



# Sandra Li

UI + UX Designer

📍 SEATTLE, 98105, USA

## Details

### CONTACT

4612 22nd Ave NE,  
Seattle, WA, 98105  
425-324-8176  
sli713@uw.edu

### PORTFOLIO

[www.sandrali.design](http://www.sandrali.design)

### MORE

[linkedin.com/in/sandra-m-li/](https://linkedin.com/in/sandra-m-li/)

[sincerelyysandra.com](mailto:sincerelyysandra.com)

## Profile

A passionate engineer, designer, and businesswoman seeking work with cross-disciplinary teams to enhance product lifecycles, from ideation to market optimization, and apply user research to design innovative economic and social solutions.

## Education

### University of Washington, Seattle

Expected Jun 2021

Pursing a B.S. double degree in **Human-Centered Design and Engineering (HCDE)** and **Physics**, and a minor in **Entrepreneurship**, freshman direct admit to HCDE

- Related coursework: Computer Programming I & II, User-Centered Design, Visual Communication in HCDE, Advanced Communication in HCDE, Organizational Teamwork, Web Programming, Interactive Systems Design, User Research

## Projects & Experience

### UW Study Abroad Internship in India

January - March 2020

Studied in a 10-week program to learn about grand challenges in India and worked with local Banglorian NGO Hasiru Dala to create a solution to combat waste collection issues

- **Launched** a start-up based on pain points we found through field research, which included designing an app that promoted citizen advocacy to clean up trash
- **Organized** a cross-cultural and cross-disciplinary 11-hour hackathon for students to discuss and solve local problems

### Researcher for SEAL

December 2018 - Present

Designer and researcher for SEAL, and worked on various projects including a diet scanning app, a water filtration system to test for Polio, and an air quality measuring wearable

- **Submitted** a research paper to the Journal of Biomedical and Health Informatics
- **Developed** a website building team for AeroSpec, and built wireframes, design systems, and many iterations of low and high fidelity prototypes

### Designer for Muse

October 2018 - Present

Worked on the design team for Muse, UW's first fashion magazine club

- **Collaborated** as a contributor for the magazine, and wrote and photographed a 4-page article on the rise of streetwear
- **Designed** stickers and created multiple iterations for layout designs

### Teacher's Assistant for ENGR 101

September - December 2018

Taught a class of 20 incoming engineering students college and STEM skills for success

- **Sharpened** public speaking, leadership, management, communication, and team building skills

## Skills

### USER EXPERIENCE

Personas  
Information  
Architecture  
User Journey Maps  
Storyboarding  
Sketching  
Wireframing  
Rapid Prototyping  
Interaction Design  
Product Design  
Visual + UI Design

### USER RESEARCH

Card Sorting  
Field Observations  
User Interviews  
Surveys  
Usability Testing

### TOOLS

Figma  
Illustrator  
InDesign  
Photoshop  
Premiere Pro  
After Effects  
Webflow  
Solidworks

### LANGUAGES

HTML  
CSS  
Java  
Javascript  
Python