

# Woo Jin Lee (Aaron)

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## EDUCATION

AUGUST 2021

**Carnegie Mellon University (CMU),  
School of Computer Science**

*Master of Human-Computer Interaction*

FEBRUARY 2020

**Korea Advanced Institute of Science and  
Technology (KAIST)**

*Bachelor of Science*

*Industrial design, Computer Science (Double Major)*

## SKILLS

### Programming

Java, C#, C++, Python  
HTML / CSS  
Javascript  
Processing

### Prototyping

Unity  
Figma  
Webflow  
Arduino  
Voiceflow

### Design

Adobe Creative Suite  
Fusion 360  
Maya

### Languages

Native English and Korean Speaker

## AWARDS & HONORS

2021

**ACM Conference on Tangible,  
Embedded and Embodied Interaction**

*Best Paper Award*

2020

**ACM Symposium on User Interface  
Software and Technology**

*Best Paper Award*

## EXPERIENCE

JANUARY 2021 - AUGUST 2021

### Design Lead

*InterDigital, Carnegie Mellon University*

// Anticipated novel digital content experiences and complementary emerging technology that could be feasible in the next 3 years.

// Conducted and synthesized user research sessions using design methodologies and lean design practices.

// Facilitated design activities with clients to ideate on the role of synthetic media within future facing sentiments.

// Designed user interface and interaction of digital assets.

OCTOBER 2020 - DECEMBER 2020

### Service Designer

*The Home Depot, Carnegie Mellon University*

// Analyzed the current product-service ecosystem through service design tools and practices such as Service Blueprinting, Conceptual Models, and Customer Journey Maps.

// Identified opportunity spaces for potential new services while negotiating value propositions for both user and client.

// Leveraged client engagement and collaborative discussions to iterate on design decisions.

SEPTEMBER 2018 - MAY 2020

### Intern

*MAKinteract Lab (HCI Research Lab)*

// Designed and developed beginner friendly design tool for faster and more accurate circuit prototyping.

// Developed software for deployment in research studies, hardware communications, and novel Virtual Reality demo applications.

// Authored and co-authored various research papers on topics such as Haptics, Virtual Reality, and Physical Computing with colleagues and other international collaborators.

## PROJECTS

MAY 2021 - JUNE 2021

### UX Designer

*American Expediting*

// Redesigned the main website for American Expediting, a time critical delivery organization.

// Presented design recommendations based on heuristic evaluation, usability testing, and brand effectiveness.

// Produced responsive web design with element level interactivity, ready for extraction of prototype quality code.