

Eve Lee

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Experience

OMG.re, *Graphic Designer, New York, NY*

March 2025 – Present

CoCo Fresh Tea & Juice, *Graphic Designer, New York, NY*

July 2024 – Jan 2025

- Redesigned user flow for the mobile app, identifying pain points and resulting in a 150% increase in sales (Figma)
- Created email promotion flyers, website display graphics, and social media posts to strengthen brand identity and drive engagement (Photoshop, Illustrator)
- Led customer calls to test new features and determine areas for improvement in ordering online

Google Korea, *UX Design Intern, Seoul, South Korea*

June 2023 – Dec 2023

- Worked in Google Home team, focusing on consumer-facing smart home integration and user experience
- Developed UI prototypes for iOS and Android, incorporating typography, color, and design system to ensure high-quality, timely project delivery (Figma, Adobe XD)
- Worked with cross-functional partners to conduct user research, run user testing, and deliver end-to-end flow on schedule

Parsons Orientation Team, *UX Designer, New York, NY*

Oct 2021 – Aug 2022

- Improved user experience by streamlining navigation and enhancing accessibility for Canvas online orientation modules, used by 1,500 incoming students annually (Figma, HTML, CSS)
- Developed high-fidelity prototypes and conducted A/B and usability testing with former students to optimize user flow (Figma, Maze)
- Documented each campus through high-quality photography and video footage to create a VR experience for new students amidst the transition to e-learning (Rhino, Cinema4D)

Pixar Animation Studios, *Art Intern, Emeryville, CA*

Jun 2021 – Aug 2021

- Created imaginative visual environments for a feature film (Illustrator, Photoshop)
- Animated immersive animation scenes by incorporating fine detail, scale, and lighting while actively collaborating with engineers and artist (Photoshop, Universal Scene Description)
- Attended drawing courses, storyboard workshops, and orientations to learn Pixar's design philosophy

The Field Museum, *Graphic Design Intern, Chicago, IL*

Jun 2020 – Aug 2020

- Revamped the website's user interface by establishing a universal typography standard and color palette, partnering with designers (Illustrator, Figma)
- Designed an informative poster for the Apsáalooke exhibition (Photoshop)
- Conducted a competitive analysis of digital posters created by other museums to define product requirements

Education

Parsons School of Design – BFA Design History & Practice, Data Visualization

Aug 2019 – May 2024

- BFA Merit Scholarship, Departmental Honors
- Built TNS Fashion Design Community Service Club, growing membership to 200 as Founding President ☑

IBM Quantum Computing, *Creative Designer, New York, NY*

Aug 2022 – Oct 2022

- Built a Whac-A-Mole game powered by quantum circuits using IBM Quantum Composer (Qiskit), collaborating closely with IBM engineers ☑
- Designed prototypes have been played hundreds of times by 130 users across the globe ☑

Technical Skills

Proficient: Adobe Creative Suite, Figma, Sketch, Rhino, Cinema 4D, AutoCAD

Familiar: HTML, CSS, Python, Qiskit

Design Methods: User Research/Testing, UI/UX, Information Architecture, User Flow, Wireframe, Design System