

Rachel Madison Lee

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EDUCATION

University of California, Los Angeles

Bachelor of Arts in Design Media Arts | **GPA: 3.9**

Los Angeles, CA

9/2024 - 6/2028

- **UC Regents Scholar** (Recipient of the Regents Scholarship, awarded to top 1% of class out of 6,613 students)
- Relevant coursework: Typography, Digital Image, Fabrication and Materials, Video and Motion, Game Design

Rhode Island School of Design Pre-college Program

- Relevant coursework: Drawing Foundations, Design Foundations, Art and Activism Studio

Providence, RI

6/2023 - 7/2023

EXPERIENCE & LEADERSHIP

Quanta Laboratories

UI/UX Design Intern

Remote

7/2026 - 8/2026

- Led the redesign of Quanta Laboratories' B2B marketing website, translating competitive research into hi-fi mockups (homepage and 4 core internal pages) with a new color system, card-based layouts, and custom graphics built around the company logo
- Audited the existing website's structure across core pages against B2B industry conventions, identifying gaps that directly shaped the redesigned site architecture
- Established Quanta Laboratories' visual identity by building a brand guide (color palette, typography, and branding graphics)

Creative Labs at UCLA

UI/UX Designer for Homie

Los Angeles, CA

4/2026 - 6/2026

- Designed 23 app screens and led the chore tracker feature from functionality decisions to final screens
- Collaborated with a cross-functional team of 12 to design a mobile roommate management app for college students
- Iterated extensively on brand direction, including color system and gradient application across screens

UI/UX Designer for BruinPlace

1/2026 - 3/2026

- Designed 9 website screens and 15 reusable components spanning listings, search, navigation, and user profiles
- Collaborated with a cross-functional team of 11 to design a web platform for UCLA students to find off-campus housing
- Defined the BruinPlace brand and visual identity through logo design, color palette, and art direction

UCLA Student Media

UI/UX Designer

Los Angeles, CA

4/2026 - 6/2026

- Designed 13 screens and several user flows for an internal inventory management tool
- Worked within the Atlassian design library and iterated on inventory item card designs to improve clarity for studio managers

UCLA Regents Scholar Society

Social Media Designer and Merchandise Designer (concurrent roles)

Los Angeles, CA

11/2024 - Present

- Designed 15 social media posts for event reminders, summaries, and announcements
- Designed and illustrated merchandise including hoodies, sweatshirts, tote bags, and hats

The Campanile Newspaper

Art Director and Media Editor (concurrent roles)

Palo Alto, CA

9/2022 - 5/2024

- Created 95+ illustrations for news stories, front pages, and double-spreads across 4 issues per semester
- Managed and recruited a team of staff artists, overseeing social media and print publication design
- Drove improvements to artistic direction and publication standards, contributing to national press award recognition

AWARDS

- Awarded Golden State Seal Merit Diploma with Civic Engagement and Biliteracy seals
- Awarded **2nd place (national)** in Photo-Illustration for publication artwork, Columbia Scholastic Press Association
- Awarded **3rd place (out of 293)** in Two-Page Spread publication artwork, California Press Women
- Other awards: Scholastic Art and Writing Awards (Silver Key), Rachel Austin Award

SKILLS

Software: Figma, Procreate, Adobe Suite (InDesign, Illustrator, Photoshop, After Effects, Premiere Pro), Blender

Art: Digital art, traditional art (drawing, painting, textiles, woodworking, mixed media), 2D animation

Design: UI/UX design, wireframing, design systems, user testing, user research, brand design, graphic design, product design, page design