

DEBBIE LEE

UX DESIGNER / EDUCATOR

EXPERIENCE

Secondary School Teacher | Toronto District School Board

SEP 2017 - Present, TORONTO, ON

- Implemented a student-centered approach to develop and deliver a robust physical education and health curriculum that addressed student needs, fostering growth and engaged learning experience
- Designed individualized achievement charts for the special education department by analyzing user feedback to streamline the report card process, resulting in increased efficiency and accuracy

Coach | University of Toronto, Toronto District School Board

JAN 2017 - 2022, TORONTO, ON

- Refined football playbook using iterative design and led offensive play calling, resulting in two intercollegiate national qualifications
- Utilized data-driven strategies to optimize training and performance and produced provincial qualifying swimming and badminton athletes

EDUCATION

BrainStation | Diploma Candidate, User Experience Design

APR 2023 - JUN 2023, TORONTO, ON

- Woman in Technology Scholarship

University of Toronto | Bachelor of Education, Bachelor of Physical Health and Education

SEP 2012 - 2017, TORONTO, ON

- Graduated with Honours

PROJECTS

UX Designer | EcoGrade

JUNE 2023, BRAINSTATION (Industry Project - 24h Hackathon)

- A digital solution for property managers to have an efficient method in remodeling older buildings in order to align with the government net-zero carbon emission initiative.
- Collaborative project with software engineers and data scientists

UX Designer | EduConnect

APR-JUNE 2023, BRAINSTATION (Capstone)

- A digital solution bridging current news with educator-curated lesson plans so that educators can connect global issues and citizenship to their classrooms

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SKILLS

UX Research, Wireframe & Prototyping, Information Architecture, Heuristics, Typography and Colour, Figma, Adobe Creative Suite, Google Workspace

PROFILE

With over 10 years of experience in education, my strong ability in interpersonal communication and leadership have promoted me towards positions of responsibility such as Assistant Curriculum Leader and head coach of numerous sports.

These roles employ empathy, storytelling, and designing positive, inclusive experiences to optimize students' learning journeys. I strive to take this human-centered approach from education into tech and UX design by bridging the gap between humans and technology in order to improve accessibility and enhance the human experience.

I am most excited about designing accessible products for education and health and physical literacy promotion.