

Andy Lee

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EXPERIENCES

UX Research Intern | Questrade

Jan 2022 - present

Leading an early-stage generative research initiative for the product team for an investing service focused on improving financial health for Questrade's largest market segment.

Conducting qualitative user interviews with new market segments to guide product and design team strategies for upcoming lines of businesses in investing and banking.

Software Product Engineer Intern | Harled

May 2021 - Aug 2021

Designed, developed, and launched a LMS to increase access to education and technology literacy for Indigenous communities across Canada for Anishnabeg Outreach.

Facilitated client brainstorming sessions to translate stakeholder vision into executable product strategy and to identify primary business objectives.

Scoped 10+ product features and applied the MoSCoW prioritization method to produce an MVP roadmap, which expedited the launch of the MVP to a month ahead of schedule.

COMMUNITY

Product Designer | UW Blueprint

Jan 2022 - present

Leading the design strategy of an online summer camp registration platform and internal camp management platform for Focus on Nature.

Apr 2021 - Jan 2022

Designed an accessible parking permit renewal service and application management tool to streamline permit processing procedures for the Richmond Centre for Disability.

Owned 4 must-have features from end-to-end and conducted 8 usability tests with stakeholders to evaluate design decisions.

Collaborated with developers to regulate design implementation feasibility and scope creep and documented design-developer hand-off procedures to improve team workflows.

SKILLS

Product & Design

Quantitative research, generative research, usability testing, journey maps, personas, interaction design, wireframing, accessibility design

Tools

Jira, Confluence, Azure DevOps, UserTesting, Figma, Adobe Xd, Adobe CC, InVision

Development

HTML, CSS/SCSS, JavaScript, Ruby, C++

Technologies

React.js, Node.js, SQL, Ruby on Rails

EDUCATION

Systems Design Engineering

Sep 2019 - Apr 2024

University of Waterloo
BASc. Candidate

Relevant Coursework:

Human Factors in Design
Designs, Systems, and Society
Data Structures and Algorithms (C++)

AWARDS

3rd Place (out of 30)

UW PM x Wealthsimple ProdCon

Pitched a solution to incentivize WS Cash's adoption and engagement with young professionals

3rd Place (out of 103)

Hack Western 7

Scoped and designed a grocery list price optimization tool