

Ethan K. Lee

UX/UI Designer & Illustrator

<https://www.linkedin.com/in/ethan-lee-52755735a> ethanart.design

EDUCATION

School of the Art Institute of Chicago (SAIC)

Bachelor of Fine Arts
2022

UX Academy

Bachelor of Fine Arts
2022

SKILLS

Design

UX process & wireframing, user flows & flowcharts, interactive prototyping, premium UI asset creation across styles, visual design (color, layout, typography), textures & layer effects, annotated design documentation, character & concept illustration, iconography

Tools

Figma, Adobe Photoshop, Adobe Illustrator, FigJam, ProtoPie, Vectorpea, Procreate

Soft Skills

Client & stakeholder presentation, verbal & visual communication, team collaboration, openness to feedback & iteration, adapting UI across casual-to-hardcore styles

Languages

English, Korean (bilingual)

SUMMARY

UX/UI designer and illustrator (SAIC) who solves UX problems both creatively and through conventional methods — owning the full process from user flows and wireframes through premium, polished UI assets. Fine-arts foundation in color, layout, and typography, with the illustration range to craft UI across styles from casual to hardcore. Bilingual in English and Korean.

SELECTED UX/UI PROJECTS

Blooming Habit — Mobile App ↗

- Gamified app built around a guide-sprite character and game-style progression — designed flows, UI, and illustrated assets from scratch; 4 of 4 usability-test participants (gamers and non-gamers) completed the full flow without confusion, and I iterated the in-game dialogue system directly from their feedback

Patha — Mobile App ↗

- Full documented UX process: flowcharts, low-fidelity wireframes, six high-fidelity screens, and final UI assets in Figma

HomeFit — Mobile Fitness App ↗

- Complete mobile experience with custom visual identity, navigable menu system, and high-fidelity interactive prototype

YouLab — Desktop Application ↗

- Seven-screen desktop interface with functional, navigable menu and navigation systems at desktop scale

EXPERIENCE

Freelance Illustrator

2023-2026

Self-Employed

- Created character and concept art commissions across diverse visual styles
- Translated client briefs into finished work through feedback-driven revision rounds, delivering on deadline
- Built a concept-to-final-asset workflow in Photoshop, Illustrator, and Procreate — the same pipeline used for final UI art

Cap College Consulting

2022-2025

Tutor SAT Prep, Arts & Academic Instruction

- Adapted instruction to each student's learning style, observing firsthand how different learners absorb and master material
- Rebuilt teaching approaches for students unresponsive to standard methods, iterating from feedback — the same loop as usability testing
- Broke complex material into clear, motivating steps for bilingual students and families in English and Korean