

# Paper (Ken-Jung) Lee

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## Faith

### **GRAPHIC + INTERACTION = USER INTERFACE DESIGN**

user interface design is not only about graphic, but also interaction. I used to build prototypes in design process. I believe that prototype is the key to know how the user interface MOVES.

### **DESIGNERS ARE NOT USERS ARE NOT DESIGNERS**

according to the golden rule of user-centric design, the usability methodology helps designer to SEE what the user needs, not to THINK.

### **TECH ♥ ART**

technology is the tool to make idea realize. With my education background in engineering and work experiences in UI/UX design, I know how to leverage them to create USER EXPERIENCE.

### **.HTML**

with characteristics of flexibility, rich-content, rich-interaction, easy-coding, immediate response and accessibility, HTML platform has been developed as a powerful and joyful PLAYGROUND of new-born ideas.

## Experience

### **LEAD PRODUCT DESIGNER**

#### **DIING INC. TAIPEI, AUG. 2015 - PRESENT**

Lead product definition on mobile apps for teaching, AI and internet of things products. Start from scratch, user study, interaction, prototyping to visual appearing.

### **SENIOR USER INTERFACE DESIGNER**

#### **MOBIAPPS CORP. TAIPEI, DEC. 2012 - JUL. 2015**

User interface design/Flow design for business mobile app, UX define, Usability refinement, Official website design & implement

### **USER INTERACTION DESIGNER**

#### **PILOTFISH MUNICH, AUG. 2011 - AUG. 2012**

Design research, brainstorming, developing of idea, user interface design, graphic design and prototyping

### **USABILITY ENGINEER**

#### **KATDC, SEP. 2008 - JUN. 2011**

Usability lab/testing procedure construction, prototype engineering, contact person between software engineer and graphic designers, usability assessments, UI idealization for home media devices, Design guidelines documentation, Project leading

### **MECHANICAL ENGINEER**

#### **CTCI, MAR. 2008 - AUG. 2008**

Design the static equipment used in chemical plant, such as pressure vessel, tower, tank. Communication with world-wide vendor for technique confirmation and quotation estimation.

## **TEACHING ASSISTANT**

### **PLAYAROUND 10 WORKSHOP - DIWO CULTURE**

**9. AUG. 2010 - 13. AUG. 2010**

Assist mentors from HONF and translation work (English -> Mandarin).

## **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<sup>th</sup> 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<sup>th</sup> National Conference on Mechanical Engineering of CSME

## **Skills & Hobby**

### **Computational**

Framer JS, Origami, Flash + ActionScript, GitHub

HTML/CSS/JavaScript, Sass, JQuery, Jekyll

Sketch, Affinity Designer, After Effects, Hype, Blender, Photoshop, Android platform, Processing, Arduino, Titanium mobile, Linux

### **User Experience Design**

Prototyping engineering, Usability assessment, Web-design

### **Language**

Mandarin, English, German

### **Hobby**

Hockey, Photography

## **Portfolio**

der Bestand PaPer - prototype, usability, tech-art, web

<http://paperworkstud.io>

PaPer's life - blog

<http://blog.paperworkstud.io/>

<http://about.me/paperli>