bryana

Bryana Somin Lee | Interaction Designer

CONTACT

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SKILLS & OTHERS

Software
Figma, Protopie, SolidWorks, Rhinoceros 3D, KeyShot, Unity, Webflow, Adobe Creative Suite

Interaction Design
User Research, Interviewing, Branding, Wireframing, Usability Testing, Mockups, Information Architechture, UI/UX Design, Body Tracking, 3D Modeling, Rendering, Rapid Prototyping

Programming
Java, HTML, CSS, Python, Arduino, M5Stack

Language
Native in English and Korean

EDUCATION

ArtCenter College of Design Pasadena, CA   SEP 2020 – DEC 2025
Bachelor of Science in Interaction Design
- Awards : Helena Balfour Edwards Full Tuition for Fall 2024, ArtCenter UG Scholarship
- Student Gallery & Showcase
  - Spring 2023 Gallery - Stitchichi Desktop Accessory Set Design
  - Summer 2023 Showcase - Emmy Sofa Model, Ella the Elephant Toy Car Design
  - Summer 2024 Showcase - Disney Character Shoe Set Design
- Honors : Provost's List (for students who achieved a term GPA of 3.80 or higher)

EXPERIENCE

Teaching Assistant Pasadena, CA   SEP 2023 – DEC 2024
Rapid Prototyping & Rhino Modeling and Surfacing courses at ArtCenter College of Design
- Worked as a Rapid Prototyping and Rhino Modeling and Surfacing course teaching assistant.
- Assisted around 15 students per term with learning 3D modeling softwares (SolidWorks & Rhinoceros 3D), rendering software (KeyShot) and various rapid prototyping methods including laser cutting, CNC and 3D printing (FDM & SLA).

VUI for In-Car Google Maps Project Pasadena, CA   NOV 2023 – MAR 2024
HCI for Interaction Design coursework at ArtCenter College of Design
- Researched AI voice interfaces in in-car experiences by interviewing groups of people for their pain points, testing multiple existing voice user interfaces and map interfaces.
- Designed the AI voice bot persona specific to the research along with conversation prompts and an interface that follows along with the AI bot's common conversations for user testings.
- Conducted 24 A/B user testings to identify the optimal user flows and interface combinations, ensuring a seamless and intuituve user experience.
- Nominated to present at World IA Day Los Angeles 2024 as a team during the student showcase time.

Cedars-Sinai Sponsered Studio Project Pasadena, CA   JAN 2025 – APR 2025
From Data to Impact coursework at ArtCenter College of Design
- Collaborated with Cancer Research Center Health Equity staffs, researchers, community group leaders, health-care providers and other stakeholders to co-create solutions.
- Applied ethical research to engage with different communities to design and implement health interventions.

G.eus Art Studio Seoul, South Korea   DEC 2020
EXPACE Building Media Facade Project Intern
- Participated in the EXPACE Building Media Facade Project for Shin Han Bank's R&D building as a media simulator to program simulator formats.
- Created virtual structures of the Shin Han Bank's R&D building using Java coding on Processing for the media team to input their media designs before playing it on the actual building.

Stitchichi Design Studio Seoul, South Korea   MAY 2023 – AUG 2023
Product Packaging Part Time Worker
- Assembled product packaging with a focus on improving the unboxing experience and aligning with brand identity.
- Worked with design teams to refine packaging usability for stationery items.