

Eunice Lee

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EDUCATION

Tufts University, Medford, MA

Expected Graduation: May 2028

- Bachelor of Science, Human Factors Engineering
 - Minor: Engineering Management
- Relevant Coursework: *Computer Interface Design, Engineering Psychology, Technical Communication and Writing, Intro to C++, Mechanics, Calculus III, Linear Algebra*

GPA: 3.9 (Dean's List)

EXPERIENCE/LEADERSHIP

The IDEA Lab at The Fletcher School - Project Lead for Digital Oasis

February 2025 - Present

- Led cross-functional team of 10 in developing a cloud-storage application for traveling refugees, focusing on secure document management and culturally-sensitive UI design
- Taught members UI/UX design principles and hosted workshops to increase members' design and user experience expertise

Urban Attitudes Lab - Graphic and Web Designer, Research Assistant

October 2025 - Present

- Designed data visualizations and graphics in Figma for Worcester transportation recommendations report, translating complex research findings into accessible visual formats
- Collaborated with research team to ensure graphics communicated key insights to policymakers and community stakeholders
- Graphics and reports were presented to Worcester city officials, contributing to proposed transit route modifications

JumboCode - Full-Stack Developer for Commonwealth Kitchen

October 2025 - Present

- Developed responsive React components with Tailwind CSS for Commonwealth Kitchen's food distribution platform
- Collaborated with designers to translate wireframes into functional interfaces
- Implemented responsive design patterns ensuring accessibility across mobile platforms

Tufts IDEA Lab - Human Factors Designer and Engineer for Axis Project

September 2025 - Present

- Created ergonomic guitar attachment designs using CAD
- Evaluated user comfort, grip strength requirements, and range of motion constraints
- Collaborated across teams to develop a gyroscopic guitar attachment that can complete guitar pedal effects

PROJECTS

Digital Oasis - Lead UI/UX & Graphic Designer

October 2025 - Present

- Led end-to-end UI/UX design process including user research, wireframing, and prototyping
- Developed information architecture prioritizing security and ease of access for users in crisis situations

Boston Intercollegiate Assistive Tech Hackathon - Designer, Human Factors Engineer

March 2025 - April 2025

- Designed and wireframed a custom screen guard for a pediatric patient's Augmentative and Alternative Communication device at Boston Children's Hospital
- Conducted user research analyzing medical records and consulted with the caregiver to understand AAC device usage patterns
- Iteratively designed and prototyped 5+ screen guard variations using human-centered design principles

PawPup Dog Spa Interface (ENP166 - Computer Interface Design) - UI/UX Designer

September 2025

- Created journey maps to identify pain points in the dog washing process
- Designed an intuitive self-service kiosk interface applying usability heuristics and user flow optimization

SKILLS & TOOLS

Design & Prototyping: Figma, Adobe Illustrator, Procreate, Canva, Kittl, Miro

Development: C++, HTML, CSS

3D/CAD: SolidWorks

Human Factors Methods: User interviews, usability testing, heuristic evaluation, competitive analysis, persona development

Languages: English (native), Spanish (native), Korean (intermediate)