

SHANNON LEE

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Portfolio: shannonl.me

ABOUT

UX/UI Designer with a B.S. in computer science. UI/UX and software engineering industry experience. Creative, compassionate, and cooperative. Passionate about building intuitive, compelling products to improve usability and customer retention.

SKILLS

Technical Skills

Atomic Design, Visual Prototyping, Wireframing, Interaction Design, UI Design, Usability Testing, Heuristic Evaluation, User Testing, User Research, User Centered Design, UI Animation

Python, Java, C++, Unity, HTML5, CSS, Javascript, JQuery, SQL, Bootstrap, Figma, Adobe Creative Suite, Miro

Personal Skills

Adaptable, Intuitive, Creative, Empathetic, Organized, Strong Communicator, Leadership, Collaborator, Detail-Oriented

EXPERIENCE

Webserv Irvine, CA

Design Lead / Design Supervisor

Sep 2023 - Present

- Inherited the same responsibilities as UI/UX Designer & Developer in addition to:
- Planned, executed, and closed projects; set and managed project priorities and deadlines
- Defined project scopes, goals, and deliverables
- Facilitated communication and collaboration between departments
- Managed stakeholder expectations and feedback in order to deliver cost-effective and high quality products
- Proficient in Asana and FigJam

UI/UX Designer and Developer

Nov 2022- Sep 2023

- Developed brand identities by working with clients to determine their brand personality, unique vision, and target audience
- Designed mockups and prototypes using Figma and Adobe XD
- Developed complete websites using Wordpress Elementor, Oxygen, HTML, CSS, & Javascript that are both accessible and responsive for tablet and mobile devices
- Enhanced site usability and user experience with site audits and user flows
- Independently lead projects and communication with clients from project beginning to completion

Informatix, Inc. Sacramento, CA

Apr 2018- Oct 2021

Software Engineer (Full-Stack)

- Code maintenance and made point-changes to the company's code base.

- Created an application redesign for front-end and back-end using Angular, Java, and various AWS services such as AWS Cognito and AWS Amplify.
- Created high-fidelity wireframes in Figma using the Clarity design system and a pattern library for the redesign.

PROJECTS

Misc. Websites Project Portfolio at Webserv

- Lead projects and communicated with clients to brainstorm, develop, and deliver visually appealing websites that reflected the client's brand identity
- Prioritized usability, site speed, and accessibility for all projects
- See full portfolio at shannonl.me
- *Tools used:* Figma, Adobe XD, Wordpress, Elementor, Oxygen, HTML, CSS, Javascript, JQuery

NomNoms A Social Media App for Foodies

- Prototyped a social media type application to connect restaurant owners and their customers in a more personalized way, in order to tackle the wicked problem of commerce within the food industry.
- Team of 4 UI/UX developers; Responsible for project managing, facilitating ideation sessions, UX research, and UI design.
- *Tools used:* user interviews, user surveys, proto-persona, creative matrix, competitive analysis, user journeys, Figma

MDES (Mississippi Department of Employment) Website Redesign

- Redesigned the MDES website in order to improve the process of applying for unemployment aid. Goal was to increase conversion rate of application completion and alleviate any questions or concerns by rethinking the process and content hierarchy.
- Team of 4 UI/UX developers; Responsible for project managing, facilitating ideation sessions, UX research, and UI design.
- *Tools used:* User journey, proto-persona, site map, design principles, gestalt laws, A/B testing, usability testing, Figma

EDUCATION

Bachelor of Science, Computer Science

University of California, Irvine

June 2018

Certificate, UI/UX

University of California, Irvine, Division of Continuing Education

July 2022