Paper (Ken-Jung) Lee

paper.li@gmail.com

https://paperworkstud.io

PRODUCT DESIGN | PROTOTYPING | AR/VR

Self-owned Apps

Besides Paper Lee's over a decade of design career, he also dived into development and has published several **ARxAI** iOS apps:

MoCáp is a pocket motion capture app. 3D artists can use it to record body movements and apply the motion to their 3D characters. https://paperworkstud.io/2020/12/21/mocap.html

Fascroll allows users to browse web pages by squeezing their eyes, looking upwards, or making their tongue out. Paper Lee integrated on-device machine learning and facial capturing to achieve the functionality. https://paperworkstud.io/2019/10/21/fascroll.html

Gallery AR displays famous paintings in users' surroundings, turning their space into a personal gallery. https://paperworkstud.io/2019/10/23/galleryar.html

Design Career Experiences

LEAD PRODUCT DESIGNER
VOLLEY, SAN FRANCISCO, AUG. 2023 - NOW

PRODUCT DESIGNER
VOLLEY, SAN FRANCISCO, MAR. 2022 - JUL. 2023
UI and UX design for voice games and applications in smart speakers and smart TVs, i.e., Echo Show devices, FireTV, Roku, etc. Wireframes, voice and visual flows, prototyping, and high-fidelity visual designs.

LEAD PRODUCT DESIGNER
DIING, TAIPEI / LOS ANGELES, JUN. 2016 - FEB. 2022
In-house design team leading, full-stack product design for VR and IOT mobile app services. Company branding and websites design and development.

SENIOR PRODUCT DESIGNER
UNIGREEN, TAIPEI, AUG. 2015 - MAY 2016
In-house design team leading, full-stack product design for agriculture goods shopping experiences.

SENIOR USER INTERFACE DESIGNER
MOBIAPPS, TAIPEI, DEC. 2012 - JUL. 2015
Full-stack product design for company websites, e-commerce, and OEM mobile services.

USER INTERACTION DESIGNER
PILOTFISH, MUNICH, AUG. 2011 - AUG. 2012
Design research, brainstorming, ideation, user interface design, graphic design, and prototyping.

USABILITY ENGINEER
KATDC, TAIPEI, SEP. 2008 - JUN. 2011
In-house Usability lab build-up, prototyping, and usability assessments for TV software products

MECHANICAL ENGINEER
CTCI, TAIPEI, MAR. 2008 - AUG. 2008
Design the static equipment for chemical planets.

Education

M.S., BIOMEDICAL ENGINEERING
NATIONAL YANG-MING UNIVERSITY, TAIPEI, 2005 - 2007
"3D Dynamic Model Construction for Predicting Knee Kinematics - Comparison of native knee and knee arthroplasty", presented on the 21_{th} Congress of International Society of Biomechanics

"Three-dimensional Dynamic Model Construction for Predicting Knee Kinematics - Comparison of Native Knee and Knee Arthroplasty", Masters thesis

B.S., MECHANICAL AND ELECTRO-MECHANICAL ENGINEERING
NATIONAL SUN YAT-SEN UNIVERSITY, KAOHSIUNG, 2001 - 2005
"Man back-supporting system - A best supporting points analysis", presented on the 21_{th} National Conference on Mechanical Engineering of CSME

Skills

Tool

Sketch, Framer, Affinity Photo/Designer/Publisher, Blender, Figma, Adobe Photoshop, Illustrator, Indesign, Adobe After Effects, Lottie Animation, InVision, Marvel

HTML/CSS/JavaScript, Jekyll, React, Swift, iOS development, Android development

Unity, Xcode, Android Studio, Lens Studio, Spark AR Studio, Oculus, SteamVR, Marquette

User Experience Design
Prototyping, mobile app design, web design, UI design, UX design, AR design, VR design, interaction design, visual design, User-Centered Design

Language
English, Mandarine

Portfolio

paperworkStudio

https://paperworkstud.io

LinkedIn

https://www.linkedin.com/in/paperli/