

Chasen Lee

Product Designer

chasenlee.com

chasenlee2@gmail.com

818.270.1145

Work Experience

Epic Games / UX Design Intern

June 2022 - December 2022 Cary, NC

- Contributed to the Fortnite Player Journey and Social Team
- Responsible for problem definition, exploration, wireframing, and prototyping for PC and Console.
- Communicated with stakeholders, product manager, engineers, visual designers, and UX designers to ensure cohesiveness and proper implementation.
- Provided a smooth handoff to engineering through feedback sessions and construction of production spec.
- Designed user flows that resulted in tangible and quantitative improvements for players.

Bungie / UX Design Intern

June 2021 - August 2021 Bellevue, WA

- Explored and identified problem areas within the Destiny 2 storefront with the Commerce team.
- Fostered collaboration with UX and Engineering to promote consistency on designs.
- Designed smart and elegant user flows across several projects.

Projects

Valorant Gunbuddy Page / UI/UX Designer

October 2020 - November 2020

- Mock redesigned core UI element in Valorant.
- Conducted research and identified user pain points
- Created wireframes and interactive prototypes in Figma and Protopie respectively.

Education

UC Santa Barbara

2018-2022

B.S. Psychological and Brain Sciences

Skills

Software

Figma

Adobe Creative Suite

Protopie

Principle

Origami

Notion

Jira

Confluence

Design

User Interface

UX Documentation

Design Research

Design Strategy

System Design

Service Design

Experience Prototyping

Usability Testing

Storyboarding

Persona