

# Gena Lee

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## EDUCATION

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

## WORK EXPERIENCE

<b>UX Designer &amp; Researcher</b>	Seattle, WA
University of Washington Information School   Mind Palette	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-assisted emotion regulation (ER) tool supporting youth mental health.</li><li>Led qualitative thematic analysis across 4 co-design sessions with youth and clinicians, synthesizing key pain points into actionable insights that informed new features and end-to-end user flow improvements.</li></ul>	
<b>Design Researcher</b>	Seattle, WA
University of Washington Information School   KidsTeam UW	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 develop actionable design solutions.</li><li>Led 10+ user studies on AI-powered technology tools and gaming systems, collaborating with academic and industry researchers to uncover user pain points and improve usability.</li><li>Conducted qualitative data analysis and thematic coding across 7 AI literacy research and design sessions.</li></ul>	
<b>Content Designer</b>	Houston, TX
Baylor College of Medicine   LUNA	Aug 2024 - Dec 2024
<ul style="list-style-type: none"><li>Designed 12 internet-based Cognitive Behavioral Therapy (iCBT) motion-animated modules using video making tools (Vyond) to deliver anxiety-treatment content for neurodivergent adolescents.</li><li>Engaged 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></ul>	
<b>UX Research Assistant</b>	Remote
Northwestern University   Impact Institute	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 coding for 4 participatory design sessions with 20 queer teens, translating insights into actionable design recommendations for health AI tools.</li></ul>	

## DESIGN PROJECTS

<b>The Drizzle Project</b> (Course Project)	Seattle, WA
University of Washington   Human Centered Design & Engineering	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 addressing accessibility and weather-related mobility challenges on campus.</li><li>Designed 20+ high-fidelity frames in Figma, incorporating usability feedback to reiterate user flow, UX writing, and design components</li></ul>	
<b>LUNA</b> (Learning to Understand and Navigate Anxiety)	Houston, TX
Baylor College of Medicine	Aug 2024 - Dec 2024
<ul style="list-style-type: none"><li>Translated research and clinical insights to design and animate an online therapy program for teenagers.</li><li>Developed low- to high-fidelity prototypes, incorporating the 12 iCBT modules in the LUNA program.</li></ul>	

## SKILLS

- Tools:** Figma, Adobe XD, Miro, Notion, Adobe Creative Suite, Adobe Photoshop, Vyond, SPSS, Excel
- 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 Data Analysis, Qualitative Data Analysis, Usability Testing, User Research, Affinity Mapping, Competitive Analysis, In-Depth Interviews, Literature Reviews