# Lisa Le

**Interaction Designer** Toronto, Ontario

lisahuele.github.io/lisa

647-996-4021

lisahuele@gmail.com

LinkedIn.com/in/lisahuelee

#### SKILLS

### Software

Figma, Sketch, Adobe Photoshop, Adobe XD, Adobe Illustrator, InVision. Familiar with HTML, CSS, GitHub

#### **Project**

User Research, Design Strategy, Web Design, Prototyping, Scenario Design, UI Design, Information Architecture

# Other

Business Strategy, Cultural Awareness, Management

#### Interests

Digital Art, Spoken Word Poetry, Typography, Hand Lettering A highly ambitious designer with extensive experience in training and developing, building tools and processes that support sales growth and operations.

#### EXPERIENCE

#### BonLook

Store Manager

Dec 2018 - Present

- Co-developed tools to support employee development: Employee Handbook, Onboarding Checklist, Training Guide.
- Partnering with cross-functional teams to ensure communication and operations are executed efficiently and effectively.
- Working with marketing team to support specific markets across GTA to increase customer experience and increase sales.

#### Starbucks

Store Manager

May 2015 - Dec 2018

- Partnered with District Manager, Regional Directors, and design team to optimize effective branding and operational efficiency.
- Consistently exceeded KPIS, such employee retention, customer service, and gross profit sales by 18-20% over LY.
- Utilized tools to identify and prioritize communication clearly and concisely to ensure effective execution.

#### EDUCATION

## University of Toronto SCS

UX/UI Boot Camp - 2021

- 24-week course teaching UX/UI design through 1:1 mentorship.
- During this time, I completed 4 projects:
  - iPhone travel app
  - Android app for plant care (Material Design)
  - Canada Post website redesign (Responsive Web)
  - Black Lives Matter Canada website redesign (UI)
- My design process for all projects was the following:
  - Competitive analysis
  - user research (interviews, online surveys, research to identify user flow, goals and pain points)
  - User stories and personas
  - Wireframes on paper then Figma/Adobe XD
  - Lo- and high-fidelity prototypes within InVision, Adobe XD, or Figma for usability testing
  - Mood boards, style tiles, and style guides to serve as guidelines for the visual design

# BrainStation

Digital Marketing - 2019

# University of Waterloo

Arts and Business - 2013