

BORAM YI UX DESIGN

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SUMMARY

UX designer with over 14 years of experience in the biotech industry, creating solutions for research scientists to support scientific innovation and drug discovery.

Champion of human-centered design (HCD) approach by deeply empathizing with users through user research.

Firm believer of collaboration with product and engineering teams to meet business and technical requirements for successful delivery of final solutions.

EXPERIENCE

TetraScience

Senior UX designer

Cambridge, MA | Sep 2025 - Current

- UX lead for 4 product squads across large molecule screening, in-vivo PK/PD data analysis, small molecule in-silico crystallization and retrosynthesis. Provided UX expertise to facilitate teams to deliver solutions that meet user needs that align with business needs.

BigHat Biosciences

UX design consultant

Remote | Oct 2024 - Jan 2025

- Performed heuristic evaluation to address usability issues and redesigned existing system for antibody research to improve layout, usability and data accuracy. Received positive feedback from users and stakeholders.

Novartis - Biomedical Research (NIBR)

Senior principal UX designer

Cambridge, MA | Oct 2019 - Jul 2024

- Lead UX designer for a data modeling and projection platform to connect scattered research data across different systems. The platform will easily allow data mining and analysis in a robust and efficient way for data scientists and foundational for training models for ML/AI analysis.
- UX lead for pivoting scope during design system development to better align with the needs of the organization. Steered a successful MVP launch of the design

system in a few weeks with only 1 front end engineer. Remaining resources were used for training and migration support for product teams.

- Recruited and mentored a co-op student to successfully gain meaningful experience and contributed to scientific projects and the design system including accessibility color palettes for data visualization.

Principal UX designer

Cambridge, MA | Oct 2016 - Oct 2019

- Lead UX designer for web applications for research scientists in the drug discovery process. Project domains included in Lab Informatics, Cancer Genomics, Multi Parametric Data Analysis with Machine Learning, High Content Imaging with AI, High Content Screen Analysis, Lab Automation and Next Generation Sequencing.

Projects include:

- A customizable image viewer to compare scientific images with experimental data, which enabled researchers to spend a few hours to review images, which have taken weeks previously. Users also have reported reduced human errors and mistakes after using the tool.
- A high profile web solution for complex workflows and large, multi-dimensional data analysis. It enabled lab scientists to run data analysis and visualize results via the UI, rather than working with an engineer to run scripts in the command line. Also enabled single cell image analysis by leveraging machine learning, which increased efficiency for both lab scientists and engineers.

Senior UX designer

Cambridge, MA | Jan 2014 - Oct 2016

- Collaborated with a global pharmaceutical alliance, Pistoia Alliance to design a web based, open-source chemical structure editor (HELM) to replace current thick-client solution. Gathered requirements and iterated wireframes with remote stakeholders globally.
- Created a UX video series to educate & promote user research process in the organization by interviewing various members in the organization including the CIO, product managers and engineers. The videos were included in org newsletters and played in break rooms to increase visibility of UX. The series increased UX awareness, generated positive buzz and resulted in an increase of UX resource requests from projects.

UX designer

Cambridge, MA | Jul 2010 - Jan 2014

- Conducted user research and design tasks for internal web application development projects in many platforms, such as web, mobile and Sharepoint.
- Designer for tracking tumor models for cancer research. System included both web and mobile interfaces to be used in the vivarium. Removed the need to transcribe sample names by introducing barcode labels. Scientists have reported reduced sample-mixups since adoption.
- Created and maintained a library of interaction patterns and visual style guide to enable consistency across products and efficiency of development.

Continuum (Design Continuum)

Design strategy intern

Seoul, S. Korea | Jul 2008 - Sep 2008

- Conducted an independent research analysis project for corporate brand strategy.
- Contributed to brainstorming new concepts for defining brand identity (BI), point-of-purchase and packaging for a major electronics company.
- Created & presented image boards for communicating BI an international luxury fashion house.

SKILLS

Collaboration

Foster harmonious and effective team work by actively listening and using clear verbal & visual communications.

Leadership

Navigate complex domains and relationships by creating a safe team environment for diverse inputs for informed decision making.

User research & design

Conduct user & stakeholder interviews, workshops, contextual inquiries, user feedback sessions. Create low & high-fidelity mockups, UI design, visual designs and clickable prototypes.

EDUCATION

Rhode Island School of Design (RISD)

BFA, Industrial design

Providence, RI | 2006 - 2010

Boston University - Metropolitan College

Web application & development class

Boston, MA | 2010

MIT - Sloan School of Management

Product design & development class

Cambridge, MA | 2009

Babson College & Olin College of Engineering

Product design & development class

Wellesley, MA | 2009

Brown University

Entrepreneurship & engineering class

Providence, RI | 2009

TOOLS AND CERTIFICATIONS

Figma, Sketch, InVision, Miro, Adobe, Microsoft, HTML, CSS.

UXQB® Certified Professional for Usability and User Experience Foundation Level 2019.