

Ya-Hui (Grace) Lee

Senior Product Designer

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Senior Product Designer with 9+ years of experience designing enterprise analytics, data, and AI products. I turn complex, interdependent workflows into clear, trusted experiences—from end-to-end product strategy and interaction design to scalable, token-driven design systems. With an engineering foundation, I partner closely with product and engineering to move from insight to implementation, and use AI to prototype and design thoughtful human-in-the-loop workflows.

WORK EXPERIENCE

Senior Product Designer • dotData • 2019 - 2025 • San Mateo, CA

- **Led the end-to-end redesign of an enterprise AutoML workflow**, replacing a fragmented multi-screen configuration flow with a guided model-design canvas that kept data relationships, dependencies, and validation visible in one workspace. Usability testing showed a 50% reduction in model-task configuration time.
- **Designed guided configuration patterns**—including auto-schema, recommended table connections, sensible defaults, and real-time validation—to help business analysts start with a runnable setup and iterate independently without relying on data scientists.
- **Led the V1.0 and V2.0 re-architecture of the analytics suite's design system**, establishing a token-driven Figma library and aligning semantic tokens with front-end CSS variables. Consolidated fragmented handoff into one shared source of truth, reducing specification-related questions by roughly 50%.

UX Designer • Kahuna • 2016 - 2018 • Redwood City, CA

- **Designed a scalable campaign-performance dashboard for a marketing automation platform**. Synthesized insights from 13 executive and manager interviews into a tiered visualization strategy that helped marketers move from high-level business metrics to operational detail.
- **Redesigned a complex audience-segmentation editor**, enabling non-technical marketers to create advanced AND/OR targeting logic without writing SQL. Partnered with front-end engineering to translate complex query logic into an intuitive block-based interaction model.

Interaction Designer & Software Engineer • Wislite Technology • 2007 - 2013 • Taiwan

- Built full-stack enterprise applications for banking, credit-review, and education clients. Developed a foundation in data modeling and front-end architecture that now strengthens my collaboration with engineering teams on complex product decisions.

EDUCATION

Web Design and New Media

MFA Academy of Art University
2013 - 2016

Information Management

BA Tamkang University
2003 - 2007

SKILLS

Product Design

Product Strategy
Interaction Design
Information Architecture
Complex Workflows
Data Visualization
Design Systems

Research

Usability Testing
User Interviews

Tools and Technical

Figma
Figma Variables / Dev Mode
Framer
Claude Code
HTML · CSS