JENNYLEE

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PROFILE

Jenny Lee is a dedicated, detail-oriented user experience architect who is passionate about people's interactions and relationships with evolving technology.

TECHNICAL SKILLS

EXPERT: Axure, Xmind, Photoshop, AfterEffects, Premiere, Dreamweaver, Microsoft Office
WORKING KNOWLEDGE: Illustrator, Maya, Softimage XSI, Combustion, InDesign
LANGUAGES: HTML, CSS, Javascript, jQuery, AJAX, Actionscript 3

WORK EXPERIENCE

FCV TECHNOLOGIES: USER EXPERIENCE ARCHITECT   *AUGUST 2012 - PRESENT*

- ❖ Participate in brainstorming sessions, compiling research, and creating site maps and wireframes.
- ❖ Conduct interviews with clients and end users regarding usability testing strategies and recommendations for improving their interface or website navigation based on their needs and goals.

FREELANCE: DESIGN AND BRANDING   *JUNE 2009 – DECEMBER 2011*

- ❖ Assisted clients in designing logos and promotional materials that reflect their branding identity.
- ❖ Envisioned branding of logos, business cards, and website with producer for a TV series pilot.
- ❖ Created posters depicting the history of Granville Street for Vancouver's 125th anniversary at TaiwanFest.

RESEARCH IN MOTION: DIGITAL MEDIA CONTENT COORDINATOR   *MAY – DECEMBER 2007*

- ❖ Created videos to promote new blackberry smartphones and features using green screen video shoots, Maya, Premiere, and AfterEffects.
- ❖ Showcased our department's potential for in-house production by working with the CTO to create a series of videos detailing ISO/PDP procedures, allowing us to secure budget for expansion.

ELECTRONIC ARTS: KNOWLEDGE DEPARTMENT WRITER   *MAY – AUGUST 2006*

- ❖ Shared daily updates about the company, video game industry, and other related news with all studios through internal company website.
- ❖ Wrote articles based on self-conducted interviews to raise recognition for departments' roles within the company. New projects were directed to the User Experience Department upon article's publishing.
- ❖ Created promotional materials to advertise various aspects of Electronic Arts.

EDUCATION

LANGARA COLLEGE: WEB PUBLISHER'S CERTIFICATE   *2010 - 2011*

- ❖ A series of courses that develop skills incorporated into various aspects of web design, including a number of programming languages.

SIMON FRASER UNIVERSITY: INTERACTIVE ARTS AND TECHNOLOGY (BACHELOR OF SCIENCE)   *2003 - 2009*

- ❖ A program in which art and technology create a harmony of interdisciplinary innovation.
- ❖ Joined Italia Field Study, a 12-month program that commits a selection of students to live in various parts of Italy for 7 weeks, interviewing designers on topics revolving around innovation and the future of design.
- ❖ Member of Golden Key International Honour Society, offered to the top 15% of each field of study.

VANCOUVER FILM SCHOOL: 3D ANIMATION AND VISUAL EFFECTS (DIPLOMA)   *2001 - 2002*

- ❖ A program centered on the essential components of animation and computer-generated images.

INTERESTS

Digital painting, video games, traveling, learning languages, reading, trying new restaurants.