

Seungkyun Lee

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EDUCATION

Rhode Island School of Design (RISD) *Providence, RI*

Bachelor of Fine Arts, Industrial Design 2010

Brown University *Providence, RI 2008-2010*

Highest-level Japanese and Collaborative Engineering Courses

SKILLS

Design

Profound understanding of problem-solving, concept generation, and visual and verbal communications. Training in model construction with foam, wood, metal, plastic, cardboard, paper and clay. Extensive knowledge of computer-aided design. Experience with rapid prototyping, CNC machining and laser cutting.

Computer

Photoshop, Illustrator, InDesign, SolidWorks, Rhinoceros, ArtCAM Jewelsmith, Microsoft Office, HTML and CSS.

Personal

Extensive international experience and adaptation skills. Fluent in English, Korean, and Japanese. Basic Chinese.

EXPERIENCE

Intel Sponsored Project with MIT *Cambridge, MA Spring 2010*

Collaborative project with students from MIT and Sloan School of Management. The team developed a product that would push the future of computing experience.

Metal Shop Monitor *Providence, RI 2009-2010*

Supervised students working in the Metal Shop and assisted the Shop Technician maintain the facility in the RISD Industrial Design Department.

NASA Sponsored Moonbuggy Project *Providence, RI Fall 2009*

Worked in a team of 15 RISD students to build a human-powered moonbuggy; entered the "NASA Great Moonbuggy Race" in April 2010 and won the 3rd place in the college division.

A Better World by Design Conference '09 Committee *Providence, RI 2009*

Member of a committee of students from RISD and Brown University; organized a global conference on sustainable design and social entrepreneurship.

Design Intern: TAP n'TAP *Cambridge, MA Summer 2009*

Worked as an industrial designer at this start-up company, who was developing a hand held electronic device for homes and families. Participated in designing the casing of the device.

Teaching Assistant: SolidWorks *Providence, RI Spring 2009*

Assisted sophomores in the RISD Industrial Design Dept. learn the 3-D modeling program.

Design Project with a Local Toy Company *Providence, RI Spring 2009*

A toy design project with students from Brown University and Hasbro as the academic mentor. The team's business plan was one of the 3 finalists in the 2009 RI Business Plan Competition.

Design Intern: PROSPECS *Seoul, Korea Summer 2008*

Worked with the shoe design team at this Korean sporting goods company. Participated in sandal design, pattern design and market research.