## Alice Lee

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## **SKILLS**

PROGRAMMING: Python, Java, HTML,

CSS, Javascript, Typescript, Git, Node.js, Angular

**OTHER SKILLS:** Adobe Creative Suite

(Photoshop, Illustrator, XD, Premiere Pro), UX research methods (usability testing, cognitive walkthroughs, heuristic evaluation)

**LANGUAGES:** Mandarin Chinese

## **PROJECTS**

# GAME CHANGER CAPSTONE PROJECT (Oct '19 - present)

- Developing a procedurally generated mosaic using Node.js and AWS Lambda
- Working on front-end development and user interface design
- Acting as project manager for a group of five

#### HOT BRASS UX EVAL (Dec. '19)

- Performed user interface evaluation on an alpha version of an indie game currently in development
- Created comprehensive report that included prioritized issues and suggestions for improvement

#### SMASH.GG UX EVAL (Apr - Jun '19)

- Quarter-long group project on evaluating and redesigning a platform for social good
- Conducted surveys, interviews, and usability tests
- Acted as project manager for a group of five

## **EDUCATION**

## University of California, Irvine (Mar '20)

Major: Informatics Relevant courses:

- Human-Computer Interaction
- Project in HCI Requirements and Evaluation
- User Interaction Software
- Project Management

## **EXPERIENCE**

#### ICS STUDENT COUNCIL

Co-president (May '19 - present)

- Lead biweekly meetings with a 20-member club board
- Coordinate within the club, with other ICS student orgs, and with UCI school officials
- Organize academic, vocational, and social events for UCI students interested in computing with regular attendance of up to 40 students

### **UCI DEPARTMENT OF INFORMATICS**

Undergraduate researcher (Dec '18 - Jun '19)

- Collected data on the interfaces of popular dating apps using comparative case study methods
- Conducted background research on the studied apps, especially on their financial performance and interests
- Created an annotated bibliography of other academic papers covering similar topics for the project paper to reference
- Paper accepted for publication in 2020 ACM CHI Conference on Human Factors in Computing Systems

#### HACK AT UCI

Marketing board member (Dec '17 - present)

- Assist with hosting workshops for UCI students with regular attendance of up to 100 students
- Create blurbs and written publication for use on social media and email newsletters
- Collaborate with the whole board in advertising HackUCI, the club's annual weekend hackathon with 500 attendees
- Coordinate with other club members and volunteers to make sure events run smoothly