

Jamie Lee

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Summary

As a 2nd year Ph.D. student, my research interests broadly cover the fields of Human-Computer Interaction, Data Driven Technologies, and Health Informatics. I am interested in how emerging technologies, such as AI and wearables, can be designed and implemented to support health and wellbeing, enhance data comprehension, and encourage reflection and learning.

Education

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| 2023 – Present | University of California, Irvine
PhD in Informatics
Advisor: Dr. Yunan Chen <i>GPA: 4.0.</i> |
| 2013 – 2017 | University of California, San Diego
BS in Cognitive Science, specialization in Human-Computer Interaction
Minor in Computer Science <i>GPA: 3.1.</i> |

Publications

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| 2023 | Mobile Apps for Children’s Health and Wellbeing: Design Features and Future Opportunities
Jamie Lee* , Zhaoyuan Su,* Yunan Chen (* co-first authorship)
<i>American Medical Informatics Association Annual Symposium.</i> |
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Conference presentations

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| 2023 | ”Mobile Apps for Children’s Health and Wellbeing: Design Features and Future Opportunities”
<i>American Medical Informatics Association Annual Symposium</i>
New Orleans, Louisiana, November 2023. |
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Research experience

- Nov 2023 – Present **University of California, Irvine – Graduate Student Researcher**
Feasibility of Remote Monitoring to Improve Asthma Control in High-Risk Asthmatic Children
Advisor: Dr. Yunan Chen.
- Sep 2023 – Mar 2023 **University of California, Irvine – Research Intern**
Mentors: Dr. Yunan Chen and Nick (Zhaoyuan) Su.
Collaborated with Dr. Yunan Chen and Nick Su to evaluate mHealth technologies and develop design guidelines for children’s mHealth applications. Research paper available [here](#).

Teaching experience

- Fall 2023 **Teaching assistant, IN4MATX 133: User Interaction Software (UCI)**
Served as one of three teaching assistants for 220+ students.
Led two weekly discussion sections and created review materials for each session.
- Winter 2024 **Teaching assistant, IN4MATX 283: User Experience Evaluation (UCI)**
Served as one of two teaching assistants for 30+ students.
Graded and provided constructive feedback on students’ assignments (e.g., deliverables on competitive analysis, expert evaluations, user evaluation).
- Spring 2024 **Teaching assistant, IN4MATX 285: Interactive Technology Studio (UCI)**
Served as one of two teaching assistants for 30+ students.
Held weekly office hours and assisted students on their coding projects.

Honors and scholarships

- 2024 **UCI Academic Senate Council on Research, Computing, and Libraries**
Understanding and Fostering Health AI Literacy among Adolescents
Role: Contributed to grant writing.
- 2023 **Chair’s Award**
Awarded by UCI Department of Informatics

Industry experience

- Aug 2021-Aug 2023 **Healthvana (User Experience Designer)** – Remote
- Designed solutions to allow citizens to download their COVID-19 results and vaccination records as Apple and Google passes, and delivered over 14 million test results and 3.8 million vaccine records.
- Led and designed the refactor of the messaging system, using qualitative and design methods, to increase effective patient communication for our clients.
- Led the research and design for the refactor of the Care Plans, a tool used to improve adherence to PrEP medication.
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- May 2020-July 2021 **Whova (Product Designer)** – San Diego, CA
- Led the designs for web, mobile, and web app projects for the development of a new online feature to support the planning and presenting of small-scale presentations in which I was responsible for user research, user stories, prototypes, and user testing. Designed new workflows and updates to existing features to enhance the gamification options for events.
- Redesigned the web app navigation and fixed previous usability issues, increasing the attendee engagement by 15%.
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- Jan 2018-Feb 2020 **VerityStream (User Experience Designer)** – San Diego, CA
- Led the designs for new features and improvements in the existing workflows for five of the major products which included product definition, concept designs, wireframes, and interactive prototypes.
- Implemented a design system by creating a pattern manager and advocating design principles into production process.

Professional memberships

Member, ACM Special Interest Group on Computer-Human Interaction (SIGCHI)

Member, American Medical Informatics Association (AMIA)

Technical skills

HCI Research

Interviews, Qualitative Coding, Thematic Analysis, Affinity Diagram, Storyboarding

UX Design

User Research, Design Strategy, Interaction Design, Visual Design, Web Design, System Design, Wireframing, Rapid Prototyping, Design Exploration

Programming

HTML, CSS, JavaScript, Angular, SQL

Tools

Figma, Sketch, Adobe XD, Illustrator, Atlas.ti, Visual Studio Code