

Gia Lee

Product and visual designer

🌐 gialeework.com

✉ gialeework@gmail.com

🌐 [in/gialeee/](https://www.linkedin.com/in/gialeee/)

Experience

Haiku Inc.

Product Design Intern

05/22-12/22

- Directly reported to and collaborated with product manager alongside the design team to brainstorm different design solutions to user problems
- Worked closely with Lead Developer on design translation to UI/UX
- Daily use of Figma, Notion, and Asana for operations to meet project goals and deadlines
- Tested products and recognized obstacles in user flows
- Developed and designed user flows and interfaces for user needs
- Revised previously existing designs and presented design solutions to the CEO for approval
- Assisted in conducting and assessing usability testing, cognitive walkthroughs, and heuristic evaluations
- Led weekly meetings for change management and audit operational processes

Push 10

Design Intern

06/22-09/22

- Received and fulfilled daily responsibilities from design mentor.
- Collaborated with project manager and other designers on a variety of projects consisting of client facing data, social media content, and branding templates
- Completed individual brand case study for a mock client
- Assisted with the creation of client-facing concepts & materials for brand, print, and website projects
- Created internal concepts & materials for Push10 self-promotion

Peers.net

Designer

05/23-current

- Drafted and executed various design concepts creating branding structure
- Conducted market research and conceptualized promotional social media content to maximize exposure to Peers.net audience
- Revitalized pre-existing brand elements in accordance to client's future vision for the company
- Revised user experience and interface design for both mobile and web screens
- Regularly communicated with project manager on design deliverables

Good Samaritan

Haitian Alliance Church

UI/UX Designer

10/23-current

- Directly communicated and advised client with branding to align with client's future goals
- Administered user testing and research to create holistic user profiles including the goals, challenges, and behaviors of ideal customers to further tailor the product to customer expectations.

Education

Parsons School of Design

BFA Communication Design/
user experience design focus/
Deans List

08/19-05/23

The Useful School

Product design

09/22-11/22

AIGA

Mentorship program/Product
design Focus

04/23-07/23

Skills

Tools

Figma, Adobe Creative Suite (Photoshop, Indesign, Illustrator, Premiere pro, Aftereffects), Blender, Jira, Miro, Notion

Design Methods

Interaction Design, Visual Design, Design Systems, Prototyping, Material Design, Human Interface, Presentation Design, Product Thinking, User Research

Technical

HTML/CSS/Javascript, Jira