

Stacey Lei

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EDUCATION

University of California, Berkeley

Berkeley, CA

Bachelor of Arts in Computer Science, Data Science Minor | 3.6/4.0 GPA

Expected May 2026

- **Relevant Coursework:** Prototyping and Fabrication, Full Stack Development, Fundamentals of Visual Representation, Product Development, 3D Modeling and Animation, Game Development and Design, Data Structures, VR/AR, Data Science, Artificial Intelligence, Machine Learning
- **Organizations:** UX@Berkeley, Innovative Design, Association of Women in Electrical Engineering and Computer Sciences (AWE), Society of Women Engineers (SWE), Codify, CS Kickstart

EXPERIENCE

Rivian

Palo Alto, CA

Software Engineering Intern

June 2025 – Present

- Built a navigation feature in Kotlin enabling drivers to save landmarks while driving in real time
- Integrated Media3 and Gemini APIs to identify video details and generate scene descriptions for the car infotainment UI, improving discoverability by over 80% in user surveys
- Synchronized GPS, camera, and in-cabin audio data with Android MediaMuxer and MediaCodec

BMW Group

Mountain View, CA

User Experience (UX) Engineering Intern

February 2025 – June 2025

- Research Android user data collection and prototype AI-driven UI personalization techniques using Figma
- Implemented Unity prototypes for cabin central information display (CID) and built a control panel using Node-RED to adjust simulation parameters and collect data in real-time using an MQTT pubsub service
- Developed components in C# using Microsoft PSI to sync biophysical and camera data; analyzed user behavior and conducted 3 user testing sessions to improve display usability by 30%
- Designed 2 interactive prototypes in ProtoPie of situation-triggered UI changes on the CID and driver panoramic heads-up display (PHUD) for an external partnership

Switch

Berkeley, CA

User Interface Designer, Game Designer, Artist

October 2024 – Present

- Created Figma prototypes for key game UI elements including the heads-up display, player inventory, and minigames; enhanced design iterations through usability testing with 50+ players
- Collaborated with 5 developers to design and launch a survival game on Itch.io using Unity
- Improved user navigation within the minigames by 40% and inventory accessibility by 35%
- Illustrated over 40 game assets and animated 5 characters using Procreate and Medibang Paint

Develop for Good

Berkeley, CA

User Interface Designer

December 2024 – January 2024

- Collaborated with 4 designers to revamp a website for matching users with an online support system; designed Figma wireframes and interactive prototypes for dashboard, login, and report screen
- Led formal design reviews and 2 client presentations to iterate designs based on user needs and goals

Ruth Bancroft Garden

Berkeley, CA

Project Lead, Product Designer, App Developer

October 2022 - June 2024

- Developed and launched a self-guided tour app for the Ruth Bancroft Garden onto the Apple App Store
- Managed project timeline for a team of 4 developers and incorporated user feedback using TestFlight

SKILLS

Platforms: Figma, Photoshop, Illustrator, Unity, Maya, Medibang, Procreate, Android Studio, ProtoPie

Frontend Development: HTML, CSS, Javascript, TypeScript, React/React Native, ChartJS, Bootstrap

Programming: Python, Java, SQL, C, C++, C#, Kotlin, Firebase, Node, NumPy, Pandas, Gemini API

Design Skills: UI/UX Design, Interaction Design, Prototyping/Wireframing, User Research