

CLARE LEE

clarefranceslee.com | clarefranceslee@gmail.com

EDUCATION

General Assembly

Seattle, WA

— JULY 2018 - SEPT 2018

UX Design Certificate

Wellesley College

Wellesley, MA

— SEPT 2013 - MAY 2017

Bachelor of Arts in
Media Arts and Sciences

SKILLS

Design

Photoshop

Illustrator

Sketch

Adobe XD

Unity 3D

Programming

HTML / CSS / Javascript

PHP

MySQL

Java

Python

Language

English

Korean

Japanese

EXPERIENCE

UI/UX Designer, Plain Concepts

Seattle, WA — NOV 2018 - PRESENT

- ▶ Execute on end-to-end UX design from wireframes, storyboards, user flows to interactive prototypes
- ▶ Deliver visual design assets and coordinate with the engineering team for implementation

UX Designer, MetaChi Inc.

Seattle, WA — SEPT 2018 - PRESENT

- ▶ Conduct UX and visual design by redesigning the interaction flow, information architecture, and style of the flagship product
- ▶ Provide business and design consultation for product development

UX Designer, Joe Coffee

Seattle, WA — SEPT 2018 - OCT 2018

- ▶ Conducted user research through interviews, competitive analysis, and usability studies
- ▶ Developed final high fidelity prototype based on usability findings

Designer & Developer, The Pimple Popper Game

FEB 2017 - FEB 2019

- ▶ Designed and developed the iOS and Android game using Unity 3D Engine (**187K + downloads**)

Business Analyst Intern, NAVER Corp.

Seoul, South Korea — FEB 2016 - MAY 2016

- ▶ Conducted business market research for presentations to the CEO on future business development projects
- ▶ Summarized global IT market trends for weekly synopsis reports delivered to senior executives