Connor K. Lee

+1 (626) 377-5522 | connorklee0@gmail.com | linkedin.com/in/connorklee

SUMMARY

Design technologist passionate about crafting intuitive, accessible digital experiences through research, iteration, and thoughtful interface design. With experience across healthcare, startup, and academic settings, I bridge design and technology through hands-on prototyping, user testing, and close collaboration with developers. Open to exploring emerging technologies, I create intuitive tools and experiences 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

Project Manager, Epic - Wisconsin   **09/2024 – Present**
- Led the successful implementation of Epic EHR systems for two hospital organizations, overseeing system configuration, workflow design, and user adoption to ensure seamless integration and improved clinical efficiency.
- 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.
- 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**
- Prototyped and implemented toolbox features in React and Redux, iterating designs through 5 rounds of usability testing.
- Co-designed app error and recovery flows via Figma and iterative testing to improve clarity and reduce user friction.
- Developed mobile data interaction features (dynamic image zoom) with React Native to enhance UX.
- Participated in daily huddles and sprint planning, enabling the team to consistently meet or exceed delivery milestones.

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.
- Supported 50+ student design projects by preparing hardware, tools, and prototyping environments for classroom and independent projects.

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.

PROJECTS AND LEADERSHIP EXPERIENCE

Serendipity, Intro to Human-Computer Interaction   **01/2023 – 05/2023**
- Conducted user research and contextual inquiry to understand how social interaction can be enhanced through movement.
- Created user flows, low-fidelity wireframes, and an interactive prototype using Kinect for full-body input.
- Facilitated usability testing with students, synthesizing findings into actionable design iterations.

Directing Shutter with Subject Gestures, Building Interactive Machines   **08/2022 – 12/2022**
- Built a gesture-controlled photography robot system using ROS 2, Kinect Azure, and Google MediaPipe.

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 Trial 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

Operations & Project Management: Process optimization, progress tracking, performance metrics, stakeholder communication
Programming Languages: JavaScript, Python, SQL, HTML/CSS
Tools: Excel, Git, UNIX, Figma, Visio
Design: Wireframing, Prototyping, Usability Testing