Amy (Seunghyun) Lee

Seattle, WA · slee45@uw.edu · 925-785-5578 · seunghyun-lee.com · linkedin.com/in/seunghyun-amy-lee

UX Researcher and Product Designer specializing in mixed-methods research for emerging technologies. Experienced in usability studies, experimental design, and qualitative and quantitative analysis, with a strong track record of translating research into product decisions through cross-functional collaboration. Published researcher in accessibility and human-centered computing.

EDUCATION

M.S., Human Centered Design & Engineering University of Washington | Sep 2024 – Jun 2026

B.S., Cognitive Science (Computational Emphasis) University of California, Davis | Sep 2020 – Jun 2024

Departmental Citation for Academic Excellence and Community Leadership

B.A., Design (Interaction Design Emphasis) University of California, Davis | Sep 2020 – Jun 2024

EXPERIENCE

UX Researcher & Designer · *Sound Transit* Seattle, WA | Jan 2026 – Present

- Led heuristic evaluations and moderated usability studies to identify critical navigation issues, informing a redesigned information architecture
- Conducted competitive analysis to benchmark UX patterns, synthesizing findings into actionable recommendations for cross-functional product and engineering teams

Graduate Researcher · *UW Inclusive Design Lab* Seattle, WA | Jan 2025 – Present

- Conducted 16 semi-structured interviews with Blind and Low-Vision (BLV) participants, applying thematic analysis across 24+ hours of data to identify 8+ themes informing accessible design guidelines
- 2nd author on paper submitted to ASSETS 2026, studying how emerging technologies can expand access to urban public art for users with disabilities

UX Researcher & Designer · *Nordstrom Rack* Seattle, WA | Jan 2025 – Mar 2025

- Managed 6 moderated usability sessions on same-day and in-store pickup flows, identifying 6+ friction points across navigation, discovery, and fulfillment
- Synthesized findings into 7+ recommendations — all adopted by the product team — improving pickup efficiency and customer satisfaction

Innovation Designer Intern · *IBM* San Francisco, CA | Jun 2023 – Aug 2023

- Identified 3+ critical usability issues and redesigned the IBM SaaS Console dashboard used by enterprise-scale users to improve visibility of subscriptions, system states, and critical errors
- Facilitated cross-functional design workshops with engineers and PMs to align on interaction patterns and validate design decisions

Undergraduate Researcher · *UW Makeability Lab* Seattle, WA | Jun 2023 – Aug 2023

- Led user interviews and iterative prototype testing with BLV participants to inform the design of a wearable AR system enhancing ball visibility through real-time computer vision
- 4th author on paper published at UIST 2023, a premier HCI conference

Founding President · *Cognitive Science Student Association* Davis, CA | Mar 2022 – Jul 2024

- Founded UC Davis' first cognitive science student organization, growing the community to 800+ members in under two academic years
- Launched the university's inaugural annual Cognitive Science Conference with 150+ attendees and speakers

Lead Designer & Frontend Engineer · *SchedGo* Davis, CA | Sep 2021 – Jun 2022

- Led UX design and front-end development of a class scheduling web application, scaling adoption to 500+ active users

PUBLICATIONS

- Unseen City Canvases: How Blind and Low-Vision People Discover and Engage with Urban Public Art
  ASSETS 2026
- Towards Real-time Computer Vision and Augmented Reality to Support Low Vision Sports: A Demonstration of ARTennis
  UIST 2023

SKILLS

Research: Mixed-methods research, usability testing, heuristic evaluation, semi-structured interviews, thematic analysis, experimental design, competitive analysis
Design: Figma, prototyping, wireframing, information architecture, interaction design
Technical: HTML, CSS, JavaScript, React, Python, AR/VR, computer vision, HoloLens 2
Data: Descriptive & inferential statistics, behavioral data analysis, research synthesis
Languages: English (native), Korean (native)