

# Kelly Ankoue

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## Professional Summary

Cornell senior studying Information Science with a concentration in UX Design and Policy. Passionate about building inclusive, ethically-sound digital products that prioritize accessibility and human-centered experiences. Experienced in product thinking, Figma, user research, and legal-tech intersections.

## Education

**Cornell University, College of Arts & Sciences**

Ithaca, NY

BACHELOR OF ARTS IN INFORMATION SCIENCE – UX DESIGN & LAW, ETHICS & POLICY

**EXPECTED GRADUATION: MAY 2025**

**Relevant Coursework:** Human-Computer Interaction Design, Digital Product Design, Qualitative User Research, Web Development & Design, Data Science, Sociology, Statistics, Python

## Skills

**Design & Research:** Figma, Accessibility (ADA, WCAG), Ethical UX, User Interviews, Usability Testing

**Development:** HTML5, CSS3, Python, SQL, R, PHP

**Tools:** Git, GitHub, VS Code, CapCut, Final Cut Pro, Canva, Microsoft Office, Google Suite

**Languages:** Intermediate French & Spanish

**Interests:** Digital Rights, Legal Tech, Wellness Tech, Public Policy, Human Development, Content Creation

## Project Experience

### Nexus | Social Platform for Transfer Students

**May 2024**

- Initiated and co-developed Nexus, a social platform tailored for transfer students, collaborating with a cross-functional team to design and build the platform from the ground up
- Led design and user research efforts, creating wireframes and prototypes in Figma
- Conducted 10+ user interviews and 3 usability testing rounds, improving navigation efficiency by 30% while ensuring inclusivity and usability

### TikTok Case Study | Digital Product Design

**Jan 2023-May 2023**

- Researched and redesigned TikTok's editing tools to enhance self-expression while mitigating ethical concerns around misinformation.
- Developed a Figma prototype, implementing responsible UX features that prioritize user well-being and content integrity

### Playful Plants | Intro Design & Program Development, Cornell

**Dec 2021**

- Designed Playful Plants, an interactive database for landscapers interested in researching plants to create a safe and amusing environment for children
- Classified plant types based on sensory attributes, improving information accessibility and usability
- Optimized site structure and content to comply with WCAG 2.1 accessibility standards, ensuring an inclusive experience for diverse users

## Relevant Experience

### Cornell App Dev, Digital Product Design, Ithaca, NY | *Teacher Assistant*

**Aug 2023-Present**

- Facilitated weekly workshops on industry-standard product thinking, storytelling, and visual design using Figma to address UX challenges
- Guided 75+ students in exploring design career paths, equipping them with portfolio-ready projects and industry-relevant skills
- Introduced structured UX methodologies and component-based design thinking, aligning with industry best practices for enterprise tools

### 360 Plus, New York, NY | *Advocate and Student*

**May 2020-Jul 2023**

- Collaborated with peers from around the world and explored India for three weeks to discuss solutions to climate change through technology
- Directed 5+ sustainability workshops promoting sustainable tech practices and community-driven initiatives, engaging 100+ participants in actionable steps to reduce carbon footprints, focusing on digital advocacy
- Researched and presented findings on the intersection of climate change, classism, and racism, proposing practical solutions for underserved communities

## Leadership and Involvement

### Baraka Kwa Wimbo, Ithaca, NY | Cornell University | *Social Media Chair*

**Dec 2022-Present**

- Created visually engaging promotional materials using Figma, leading to sold-out events and increased community engagement
- Expanded membership by 15+ through targeted recruitment strategies on WhatsApp, TikTok, Instagram, and GroupMe

### Underrepresented Minorities in Computing Ithaca, NY | Cornell University | *Co-mentorship Chair*

**Jan 2022-Present**

- Assembled with other students to create opportunities and foster an inclusive environment for students of color to address the lack of representation in the field of Computer Science
- Attended monthly events and G-bodies to improve networking skills and learn about the different roles in computing
- Counseled 70+ students in building relationships with their mentors and mentees through engaging activities twice a month that helped them bond with one another outside of the classroom setting