

kristina d. lee

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Digital portfolio: www.kristinadLee.com
References available upon request

WORK EXPERIENCE

Toymonster Ltd. | Jan 08-present

Intern

Developed, designed, and prototyped products and packaging for mass production in China for the American, European and Australian market. Multiple self-managed projects as well as working in teams.

Acme studio | May 06-Dec 07

Intern

Design and refined a bag for production, learned pattern making and how to source hardware for bags. Designed logos, brand identity, hang tags, and labels. Also gained experience with working with clients, leather, and industrial sewing machines.

Bretheren Et. | May-Aug 05

Intern

Produced concept art and sketches as new ideas as well as worked with CEO and company visionary to form 2-D representations of his ideas. Specified dimensions in interiors in order to be modeled in CAD/Maya for animation of a video game. Studied interiors and weapons for realism and emulated those characteristics in designs. Learned about the video game industry and the importance of realism and physics in game making.

Ritchie Die Company | May Aug 04

Worked in office, filing, some shipping/receiving, and some customer service. Learned about the trade of diemaking and its use in the manufacturing of varieties of products and packaging. Understanding of tolerances and processes as well as machinery used with steel rule dies.

ADDITIONAL DESIGN EXPERIENCE

computer skills

- Adobe Photoshop
- Adobe Illustrator
- Adobe Indesign
- Alias studio tools 13
- Microsoft Office
- Mac OS X platform

ID skills

Knowledge of sewing soft products

- Modelmaking in foam, and casting
- Knowledge of shop tools [mill, lathe, table saw, band saw]
- hand rendering in chalk and markers
- quick sketching with prisma pencils

awards & honors

Winner, Interzinc design contest,
2005

education

California College of the Arts BFA
Industrial Design 2007

Pantech | Fall 06

Sponsored project. Designed a cell phone using rapid prototyping and worked with a modelshop in Korea to produce a full-scale mock-up. Travelled to Korea and presented concept and design to Pantech management.

The Nueva School | Fall 04

Worked directly with private school in observation, product development, and concept testing

Timbuk2 | Spring 04

Worked directly with CEO and designers of Timbuk2, as well as public school students to develop a bag for high school athletes.

Heath Ceramics | Spring 04

Studied the area of ceramics, methods of mass production and worked directly with company owners to design a product around the benefits of the material and their manufacturing capabilities.