

LEE DAEUN

Profile

I am a holistic product designer. My experience covers interaction, interface and user-experience design for a wide range of platforms, from desktop to mobile and VR. I have focused on exploring emerging technologies to uncover valuable design opportunities. My aim in innovation is to create playful, accessible and emotionally memorable experiences by integrating high empathy and new technologies.

Experience

2016. Nov~2018. Jun	Kodama Ltd.	Lead Product. UX Designer
London	I designed a 3D mouse that makes the VR and AR experience accessible to everyone. It provides a tangible creative interaction in 3D through freehand movement.	
2015. Sep~2016. Oct	Microsoft London Lift Studio	Product. UX Designer
London	I have worked on the internal research and development team as an innovation designer covering the whole UX/UI design process, quickly creating hands-on prototypes for uncovering business opportunities with new technologies.	
2014. July~2014. Aug	Innocean Worldwide	Contents Strategist Internship
Seoul	I have designed tangible and intangible product content and services for improving brand awareness of Hyundai Motor.	

Education

2013. July~2015. July	Royal College of Art	MA
	Imperial College London	MSC
London	Global Innovation Design	
New York	2013 Pratt Institute, Industrial Design	
Tokyo	2014 Keio University, Media Design	
	I attended a transnational, double-master design program and researched about how to create disruptive innovation through design thinking, technology and entrepreneurship based on diverse cultural experiences.	
2012. Sep~2013. July	Northumbria University	Diploma (Master)
Newcastle	Multidisciplinary Design Innovation	
	I involved a wide range of commercial projects with external companies such as Unilever, Dulux and the Government Council.	
2006. Mar~2012. Feb	Hongik University	BA
Seoul	Industrial Design	
	Mechanical Engineering	
		BSC

Contact

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Professional Skill

UX and UI Design	Wireframing	Adobe Creative Suite
Interaction Design	Mockups	Sketch
Design Research	Prototyping	Principle
Design Strategy	User Scenario	Motion Design
Usability Test	Persona	Basic Coding
Leading Workshop	Video Editing	Unity