

# michele j lee

industrial designer

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Professional  
Experience

Furniture Designer

New York, NY

- Designing and building furniture for living, focusing on materiality.

2020, july-  
present

Sonneman Design Group, Industrial Designer

Larchmont, NY

- Designed large scale lighting fixtures + systems working with the design team through initial conceptualization, physical + digital prototypes, packaging development and visual communication for presentation materials.

- Developed lighting concepts for production by collaborating side by side with mechanical engineers and communicating with overseas manufacturing.

2019, jan-  
2020, may

Todd Bracher Studio, Industrial Design Intern

New York, NY

- Participated in textile, furniture, and lifestyle design from research to final products.

- Developed the studio's CMF library by researching and connecting with distributors.

- Designed + built presentation decks to convey the studio's vision to clients.

2017, jun-dec

Sundance Film Festival, Branding Designer

Los Angeles, CA

- Created a strategic branding concept for the Sundance Film Festival 2018 in Park City, Utah spanning multiple experience touch points in collaboration with a team of one graphic designer and one environmental designer.

2017, march

Education

Bachelor of Science in Product Design

ArtCenter College of Design

- graduate with honors

2018

Awards

Art Center College of Design:

Merit Scholarship

2014-2018

Skills

Thought:

Concept generation, Experimental design process, Design based research, Human centered design thinking, Critical thinking, Creative data visualization.

Technical:

Sketching, Analogue prototyping, Rapid prototyping, Solid Works, KeyShot, Adobe Suite

Languages:

Native English, Conversational Korean