

Derrick Lee

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EXPERIENCE

User Experience Designer, [Truss](#) - Remote / Apr 2019 - Present

- Client: Department of Defense - currently designing a platform for moving military personnel and their families' belongings
- Led the interaction design and created prototypes in Axure to communicate design decisions
- Contributed to the visual design of the platform and open-source design system
- Facilitated design studios with designers, engineers, and product managers
- Discovered research insights by leading on-site and remote user research and iterative usability testing
- Implemented a design operations process for improved collaboration across teams

Product Designer, [Nexon](#) - Irvine, CA / Mar 2018 - Apr 2019 (1 yr 2 mos)

- Led the interaction and visual design of the web commerce platform, game launcher, and internal dashboards
- Conducted A/B testing on our checkout that led to a 20% increase in conversion
- Conducted card sorting and tree testing to improve the information architecture of internal dashboards
- Translated business requirements into user flows and interactive prototypes
- Collaborated closely with designers, engineers, and product managers

User Experience Designer, [Toastmasters International](#) - Rancho Santa Margarita, CA / Feb 2016 - Mar 2018 (2 yr 2 mos)

- Led the interaction and visual design of the onboarding experience, member portal, and digital magazine
- Conducted user research through user interviews, surveys, hierarchical task analysis, and tree testing
- Led the organization's first on-site moderated usability testing. Used research insights to inform design decisions in customer journey maps, affinity diagrams, and interactive prototypes
- Partnered with engineering to develop the organization's first design system

User Experience Designer, [Slate Studio](#) - Venice, CA / Oct 2014 - February 2016 (1 yr 5 mos)

- Developed HTML/CSS prototypes and translated requirements into design mockups
- Led the design agency's first user research interviews and moderated usability testing sessions

EDUCATION

University of Washington, M.S., Human Centered Design and Engineering, 2021 (expected)

California State University Los Angeles, B.S., Airport Management & Operations, 2013

SKILLS

Affinity mapping, Card sorting, Competitive analysis, Design studios, Discovery and framing, Heuristic evaluations, Information architecture, Interaction design, Journey mapping, Participatory design, Personas, Rapid prototyping, Storyboarding, Surveys, Systems thinking, Task analysis, Task flows, Usability testing, User interface design, User interviews, User research, Wireframing

TOOLS AND PROGRAMMING LANGUAGES

Axure, Figma, Invision, Sketch, HTML, CSS