

# Carolyn Lee

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## EDUCATION

### Stanford University

Stanford, CA

*B.S. & M.S. Computer Science (Human-Computer Interaction)*

*Jun 2027*

- *Relevant Coursework:* Data Structures and Algorithms, Computer Organization and Systems, Operating Systems, Probability and Statistics, Discrete Mathematics, Design and Analysis of Algorithms, Introduction to Human Computer Interaction Design, Cross-platform Mobile App Development, Service Design

## EXPERIENCE

### Palona AI

Jun 2025 – Present

*Product Design Intern*

*Los Altos, CA*

- Redesigned and developed Palona's corporate website and branding with Figma, React and TypeScript, improving performance and accessibility, and increasing conversion rate by 200% through iterative A/B testing and user feedback.
- Led the design and development of a client-facing dashboard tool to track consumer insights and AI agent performance; conducted client interviews and usability testing to inform UX decisions and feature prioritization.

### Skywalk

Jun 2024 – Aug 2024

*Product Design Engineer Intern*

*Palo Alto, CA*

- Designed and developed an accessible iOS app frontend with SwiftUI, enabling Bluetooth-powered silent speech dictation, built in alignment with WCAG 2.1 standards to support users with disabilities, and contributing to a \$4.25M fundraising round.
- Led user research and testing with 20+ participants across multiple user groups, including individuals with accessibility needs; iterated designs in Figma based on feedback and shipped a WCAG-compliant, Bluetooth-compatible iOS keyboard with dictation functionality.

### Stanford Human Computer Interaction Group

Apr 2024 – Jun 2024

*Frontend Developer*

*Palo Alto, CA*

- Designed and developed a 2D card game application from Figma mockups, translating interaction flows into a scalable and performant React and TypeScript frontend.
- Built core user interactions and state management system from scratch, aligning design intent with engineering execution. The final product was deployed in a Stanford HCI research study focused on creative tools for artists.

### Agency for Science, Technology and Research (A\*STAR)

June 2023 – September 2023

*Research Intern*

*Singapore, Singapore*

- Developed a conversational, multi-modal tutoring prototype grounded in pedagogical scaffolding theories — informing design of interactive learning flows with strategies like hints, feedback, modeling, and questioning.
- Co-authored research on designing strategies for adaptive, personalized education with GPT-4V.

## PROJECTS & LEADERSHIP

### Figma Campus Leader – Stanford University

Aug 2025 – Present

- Growing the Stanford design community on campus by hosting workshops, talks, and collaborative design sessions.

### Stanford Marketing Group – Senior Project Manager

Oct 2022 – Apr 2025

- Led cross-functional product strategy projects for startups and Fortune 500 clients such as Google and Grammarly, with a focus on brand experience, user engagement, and go-to-market design.
- Mentored 30+ consultants on user research and product storytelling to align design with business goals.

### CS 147 Mental Health App – Planet | React Native, Expo Go

Sep 2024 – Dec 2024

- Designed and launched Planet, a 10-week CS 147 social connectivity app; led user research, prototyping, and Figma mockups. Awarded Best Website for innovative user-centered design.

## SKILLS

**Programming:** C/C++, Python, JavaScript, TypeScript, Swift, React, React Native, HTML, CSS, XCode

**Design:** Figma, Adobe Suite (Photoshop, Illustrator), UX/UI, Visual Design, Graphic Design, User Research, Usability Testing, Brand Identity, Design Systems, Prototyping, Storyboarding, A/B Testing, User Personas, Storytelling, Design Thinking, Accessibility Design