

Michaela Lewis

UX & CX, Research & Design | Richmond, VA

[LinkedIn](#) | [Portfolio](#)

Experience designer & researcher (1 YOE) with psychology background seeks to combine technical tools with visual and systems design skills to create data-driven experiences.

EXP

Experience Design Intern

[Feel](#), Los Angeles, CA / June 2025 – Present

Feel is a creative technology startup making emotional well-being accessible through wearable technology and companion app.

Product/ UX Design Intern

[Lillup](#), San Francisco, CA/ May 2025 – June 2025

Lillup is a research & engineering company, offering B2B services. Designed high-level information architecture maps for onboarding processes. Synthesized company documentation into data flows for future algorithmic development.

Research Assistant Internship

[Green Lab](#), Virginia Commonwealth University/ Jan 2025 – May 2025

Supported graduate student research under PI Dr. Jeffrey Green. Research examined underlying processes and prosocial effects of nostalgia, intellectual humility, & gratitude.

Accountant

[Weinstein Properties](#), Richmond, VA/ Jan 2021– Jan 2025

Property management company with presence in VA, NC, TX, TN, & GA. Supported teams with resident account inquiries & technical assistance. Processed applicant & past resident deposit dispositions & statements.

Venue Coordinator/ Event Manager

[Commune Restaurants](#), Norfolk & Virginia Beach /Jan 2019 – Jan 2021

Sustainable restaurants with venue rental/private event program. Created visual training materials to improve service design & learning experience. Took ownership of venue operations for all events, including managing venue sales, event set-up/takedown & a team of ten employees.

EDU

B.S., Psychology

Virginia Commonwealth University, graduated May 2025

M.S., Human Factors in Information Design

Bentley University, starting Fall 2025

ETC

Skills

Software: Figma & Figma Dev Mode, Adobe Creative Suite (InDesign / Illustrator / Photoshop), Miro, Qualtrics, RedCap, SPSS, Tableau, Excel

Design: front end coding, ADA / WCAG inclusive design standards, design systems, wireframing & prototyping (high & low fidelity), product & design concept development

Research: Qualitative user research methods, AI research tools & application, usability testing, data analysis & application of insights, quantitative research methods, benchmark/ baseline