Jinyoung Lee | Product Designer

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SUMMARY

Product Designer with 5 years of experience designing complex digital products, specializing in consumer healthcare. Translates health data and AI into intuitive, actionable experiences. Master's in Human Factors & Ergonomics. Led end-to-end interaction design for a rapidly scaling healthcare platform that reached 200K+ users within the first year.

EXPERIENCE

Product Designer, Welldoc - Remote **3/2023 - Present**

- **End-to-End Consumer Health Design:** Led end-to-end interaction design for the Lilly Health platform as its lead designer, owning core experiences including personalized GLP-1 tracking, weight and dose check-ins, and longitudinal health insights. Collaborated with product managers, researchers, and engineers to define requirements, advocate for the user experience, and drive design refinements. Shipped 7+ feature releases as the platform scaled to 200K+ users within the first year.
- **AI & Health Coaching Experiences:** Designed AI-powered healthcare experiences including glucose prediction with CGM data visualization, weight prediction, and AI-generated reports. Translated complex physiological data and AI outputs into clear interactions that help users understand and manage their own health. Supported 8+ rounds of human factors testing, including FDA submission testing for glucose prediction that reduced user misinterpretation from 43% to 0%.
- **Product Design at Scale:** Led a major UX transformation for Lilly Health under a compressed development timeline, translating 167 reference screens into 1,500+ high-fidelity screens across distinct user flows in under a month. Applied human factors research and user feedback to refine interaction patterns, resolve complex edge cases, and ensure a cohesive experience across the product.
- **Design Systems & Scalability:** Built and evolved design systems while migrating Welldoc from Sketch to Figma. Created a dedicated Lilly Health design system from scratch with tokenized variables and developer-ready components. Architected a three-file Figma system for developer handoff, internal content and flow validation, and client-facing high-fidelity end-to-end flows, supporting 200+ weekly screen updates and improving design velocity by ~75%.
- **Prototyping & Cross-Functional Execution:** Established a framework for UI specs, UX documentation, and developer handoff. Used AI-assisted prototyping to rapidly explore interaction concepts and create animation assets for engineering. Partnered with engineers through UAT/QA to ensure implementation accuracy and design fidelity through launch.
- **Accessibility & Connected Health:** Designed WCAG-compliant CVS Health Optimizer features, including lab document upload, increasing reach by ~23%. Designed onboarding for a connected digital stethoscope (Digitiva), bridging mobile and hardware interactions through guided workflows, device setup, and real-time feedback.

Human Factors Associate Researcher, Honda Research Institute - San Jose, CA **1/2023 - 6/2023**

- Led research on hybrid mobility and well-being, including a factorial survey with 800+ participants; co-authored a peer-reviewed paper in the *International Journal of Human-Computer Interaction*, published in 2026.

Founding Product Designer (Contract), EzCaza - Remote **1/2022 - 6/2022**

- Designed a web real estate portal from 0→1 as the founding designer, leading 10+ iterations to simplify complex workflows.

Founding Product Designer (Contract), RadioFree.Net - San Francisco, CA **6/2021 - 12/2021**

- Designed and iterated cross-platform (iOS, Android, Web) interaction flows for a social gaming system. Conducted a qualitative study with ~900 players (17.6% response rate) to inform 18+ wireframes and prototypes.

UX Research and Design Intern, Seedstages - Claremont, CA **10/2020 - 6/2021**

- Drove user research for a B2C app at an early-stage startup. Built a design system to improve consistency and scalability.

TOOLS

Figma, Claude, Gemini, Lovable, Figma Make, Sketch, Adobe Creative Suite, Axure RP, Overflow, HTML/CSS

EDUCATION

M.S. Human Factors and Ergonomics, San José State University

GPA: 3.90/4.0 | Student Researcher, BAT (Behavior, Accessibility, and Technology) Lab

B.A. Philosophy, Literature (Dual Major), Claremont McKenna College