Updated 07.2017

SHAMMEL LEE

SOFTWARE ENGINEER
PRODUCT DESIGNER

BACKGROUND

My interest in writing software began in a high school computer graphics class. I then began creating graphics and retouching with Photoshop and animating with Flash. Things really got interesting when I discovered there was another side to Flash: ActionScript. It was much more than an animation tool. This was my introduction to the world of programming. I immediately saw the power and benefits of being able to achieve dynamic results that were difficult or impossible to achieve manually. After getting a taste of the power of code, I started exploring what other languages had to offer. I decided to combine design and programming and gravitated toward minimalism. It's with this hybrid skill set and obsession for problem-solving that allows me to apply rare insight in order to push the boundaries of what's possible creatively and technically.

APPROACH

Engineering is linked with "left brain" thinking and design with "right brain" thinking. However, the best solution to any problem comes from combining both forms of thinking. A designer who is adept in engineering can create more thorough, feasible designs for that product. Similarly, an engineer with a design background will be able to create a more intuitive and visually appealing product. Having a deep understanding of both form and function and being able to speak the language of both the designer and the engineer allows products to be implemented exactly as they were envisioned, thereby eliminating the communication barrier that typically exists when building products. This prevents information from being misinterpreted and results in clear, consistent products that delight users.

EXPERIENCE

01.2017 - Present **Karbon Industries** Software Consultant
09.2015 - 10.2016 **Bow & Drape** VP Engineering
01.2015 - 08.2015 **The Hackerati** Software + Design Consultant
05.2010 - 12.2014 **Edulence** Software Engineer + Designer
09.2008 - 03.2010 **Karbon** Principal Software + Design
11.2006 - 07.2008 **Syntax** Interaction Designer
08.2001 - 10.2006 **Wavebox Design** Interaction Designer

EDUCATION

2002 - 2004 **Katherine Gibbs School** Digital Arts + Animation
2001 - 2002 **Suffolk County Community College** Graphic Design

SKILLS

Design
Product Design
User Experience Design
User Interface Design
Wireframing
Prototyping
Interaction Design
Web + Graphic Design
Identity + Branding
Type Design
Animation
Motion Design

Development (Agile)
Front-end
Back-end
Information Architecture
DevOps + Automation
Testing
Integration + Deployment

Other
Product Photography
Fashion Photography
Retouching

SOFTWARE + TECHNOLOGIES

Design	Development		
Illustrator	Python	Django	Make
Photoshop	PHP	Flourish	Webpack
Sketch	Ruby	jQuery	Grunt
InVision	Perl	React	Mocha
OmniGraffle	JavaScript/Node	Backbone	Chai + Sinon
After Effects	CoffeeScript	Marionette	NGINX
Flash	ActionScript	LoDash	Apache
Framer	C + C++	Pug	MySQL
SketchBook Pro	Swift + iOS	Handlebars	MongoDB
Painter	Shell Script	Stylus	Redis
Quartz Composer	Awk	D3	Firebase
AutoCAD	HTML + SVG	GSAP	AWS
Alias AutoStudio	CSS	Raphaël	Ansible
ZBrush	Markdown	Bootstrap	Docker
Fusion 360	LaTeX	Socket.io	Vagrant
Keyshot	Dot/GraphViz	Git	Packer

LANGUAGES

English Fluent
Spanish Intermediate
German Elementary

INTERESTS

Math
Software
Data Science
Electronics
Philosophy
Science
Sustainability
Physics
UI/UX Design
Web Design
Industrial Design
Nature
Books
Music
Film
Motion Design
Photography
Architecture
Futurism
Cycling
Snowboarding
Ping Pong
Virtual Reality
Automotive

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