ELWIN LEE

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INTERACTION & USER EXPERIENCE DESIGNER

EDUCATION

Entertainment Technology, Carnegie Mellon University, Pittsburgh, PA, United States 2011 - 2013
Master of Entertainment Technology

Industrial Design, Eindhoven University of Technology, Eindhoven, The Netherlands 2007 - 2011
Bachelor of Science, specialized in designing interactive products and systems

SKILLS

Interaction Design	Graphic Design
User Experience	Rapid Prototyping
User Interface	Motion Design
Industrial Design	Physical Computing

Fluent in Dutch and English

TOOLS

Adobe Creative Suite CC	Unity3D (C#)
Photoshop, Illustrator	Flash (ActionScript 3)
After Effects	Rhino3D & 3ds Max
Github	Electronics & Sensors

PROFESSIONAL EXPERIENCE

Part Time Evil LLC, SnapSitter, www.snapsitter.com, United States 09/2015 - Present
User Experience / Interface Designer and Mobile Developer
- Designed interfaces and user experiences for the entire product
- Mainly responsible for developing application in Unity3D with C# for mobile devices
- Implemented cloud data management with Parse

Seerflix Inc., www.seerflix.com, United States 03/2015 – 08/2016
Creative Director and Senior Designer
- Developed overall art and design direction and providing vital design feedback to the team
- Responsible for creating 2D, 3D and motion graphic content
- Supported transforming business data into immersive stories

Part Time Evil LLC, Puzzle Football, www.puzzlefootball.com, United States 07/2013 – 12/2016
User Experience / Interface Designer and Game Developer
- Responsible for shaping art style and creating all art assets
- Designed and implemented user interfaces on mobile devices in Unity3D with C#
- Supported programming quest system, in-game store, gameplay and multiplayer

Simulation and Medical Technology R&D Center, University of Pittsburgh, United States 09/2012 – 07/2013
Intern Designer and Engineer
- Developed interactive & tangible medical training simulation prototypes for Sellick Maneuver
- Responsible for designing circuits and software for prototypes in LabVIEW

Telemedicine & Advanced Technology Research Center, United States 01/2012 - 05/2012
User Experience and Interaction Designer
- Designed experiences for 3 interactive museum exhibitions about prosthetic technology; an interactive cinematic, NeuroSky MindWave and Head-Mounted Display installation
- Responsible for creating high quality 2D art and film material, and user interactions

ATR-Promotions & Nintendo, TOEI Eigamura Guide System, Kyoto, Japan 09/2009 - 04/2010
Intern Interface and Interaction Designer
- Responsible for developing the entire client side of an Interactive Guide System for theme park TOEI Eigamura on the Nintendo DS
- Designed mini-games, visual content and animations for the interactive game "7 Bad Guys"
- Tested and evaluated the possibilities and limitations of the Nintendo Zone web service