

# Summer Lee (Nicklas Lee Woodman)

📍 Halifax, Nova Scotia | ✉️ [hello@summerlee.design](mailto:hello@summerlee.design) | 🧑🏻 [summerlee.design](https://summerlee.design)

## Product Designer, UI Design Systems & UX Research

5 years of trusted agency experience working cross-functionally with designers, developers, clients, and product managers building React Native, Android, iOS, and wearable tech – specializes in product design, specifically: UX research, UI design systems, wire-framing, prototyping, qualitative feedback, analytics, reporting, and customer support.

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### Education

#### (2018-2021) NOVA SCOTIA COMMUNITY COLLEGE

Diploma - Business Administration

#### (2017-2018) SOBEY SCHOOL OF BUSINESS AT SMU

Foundation degree - Business/Commerce

#### (2012-2014) CENTRE FOR ARTS AND TECHNOLOGY

Advanced Diploma - Graphic Design & Web Development

### Certificates

#### (2017) UNIVERSITY OF ALBERTA – REMOTE

Software Product Management

#### (2016) UNIVERSITY OF TORONTO – REMOTE

Building iOS Applications

#### (2015) UCI – REMOTE

Project Management Practices & Principles

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### Software Applications

#### ▸ FLUENT

- Figma, Sketch & InVision
- Slack, Zoom, & Trello
- Microsoft Office & GSuite

#### ▸ INTERMEDIATE

- Git, GitHub & Version Control
- Adobe Suite: Illustrator, Photoshop, After Effects & XD

#### ▸ LEARNING

- Framer
- Design Tokens
- Jira & Confluence
- Google, Amplitude & MixPanel Analytics

### Professional Skills

#### ▸ FLUENT

- User Flows & Journey Maps
- Lo-fi & Hi-fi Wireframing
- Rapid Prototyping
- iOS and Android Human Interface Guidelines

#### ▸ INTERMEDIATE

- User Interviews & Research
- Usability Testing & Reports
- Lean Design + Scrum Agile
- Double-Diamond Design Thinking & JTBD
- Design Systems
- WCAG Accessibility
- HTML5, CSS3, JavaScript

## Experience

### **MOBILE UI/UX DESIGNER & SENIOR PRODUCT DESIGNER**

**MINDSEA, 2014-2016 & 2021-2023 (4 YEARS, 10 MONTHS)**

A key member of the MindSea product design team, with a particular emphasis on human centred design, UI design systems, UX research, and product strategy for North American HealthTech startups and funded scale-ups.

- Collaborating closely across diverse teams including: management, software development, design, QA, sales and marketing to launch mobile iOS/Android apps.
- Leading client meetings, eliciting requirements and managing client relationships, effectively translating product strategy from stakeholders to development team.
- Consulting across management, development and design teams to coordinate accurate estimates/product requirements, while liaising daily with clients to update deliverables, budgets, schedules and manage expectations.
- Crafting communications to differentiate products from competitors, identifying MVP features and benefits for various user/customer segments within a market.
- Mocking up UI wireframes and technical UX documents to describe use cases and product requirements for marketing, development and internal departments.
- Testing usability of wireframes and rapid prototypes using Figma, Sketch, and inVision, while using GSuite tools such as Drive, Sheets, and Docs to report findings and data.
- Conducting data analysis of mobile app usage metrics, increasing engagement by interpreting user behaviour and designing functionality that promotes interaction.
- Researching using various UX methods including surveys, competitive analysis, and remote user interviews with software tools such as usertesting.com
- Design-reviewing front-end React Native UI components with developers to meet review standards prior to submitting builds to Google Console & App Store Connect.
- Designing components to specification with development teams for use within internal design systems, ensuring they are scalable while meeting WCAG AA standards.
- Managing project deliverables using Scrum practices and lean design methodologies, while employing IDEO's design thinking principles/techniques to conduct user research.
- Facilitating technical CMS training sessions with clients for tools such as Firebase.
- Documenting and teaching internal design standards, guidelines, and processes.