

# SHANNON LEE

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Portfolio: [shannonl.me](http://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

Python, Java, C++, HTML5, CSS, Javascript, JQuery, SQL, Bootstrap

### Personal Skills

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

## EXPERIENCE

### **Webserv** Irvine, CA

Nov 2022- Present

#### UI/UX Designer and Developer

- 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
- 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](https://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