

2015 SUYEUN LEE

SKILLS & EXPERTISE

WORK HISTORY

SG INTERACTIVE

Sr. Web Designer

Apr 2013 - Aug 2014

Web Designer

Feb 2012 - Mar 2013



Hello, my name is Suyeun Lee.

I love being a web designer. Ever since I started my career, I am greatly inspired when users interact with my work. There are countless visual approaches and strategies to take when approaching a problem, whether its selling a product, providing entertainment, or filtering through tons of information. What seems complicated can be streamlined with a user-centered approach. I love that designers connect with people using sight, emotion and logic in order to communicate a message. Moving forward, I wish to expand my knowledge about UX, content strategy and SEO to help individuals and businesses thrive. There's always much more to learn and discover!

Graphic / Print Design, Web UI/UX Design, HTML & CSS

DESIGN

Design websites that reinforce the distinctive game brand and consistent visual identity
Creation of wireframes & prototypes and iterate on solutions throughout the process
Emphasize usability and experience with aesthetic and functionalities
Conduct internal UX testing
Create style guide and documentation
Create visual elements utilizing game assets

TEAM WORK

Brainstorm & support teams to develop the best-in-class products
Meets and provides expertise to various teams for successful implementation of design standards
Communicate with other departments to better understand their needs and concerns.
Pitch design to internal clients (mostly producers and marketing team)

MANAGEMENT

Initiate projects and allocate resources to various projects
Art direction and creative strategy for various projects and products
Team project time management, goal-setting for team members
Oversee the entire process from planning and live deployment process
Empower team to identify areas for improvement in the build process



NEXON AMERICA

Web Designer

Jan 2011 – Feb 2012

DESIGN

Designed and maintained several Facebook, game interfaces and game websites.
Created and edited various assets for use in company games and websites.
Developed templates and style guides for web articles and newsletters
Collaborated with other teams in order to achieve sales and marketing objectives

TEAM WORK

Brainstorm & supported teams to develop the best-in-class products
Met and provided expertise to teams for successful implementation of design standards
Mentored junior-level designers, supervised their output and facilitated their growth

MINDLINQ

Web Designer

Aug 2008 - Sep 2010

DESIGN

Designed and developed corporate websites (including portal and e-commerce projects)
Style guides, Brand Identity
Ensuring a positive customer experience

TEAM WORK

Responsible for all stages of website creation, from initial architecture and design to deployment
Conducted initial client meetings to identify objectives and goals
Trained and educated staff and clients for technical support

EDUCATION

HANYANG University, Korea

1996 - 2002

Bachelor of Fine Arts (BFA) / Craft design

TOOLS

DESIGN

Photoshop & Illustrator
Flash, Dreamweaver



PLANNING

UX Pin, Invision App
MS Powerpoint



MANAGEMENT

JIRA, Confluence
MS Office, Google doc

