

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: 3D printing, laser cutting, sketching, design thinking, human centered design, user research, persona, storyboarding, prototyping, usability testing, UI/UX design, project management

Tools: Fusion 360, Blender, Rhino 3D, Bambu Studio, 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 3 high-fidelity animation and 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.

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**, **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** by leveraging prior knowledge and conducting targeted online research.

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 dashboard user interface displaying nationwide magnetometers using Adobe XD and Adobe Illustrator for a **web-based platform** that connects sensors to a research database and data visualization tools.
- Created a **user-friendly** UI framework for citizen science and learning platforms, simplifying complex scientific data and enhancing comprehensibility to make it more approachable 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**.

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.

2021 Lunar New Year Card Design Competition – Designed the winning card of the competition hosted by the Office of University Development at the University at Michigan; the card was sent out to over **12,500 University of Michigan alumni** overseas.