

# Chia-Ying Lee

<http://www.chiayinglee.com/>  
chiaying.lee@gmail.com  
mobile: +886.988387705

## OVERVIEW

Graduate Interaction Designer with strong visual talent, highly skilled in concept development: sketching, scenario storyboarding, and prototyping ideas. Innovative collaborator, with multidisciplinary background that includes multimedia, computer programming, and mobile software development. Excellent communicator, fluent in English (TOEFL score 270/300) and Chinese. Technical skills include: C/C++, Java (J2SE/J2ME), SQL, XML/HTML, CSS, PHP, Python for Nokia Series 60, ActionScript, Macromedia Flash/Dreamweaver, Adobe Photoshop/Illustrator/InDesign, basic electronics, microcontroller (Wiring/Arduino); Windows, MAC OS X platforms.

### KEY ACCOMPLISHMENTS

- Met clients' business goals by creating and prototyping concepts for products and services.
- Designed and implemented mobile software.
- Published research results on music cognition.
- Earned International Student Academic Achievement Award, University of Southern California.
- Received grant from Telecom Italia for Interaction Design Institute Ivrea.

## SELECTED PROJECTS

### **Sonic Graffiti**, 2006

"A sound cap for real spray cans and other assist devices for users to remix and tag music by spraying paint in the urban space", Master's Thesis

- Utilized hardware prototyping, electronics, Flash animation, video scenarios, Java/ActionScript programming, and user-centered research.
- Featured in *We Make Money Not Art*, June 12, 2006; *Rhizome.org*, June 12, 2006.

### **Bubo – A Mischief Toy**, 2005

"Taking the surroundings into playground, Bubo is a magic toy which likes to cast spells on home appliances"

- Applied skills included hardware prototyping, electronics, Flash animation, and ActionScript programming.
- Featured at Mattel Design Expo 2005, in *We Make Money Not Art*, February 17, 2006; *Makezine*, February 20, 2006; and *Gizmodo*, February 20, 2006.

### **Contact Board**, 2004

"An accessory for land line phone to manage contacts tangibly and make conference calls much easier"

- Used skills in hardware prototyping, Java programming, video scenarios, and experience prototyping.
- Featured in *We Make Money Not Art*, September 30, 2005

## EXPERIENCES

INTERACTION DESIGN INSTITUTE IVREA, Ivrea & Milan, Italy, 2004 to 2006

### **Interaction Designer/Graduate Student**

- Executed design consultant projects for clients that included Nokia, France Telecom, Mattel, and Wanadoo.
- Performed user research, generated concepts and prototyped feasible solutions with hardware, software, and videos, for presentations with greatest impact and clarity.
- Collaborated with co-workers in multidisciplinary teams.
- Documented projects online and for publishing.

## EXPERIENCE, continued

ICONMOBILE GmbH, Berlin, Germany, Summer 2005

### **Summer Intern**

- Designed user interface and programmed mobile phone profiling software to improve service quality.
- Researched mobile phone usage in Asian markets and documented results.
- Presented research results to department head.

NATIONAL TAIWAN UNIVERSITY, Taipei, Taiwan, 2000 to 2002

**Teaching Assistant**, Department of Computer Science and Information Engineering, 2001-2002

- Lectured entry- and advanced-level courses in computer science to classes of approximately 80 students.
- Planned lessons, designed exams, and organized freshman service courses; maintained student records.
- Administered PC lab with 60 PCs; maintained Unix servers and websites.

**Research Assistant**, Information Technology Lab, 2000-2001

- Designed and implemented user interface for a neural network application, melody function.
- Carried out independent research project in musical rhythm representation.
- Presented and discussed research progress with advisors regularly.
- Documented research results for publication.

## EDUCATION

MASTER IN INTERACTION DESIGN, 2006

Interaction Design Institute Ivrea, Ivrea & Milan, Italy

Thesis: Sonic Graffiti

- Conducted user-centered design methodology.
- Designed graphic interface, physical interactive objects and services.
- Created personas, scenarios, and usage models.

MASTER OF SCIENCE IN COMPUTER SCIENCE, 2004

University of Southern California, Los Angeles, CA

- Specialized in Multimedia and Creative Technologies.
- Activities included 3D Computer Graphics, Artificial Intelligence, Music Cognition, Multimedia System Design, and E-Commerce Web Development.

BACHELOR OF SCIENCE IN COMPUTER SCIENCE AND INFORMATION ENGINEERING, 2001

National Taiwan University, Taipei, Taiwan

- Received Student Research Grant.