Connor K. Lee

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SUMMARY

I am passionate about translating complex operational needs into clear, efficient digital workflows. With a foundation in cognitive science, user experience, and frontend engineering, I bridge the gap between clients' requirements and technical implementation through hands-on prototyping, usability testing, and iterative refinement. Open to exploring emerging technologies, I create intuitive tools and solutions that enhance creativity, accessibility, and human connection.

EDUCATION

BSc in Cognitive Science, Yale University, Connecticut — **08/2019 – 05/2024**
- Key modules: Human-Computer Interaction, Robotics, Artificial Intelligence, Computer Vision

WORK EXPERIENCE

Implementation Project Manager, Epic - Wisconsin — **09/2024 – Present**
- Led successful EHR implementations for two hospital organizations, overseeing system configuration, workflow design, and user adoption, resulting in 30% improved clinical efficiency and 20% revenue increase.
- Redesigned and implemented the lung screening report toolbar to streamline radiology workflows, improving layout clarity and reducing end-user confusion through a more intuitive interface, achieving a 10% reduction in reported errors
- Conducted user demos and gathered feedback from clinicians and operational staff; documented insights via QA tools and collaborated with quality managers to refine workflows based on real-world usage.

Frontend Engineer Intern, TicTag - Singapore — **06/2023 – 11/2023**
- Facilitated sprint planning efforts within an Agile workflow, consistently delivering 100% of sprints on schedule and improving team velocity by 15% over 3 months.
- Prototyped and implemented toolbox features in React and Redux, iterating on designs through usability testing.
- Co-designed app error and recovery flows via Figma and iterative testing, improving usability by 15%.
- Developed mobile data interaction features (dynamic image zoom) in React Native to enhance UX.

Software Engineer Intern, Affinna - Remote — **05/2022 – 08/2022**
- Developed reusable UI components (buttons, calendars, layouts) in React.js used across the app.
- Improved interface responsiveness through code optimization and more efficient data querying with AWS DynamoDB.
- Contributed to team efficiency by streamlining Git workflows in a fast-paced, iterative engineering environment.

Laboratory Support Technician, Yale School of Engineering, Connecticut — **02/2022 – 05/2022**
- Supported student prototyping by setting up hardware, development tools, and electronics for hands-on design projects.
- Improved lab operations through inventory system design and 3D printer maintenance, ensuring consistent creative workflow.

Research Assistant, Yale Interactive Machines Group - Remote — **08/2021 – 12/2021**
- Built and optimized data pipelines to support machine learning models in human-robot interaction research.
- Applied data cleaning, feature engineering, and transformation to improve input quality for model training and UX analysis.

PROJECTS AND LEADERSHIP EXPERIENCE

Serendipity, Intro to Human-Computer Interaction — **01/2023 – 05/2023**
- Designed and prototyped a Kinect-based experience to foster connection and positivity through full-body interaction.

Directing Shutter with Subject Gestures, Building Interactive Machines — **08/2022 – 12/2022**
- Built a gesture-controlled photography robot system using Kinect Azure, and MediaPipe to capture user-directed shots.

Member, Yale Varsity Swimming — **08/2019 – 05/2023**
- Mentored teammates and led training sessions, fostering performance, discipline, and team culture.
- Competed in the 2020 U.S. Olympic Trials and 2023 NCAA D1 Championships; set 4 Yale school records.

AWARDS AND ACHIEVEMENTS

NCAA Scholar All-American, Yale University — **2023**
Second Team All-Ivy, Yale University — **2020, 2023**

SKILLS

Languages: JavaScript, Python, SQL, HTML/CSS
Frameworks: React, Node.js, Redux, React Native
Tools: Git, UNIX, Figma, Visio
Design: Wireframing, Prototyping, Usability Testing