

Spencer Lewis

Product & UI/UX Designer

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Washington, DC Metro Area

Education

University of Virginia

B.A. in Computer Science, 2026

Fluent in Spanish

Relevant Coursework

Human-Computer Interaction

Artificial Intelligence

Data Structures & Algorithms

Software Development Essentials

Database Systems

Data Science & Statistics

Skills

Contextual Inquiry

Design Systems

Figma

Front-End (HTML/CSS/JS)

Information Architecture

Interaction Design

Prototyping (Hi/Lo)

ProtoPie

Rapid Iteration

Usability Testing & Synthesis

User Flows & Wireframing

User Research

Technical

JavaScript / TypeScript

Python, Java, C++, C#

SQL, Django, REST APIs

Git, Agile / SDLC

Experience

UVA in Greece — Creative Interaction Design

UI/UX Design Intern

Summer 2025 | Heraklion, Crete, Greece

- Designed and prototyped **Herakify**, a museum companion app that turned a disorienting first visit into a guided one — pairing interactive mapping and personalized quizzes with AI-powered chat so tourists could find what mattered to them without a guide.
- Grounded every design decision in the field: ran 15+ contextual inquiries and usability tests with tourists, local business owners, and UI experts, then rebuilt core flows around where users actually got stuck — not what they said they wanted.
- Owned the full process end-to-end — research, information architecture, user flows, and high-fidelity prototyping in Figma and ProtoPie — and defended design rationale to stakeholders at each stage.

Yakabod, Inc.

UI/UX Testing Intern

Summer 2023 & Summer 2024 | Frederick, MD

- Ran 500+ tests across regression, acceptance, integration, and feature validation — catching and documenting defects before release to protect product reliability for a secure enterprise platform.
- Embedded in full agile cycles (sprint planning, code reviews, standups) across two summers, building firsthand fluency in how design decisions survive contact with engineering constraints.
- Contributed to test automation and helped establish documentation standards that made regression coverage repeatable across releases.

Additional Technical Experience

2021 – 2022 | Arlington, VA

- Software Engineering Intern, K&C Consulting:** Built REST API automation for cybersecurity platforms, cutting manual configuration time out of security workflows.
- Web Development Intern, NOVA Web Development:** Shipped responsive client websites in Python/Django — owning backend logic, database integration, and front-end implementation — and prototyped a C# mobile feature surfacing live DC Metro transit data.

Projects

Harmony — Multi-Screen Social Product

Self-directed | Figma

Designed five distinct task flows — matching, discovery, chat, profiles, and events — holding visual and interaction consistency across the full product rather than a single polished screen.

spencerhlew2003.com — Portfolio Site

Designed & built from scratch | HTML/CSS

Designed and hand-coded a personal portfolio site, controlling the work end-to-end from layout and type decisions through front-end implementation.