Shannon Lee

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Portfolio: shannonl.me

A UX/UI Designer with a B.S. in computer science and 3 years of industry experience as a software engineer. 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

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

Personal Skills

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

Experience

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

NomNoms A Social Media App for Foodies (*link to portfolio*)
- 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