Shelene Lee

User Experience Designer

Experience

UX Designer • RainFocus, Lehi, UT

Aug 2021-Present

- Lead company initiative to transition the design system from Sketch to Figma, recreated design system which enabled more efficient design processes for UX, Product, and Marketing teams, figma training and mentoring, and worked with UI developers to create new react components
- Lead designer on Networking and Meetings product team
- UX research, design, prototyping, usability testing, and QA for net new product with attendee and exhibitor networking, messaging, and meeting capabilities
- Collaborated closely with cross functional teams of designers, product managers, developers, and stakeholders
- Participated in design hiring process of new UX team members

IT Product Design Engineer 1 • Church of Jesus Christ of Latterday Saints, Riverton, UT

Sep 2019-Aug 2021

- Lead design, prototyping, user research, usability testing, implementation, and QA of interfaces of multilingual, B2B and B2C responsive web applications for worldwide audiences
- Refined solutions, and strengthened identity by bringing products into alignment with new style guidelines
- Collaborated closely with cross functional teams of designers, analysts, product managers, developers, and stakeholders
- Worked with 11 product teams on multiple products, including the design system team which supported over 200 applications

UX Designer • ZazuHR, Draper, UT

Jan 2019-Jul 2019

- Worked on software for pre-employment background screening, educational and professional verifications, and drug testing
- Collaborated with developers and stakeholders
- Crafted personas, journey maps, UX research to drive product strategy and roadmap, information architecture, user flows, task models, sketches, wireframes and prototypes

UX Design Intern • ZazuHR, Draper, UT

Aug 2018-Jan2019

- Designed new job seeker application for the InZazu platform
- Executed UX research and created information architecture, personas, scenarios, and user journey maps
- Crafted low to high fidelity wireframes, interactive prototypes, motion design and conducted usability testing

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Skills

Competitive Analysis
User Research
Affinity Mapping
Personas and Scenarios
User Flows
Journey Mapping
Information Architecture
Concept Sketches
Visual Design
Low to High Fidelity Wireframes
Rapid Prototyping
Usability Testing
Design Systems
HTML and CSS

Tools

Figma
Jira and Confluence
Sketch
Marvel
InVision

Education

Brigham Young University Idaho- Online 2019–2023 Applied Technology, Web Frontend Certificate

ProductBound.co, Draper, UT 2018
Product Management and UX Design

Brigham Young University, Provo, UT Studied Art and Elementary

Education