

Lucy Lee, User Experience Designer

PERSONAL STATEMENT

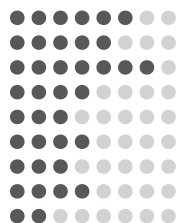
I am a User Experience Designer who has worked in complex domains like healthcare and insurance, and am looking for new and challenging problems to solve. I believe in planning first. Iterating fast, and testing often. I take on both the big picture and dig deep into design details.

On design and development teams, I can lead projects, mentor other designers, conduct research, and code prototypes. I lean more towards being a design generalist than a specialist, but I appreciate working in teams with designers who have strengths that are different from mine.

DESIGN SKILLS

Technical skills

Sketch
Figma
Axure
HTML & CSS
Javascript
Principle
Adobe Illustrator
Adobe Photoshop
React



Soft skills

User research
Workshops
Design strategy
Participatory design
Accessibility
Project management
Rapid prototyping

EDUCATION

● **University of Michigan**
August 2014 - July 2015
Masters of Health Informatics

● **Seoul National University**
April 2006 - April 2011
Bachelor of Science, Pharmacy

WORK EXPERIENCE

Senior User Experience Designer at Hagerty Classic Cars

April 2018 - current

I am currently working with a team to build a design system, and can be found prioritizing user stories, conducting site audits, belaboring over file versioning systems, writing acceptance criteria, and designing components.

User Experience Designer at Hagerty Classic Cars

March 2017 - March 2018

I led design and research for 4 insurance quoting experiences, doing everything from gathering requirements from multiple business units, defining strategy, creating interactive prototypes, usability testing, writing documentation, and acting as design point person for 30+ team of consultants, third-party contractors, and internal developers.

User Experience Designer at Nanthealth/Allscripts

August 2016 - December 2017

A full-stack design role, I conducted usability tests, created html/css/js prototypes, and contributed to a Foundation-based style guide and pattern library.

User Experience Intern at Mad*Pow

June 2016 - August 2016

I supported the UX research team by analyzing research data, managing interview schedules, affinity mapping, and conducting usability tests.

User Experience Intern, Center for Health Communication and Research

May 2015 - June 2016

I designed a mobile app on peer mentoring, conducted usability tests for a website that helps people choose health insurance plans, and wrote content promoting sexual health for men recovering from prostate cancer.

Graduate Student Instructor at University of Michigan, Communication Studies

September 2015 - May 2016

I taught discussion classes for Media Analysis: Concepts and Methods, a course that surveys critical and qualitative methods for studying media. I helped students explore topics related to media research such as literature reviews, sampling methods, interviews and focus groups.

Project Coordinator at University of Michigan, Psychiatry

August 2014 - July 2015

I coordinated clinical and technical teams to ensure smooth implementation of a study on the effectiveness of an online counselor on student mental health. I tested revisions and maintained project timelines across 4 universities to adhere to IRB protocols.

Multimedia Developer at Torrance Learning

November 2013 - March 2015

I created animations, graphics and videos for e-learning courses, using Adobe Illustrator, Photoshop, InDesign, After Effects, and Articulate Storyline.