

# Katherine Lee

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## EDUCATION

**University of Michigan, Stamps School Of Art & Design**, Ann Arbor, MI

May 2025

*Bachelor of Fine Arts: Industrial Design*

GPA: 3.79, Dean's List FA 2021, James B. Angell Scholar Spring 2025

## SKILLS

**Design:** Sketching, design thinking, human centered design, user research, user experience design, persona, storyboarding, prototyping, usability testing, project management

**Tools:** Fusion 360, Blender, Rhino 3D, Grasshopper 3D, Figma, Adobe Illustrator, Adobe Photoshop, Adobe XD, Adobe After Effects

## WORK EXPERIENCE

**Spotwatch LLC, Industrial Designer**, Ann Arbor, MI

May 2025 – Present

- Participated in **5 design reviews** with hardware and software team members, interpreting feedback to refine mechanical components and ensure alignment with system requirements, contributing to the development of a **minimum viable product**.
- Developed parametric models in **Fusion 360** and imported them into **Blender** to produce high-fidelity image renderings, creating **marketing assets** that effectively visualized Spotwatch prototypes for demos and startup pitch events.
- Documented and evaluated design decisions to address ergonomic and mechanical challenges, applying **human-centered design principles** such as usability testing and iterative prototyping to balance real-world constraints with user comfort.
- Led **color, material, and finish** decisions for Spotwatch device to ensure UV resistance, enhance camera accuracy and driver safety, while maintaining brand identity.

**Stamps School Of Art & Design Digital Fabrication Lab, Studio Monitor**, Ann Arbor, MI

Sept 2024 – Apr 2025

- Managed and consulted 3D printing projects for art students and faculty, providing guidance on PLA and resin material selection and preparing files in **Bambu Studio** and **PreForm**, which ensured reliable prints and improved project outcomes.
- Debugged** Bambu X1E, Bambu X1 Carbon, FormLab resin printers and successfully setup and curate **+100s** of prints.
- Supported over **+100** faculty and students by reviewing laser cutting files in Illustrator, Rhino 3D, and **UCP**, guiding users through setup and **operation** of the PLS 675 and ILS12.75 Laser Platform, ensuring successful cuts on various materials.
- Assisted art and design students in **troubleshooting CAD** modeling and file issues in **Fusion 360, Rhino 3D, and Blender**.

**University of Michigan Multidisciplinary Design Program, UI/UX Designer**, Ann Arbor, MI

Jan 2022 – Dec 2022

- Collaborated in a **multidisciplinary team** of engineering students and faculty, as part of the University of Michigan's ArtsEngine FEAST program to **commercialize** low-cost space weather sensor packages.
- Designed a **web-based dashboard user interface** for nationwide magnetometers using Adobe XD and Adobe Illustrator, bridging complex scientific data into intuitive visualizations for students and community researchers.
- Created and implemented a comprehensive **UI style guide** by collaborating with the team's software engineer which standardized typography, color, and iconography usage ensuring a consistent user experience.

**Siemens Digital Industries Software, Mendix, Student Strategic Program UI/UX Design Intern**

May 2022 – Aug 2022

- Redesigned** the **user experience** and **user interface** of the internal template application **App Factory Suite** for **enterprise users** including the program owner, system administrators, solution architects, developers, and reference users.
- Structured **user flow charts** to understand key user pain-points to build a seamless usability experience.
- Gave weekly **presentations** to the project team after each **agile sprint**, explaining project progress and design choices to make sure it aligned with Mendix's goals and objectives, while satisfying the user needs.
- Prototyped low to high fidelity **wireframes** and styled the **App Factory Suite** using **Figma, Mendix Studio Pro**, and **CSS**.

## PROJECTS & CLUBS

**University of Michigan Solar Car Team – Aerodynamics Member**

Sept 2021 – Feb 2022

- Completed required **CAD training** ahead of schedule and received recognition from the team for rapid onboarding.
- Modified aerodynamic surfaces using **Siemens NX**, working within existing parametric CAD surface models and constraints.
- Gained experience operating within a large, technically mature student **engineering organization**, following established documentation standards, review processes, and version-controlled CAD workflows.

## ACHIEVEMENTS

**2021 SEDS Space Art Competition** – Created one of the three winning painting pieces that was sent out to the International Space Station through **Space X's Dragon** on the CRS-25 mission.