

Carolyn Lee

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EDUCATION

Stanford University

Stanford, CA

B.S. & M.S. Computer Science (Human-Computer Interaction)

Jun 2027

- *Relevant Coursework:* Data Structures and Algorithms, Computer Organization and Systems, Operating Systems, Probability and Statistics, Discrete Mathematics, Design and Analysis of Algorithms, Introduction to Human Computer Interaction Design, Cross-platform Mobile App Development, Service Design, Data Visualization, Accessibility Design, HCI Foundations and Frontiers, Product Management with AI, History and Ethics of Design

EXPERIENCE

Microsoft

Jun 2026 – Sep 2026

Product Design Intern

Redmond, WA

- Led the design of AI-powered developer experiences for an internal agent platform used by 30,000+ engineers, improving agent workflows, transparency, and task creation experiences
- Conducted competitive analysis of leading AI coding tools and led 5+ user interviews synthesizing findings into actionable product recommendations
- Partnered with engineers and PMs to translate high-fidelity prototypes into production, contributing code and bridging design and engineering to ship solutions.

Palona AI

Jun 2025 – Aug 2025

Product Design Engineer Intern

Los Altos, CA

- Redesigned and developed Palona's corporate website and branding with Figma, React and TypeScript, improving performance and accessibility, and increasing conversion rate by 200% through iterative A/B testing and user feedback.
- Led the design and development of a client-facing dashboard tool to track consumer insights and AI agent performance; conducted client interviews and usability testing to inform UX decisions and feature prioritization.

Subtle Computing

Jun 2024 – Aug 2024

Product Design Engineer Intern

Palo Alto, CA

- Designed and developed an accessible iOS app frontend with SwiftUI, enabling Bluetooth-powered silent speech dictation, built in alignment with WCAG 2.1 standards to support users with disabilities, and contributing to a \$4.25M fundraising round.

Agency for Science, Technology and Research (A*STAR)

June 2023 – September 2023

Research Intern

Singapore, Singapore

- Developed a conversational, multi-modal tutoring prototype grounded in pedagogical scaffolding theories — informing design of interactive learning flows with strategies like hints, feedback, modeling, and questioning.
- Co-authored research on designing strategies for adaptive, personalized education with GPT-4V.

PROJECTS & LEADERSHIP

Figma Campus Leader – Stanford University

Aug 2025 – Present

- Growing the Stanford design community on campus by hosting workshops, talks, and collaborative design sessions.
- Leading the web team and building online experiences that showcase student work, community, and resources.

The Design Kids – Design Lead

Oct 2025 – Present

- Leading rebrand and visual identity development for Stanford's first and student-run design studio through web and graphic design

NVIDIA Jet

Jan 2026 – Jun 2026

- Collaborated with NVIDIA to design and build Jet, a Jetson-powered intelligent classroom assistant using multimodal Edge AI to analyze classroom understanding and generate real-time instructional support.

Stanford Management Group – Senior Project Manager

Oct 2022 – Apr 2025

- Led cross-functional product strategy projects for startups and Fortune 500 clients such as Google and Grammarly, with a focus on brand experience, user engagement, and go-to-market design.

SKILLS

Programming: C/C++, Python, JavaScript, TypeScript, Swift, React, React Native, HTML, CSS, XCode

Design: Figma, Adobe Suite (Photoshop, Illustrator), UX/UI, Visual Design, Graphic Design, User Research, Usability Testing, Brand Identity, Design Systems, Prototyping, Storyboarding, A/B Testing, User Personas, Storytelling, Design Thinking, Accessibility Design, Claude Code, Code Prototyping, Design Engineering