

# Gena Lee

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## EDUCATION

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<b>University of Washington</b> M.S. Human Centered Design & Engineering   GPA: 4.0	Seattle, WA Sep 2025 - June 2027
<b>Emory University</b> B.A in Psychology   GPA: 3.8	Atlanta, GA Aug 2019 - May 2023

## WORK EXPERIENCE

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<b>UX Designer &amp; Researcher</b> University of Washington Information School   Mind Palette	Seattle, WA Nov 2025 - Present
<ul style="list-style-type: none"><li>Designed and iterated low- to mid-fidelity prototypes for <i>Mind Palette</i>, a GenAI-driven emotion regulation (ER) tool supporting youth mental health.</li><li>Led qualitative thematic analysis across 4 co-design sessions with youth and clinicians, translating research insights into actionable AI feature iterations and end-to-end user flow improvements.</li></ul>	
<b>Design Researcher</b> University of Washington Information School   KidsTeam UW	Seattle, WA Jun 2025 - Present
<ul style="list-style-type: none"><li>Facilitated 20+ co-design sessions with children (ages 7–11) to explore their perceptions of emerging technologies and synthesize research insights into actionable design solutions.</li><li>Led 10+ usability studies on AI-powered technology and gaming systems, collaborating with academic and industry researchers to uncover user pain points and improve usability.</li><li>Conducted qualitative data analysis across 20+ AI literacy research and co-design sessions with youth.</li></ul>	
<b>Content Designer</b> Baylor College of Medicine   LUNA	Houston, TX Aug 2024 - Dec 2024
<ul style="list-style-type: none"><li>Designed and produced 12 internet-based Cognitive Behavioral Therapy (iCBT) learning modules using Vyond to deliver online anxiety-treatment content for neurodivergent adolescents.</li><li>Collaborated with 24 teens from the teenage advisory board and 4 clinical psychologists to iteratively refine content, enhancing user engagement and content relevance for adolescent users.</li><li>Led end-to-end video production, translating CBT principles into accessible learning content for teens.</li></ul>	
<b>UX Research Assistant</b> Northwestern University   Impact Institute	Remote Jun 2024 - Nov 2024
<ul style="list-style-type: none"><li>Synthesized 10+ literature reviews on AI's impact and bias on sexual and gender minority (SGM) youth.</li><li>Conducted qualitative data analysis and thematic coding for 4 participatory design sessions with 20 queer teens, translating insights into actionable design recommendations for inclusive health AI tools.</li><li>Translated research insights into structured workshop materials to facilitate critical learning among queer teens about the systemic risks and opportunities of AI technologies.</li></ul>	

## DESIGN PROJECT

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<b>The Drizzle Project</b> (Course Project) University of Washington   Human Centered Design & Engineering	Seattle, WA Sept 2025 - Dec 2025
<ul style="list-style-type: none"><li>Led an end-to-end research and design process for an integrated overhang system and UW maintenance staff mobile application, incorporating real-time notifications and internal communication workflows.</li><li>Designed 20+ high-fidelity screens in Figma and developed a final interactive prototype, iterating on user flows, UX writing, and component systems based on usability feedback.</li></ul>	

## SKILLS

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- Design:** User-Centered Design, Component Design, UX Writing, Participatory Design, User Personas, Low to High Fidelity Wireframing, Prototyping, Mockups, Storyboarding, User Flow, Journey Maps
- Research:** Quantitative & Qualitative Data Analysis, Data Visualization, Usability Testing, User Research, Affinity Mapping, Competitive Analysis, In-Depth Interviews, Literature Reviews
- Tools:** Figma, Adobe XD, Miro, Notion, Adobe Creative Suite, Adobe Photoshop, Canva, HTML, Vyond, Excel