Grace Lee

SENIOR UI/UX DESIGNER · COMPLEX ENTERPRISE PRODUCTS · HONG KONG

I design complex enterprise products, from the workflows and rules behind them to the UI that ships. Twelve years on internal platforms, CRM and operations software, mostly for Swire Properties and other Hong Kong clients. I map the roles, states and edge cases first, then design the interface and work with PMs, BAs and engineers until it is built; on recent projects I ship UI changes myself through Storybook and design pull requests.

EXPERIENCE

Senior UI/UX Designer, Oursky

2016 – now

Joined as UI/UX Designer in 2014. Main or only designer on multi-year enterprise builds, with client product owners, analysts and engineers.

Swire Properties PMP
Portfolio Management Platform
2022 – 2025

- **Led design on Facility Management:** seven kinds of work order on one list and one lifecycle; preventive-maintenance scheduling, job plans and standing orders.
- Main designer on Prospect and Stacking Plan alongside a second designer; a substantial part of Budget and Forecast.

Swire Properties CRM
Loyalty, four malls
2020 – 2024

- **Led design; the only designer** with 4–5 engineers and 4 business analysts. One platform for four malls, replacing a vendor's portal.
- Receipts checked against OCR; gift redemption designed to finish at the desk in one visit; tenant reimbursement with multi-approver sign-off; one Vuetify set themed per tier; per-mall emails.

Hanlun e-Learning
DSE practice
2025 – now

- **Led design; the only designer** in a squad of five. Students, teachers and school admins at Hong Kong secondary schools.
- Built the prototype the client signed off (about 340 commits), then 179 commits to the production repo: screens, Storybook components, design PRs.

OTHER WORK

Global burger chain, Hong Kong 2026
Staff onboarding and a 90-day level-map journey; AI-assisted prototyping. Under NDA.

Weave Living 2019
Co-living resident app: one booking pattern for laundry, lounge and services.

NBA 2019 – 2020
Dashboards, data capture and role-based assessment workflows.

SWRM 2017 – 2018
Sustainability data app: a honeycomb footprint from scanned purchases and travel; records checked on entry.

HOW I WORK

Rules before screens
I agree the records, roles and states with tech leads and analysts before drawing, and write the edge cases down.

With the whole team
Workshops and grooming with POs, BAs and engineers; design review during build so what ships matches what was decided.

In the codebase
Storybook components and design PRs on recent projects, so the handoff is the change itself.

AI as a tool
Claude, Cursor and v0 to draft variants and browser prototypes faster. The decisions stay mine.

CONTACT

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WHAT I DO

Information architecture and object models
Multi-role workflows and permissions
States, rules and edge cases
Epics, user stories and acceptance criteria
Design systems in Figma and Storybook
Prototypes in Figma and in code
Design QA and UAT
Mentoring through reviews and pairing

TOOLS

Figma · Storybook · Git · Claude Code · Cursor · v0 · Lovable · Figma Make · Jira · Linear · Adobe Suite · Maze · Webflow

EDUCATION

BA (Hons) Visual Arts
Hong Kong Baptist University · 2011

CERTIFICATIONS

UX Management: Strategy and Tactics
Interaction Design Foundation

AI for Designers
Interaction Design Foundation

UX Design Specialization
Google

LANGUAGES

Cantonese · English · Mandarin