

# CHRISTINA LEE

## UI/UX Designer

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christinaylee.com

## EXPERIENCE

### Lead iOS Photoshop Screen Artist

HOGARTH WORLDWIDE, JAN 2020 – PRESENT

- Supervise all iOS screen production for client in Cupertino across multiple high volume projects and functions in a deadline driven environment.
- Develop and maintain design systems, documentation, and UI asset libraries to promote consistency across files.
- Foster effective collaboration with cross-functional teams to ensure UI accuracy and consistency in deliverables.
- Review requests and QC screen artists' work, providing constructive feedback to uphold pixel-perfect precision, brand coherence, and efficient file structure for downstream teams such as localization and video production.
- Train and mentor junior artists in the team's established design standards and file structures in Photoshop.

### Freelance Graphic Designer

KIWI CO., OCT 2017 – DEC 2020

- Refreshed print collateral to ensure alignment with updated branding and revised instructions for educational products.
- Managed multiple projects concurrently, adhering to design branding and print production guidelines in Illustrator and InDesign.

### UI/UX Designer, Graphic Designer

GAIA INTERACTIVE, AUG 2017 – OCT 2019

- Created visual graphics to strengthen marketing campaigns, producing web banners, emails, and social media content.
- Designed wireframes, user flows, and prototypes, enhancing the user experience of web pages and mobile app screens.
- Lead the events team from conceptualization to development and successful launch.

## EDUCATION

University of Southern California — B.A., Art and Design  
AUG 2011 – MAY 2015

## TOOLS

Adobe CC  
Figma  
Sketch  
Microsoft Office Suite  
Google Suite  
HTML and CSS

## SKILLS

Visual Design  
Illustration  
Typography  
User Interface Design  
Design Systems  
Wireframing  
Prototyping  
Iconography  
Photo Retouching  
Print Production  
Motion Design