

Brian Wonjun Lee

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EDUCATION

University of Pennsylvania

BA in Computer Science & Design (Double Major), Benjamin Franklin Scholars

Philadelphia, PA

Expected May 2027

Relevant Coursework: User Experience (UX) and User Interface (UI) Design, Interactive Computer Graphics, Computer Animation, 3-D Computer Modeling, Interactive Concepts for Art & Design

EXPERIENCE

Software Engineer Intern, Aleph Lab (Y Combinator)

June 2026 – Present · San Francisco (Remote)

- Built a deterministic Figma-to-React Native pipeline at a 4-engineer YC startup, turning designs into tokenized Expo components and shipping it as a reusable team skill
- Analyzed onboarding-trial data and surfaced a mobile session-entry drop-off (roughly half the desktop activation rate), recommending a pre-session audio gate that reshaped onboarding priorities
- Designed declarative mode-authoring tooling (schema + conformance linter) so new AI-character game modes ship as data, not bespoke code
- Prototyped child-friendly notification and error-state UX (warm copy, recovery paths, observability) for a kids' English-learning app

Software Engineer Intern, BitMango (Puzzle1 Studio)

June 2025 – Aug 2025 · Pangyo, South Korea

- Maintained a live portfolio of 50+ Unity mobile game titles, improving UI/UX and core gameplay stability across deployments
- Resolved 100+ QA-reported bugs by modifying Unity prefabs and C# scripts, shipping fixes in production releases
- Upgraded SDKs and platform modules fleet-wide to meet evolving app-store requirements and sustain production availability

Project Lead & Product Designer, Penn Spark (Red Team)

Jan 2025 – Present · Philadelphia, PA

- Led a 15+-person cross-functional team of designers and developers to ship client-facing 0-to-1 products
- Defined end-to-end user flows, interaction patterns, and reusable interface systems across multiple deliverables
- Shipped polished, user-centered features across semester-long client project cycles

Military Interpreter, Capital Defense Command (ROK Army)

Dec 2022 – June 2024 · Seoul, South Korea

- Provided real-time English-Korean interpretation in high-security, multi-agency environments for international stakeholders
- Translated sensitive documents and briefings with precision, enabling coordination across government and defense teams

Database Engineer Intern, IT-Farm

June 2022 – Aug 2022 · Seongnam, South Korea

- Designed and implemented a SQL database prototype managing 1M+ data entities using Oracle and SQLite
- Processed and organized semiconductor datasets from 20+ client companies, including Samsung, SK, and LG
- Wrote and optimized SQL queries to improve retrieval and management efficiency across large-scale datasets

PROJECTS

[Path@Penn Redesign](#) | Figma

Feb 2026 – Mar 2026

- Redesigning Penn's course-registration portal across 4 connected surfaces (Dashboard, Course, Schedule, Degree) to fix visual overload and fragmented planning workflows
- Surfaced pain points through observational walkthroughs, student interviews, and a heuristic audit
- Designed and usability-tested a hi-fi Figma prototype, translating findings into a clearer, more guided planning flow

[Penn Spark Website Redesign](#) | Figma, Next.js, React

Sept 2025 – Dec 2025

- Led design direction across 10+ designers and developers for the club's public site
- Restructured navigation and page hierarchy to improve clarity and discoverability across the browsing experience
- Shipped a scalable, data-driven content system with refined hi-fi interfaces and interactions

[Wikipedia Mobile Redesign](#) | Figma

Apr 2026

- Redesigning Wikipedia's mobile experience across 5 sections (Home, Article, Search, Language, AI Chat) for how people read
- Ran 3 structured interviews and a survey, synthesizing insights and How-Might-We framing into lo-fi wireframes
- Usability-tested with 4 participants, folding findings (previews, search snippets, clearer AI framing) into the final prototype

SKILLS

Design: Product Design, UX/UI, Interaction Design, User Research, Usability Testing, A/B Testing, Wireframing, Rapid Prototyping, Information Architecture, Design Systems

Engineering: TypeScript, JavaScript, React, Next.js, React Three Fiber, Node.js, C++, OpenGL/GLSL, Python, SQL

Tools: Figma, Photoshop, Illustrator, After Effects, Premiere Pro, Maya, Blender, Substance Painter, Unreal Engine 5, Unity, Git