitHub Actions.
- Collaborated with a senior developer on data manipulation, both before and after sending data to the backend.

Front-End Developer + UI | UX Designer

WordPress

- Built an in-game wiki page using PHP in WordPress.
- Utilized HTML, CSS, PHP, and AWS to upload images.
- Used custom fields and a CSV importer.