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☎ 347-570-8510

EDUCATION

University of Pennsylvania

Master's Degree
Expected Grad: 2025
Computer Science

Carnegie Mellon University

Bachelor's Degree (2022)
GPA: 3.98/4.0

Human-Computer Interaction
Business Administration
Minor in Media Design

SKILLS

Code

HTML/CSS
Javascript
Python
React
Bootstrap
Java

Design

Figma
Sketch
Adobe CC
Miro
Fusion 360

Research

Usability Testing
Think-Aloud
Journey Map
Speed Dating
A/B Testing
Contextual Inquiry

LEA EMERLYN

Designer | Developer

WORK EXPERIENCE

Jan 2022 -
Present

UX Designer @ JP Morgan Chase

After conducting user research, I ideate on design solutions to solve for their painpoints. I present designs to product managers and developers to make sure designs fit business and development needs.

Jan 2022 -
May 2022

UX Designer (HCI Capstone Project) @ Kiavi

I am designing a solution to solve unmet needs of rental property investors. I am currently conducting contextual inquiry/directed story telling sessions to discover pain points of investors.

Apr 2021 -
Sept 2021

Product Design Contractor @ Sony PlayStation

I performed a UX Multimodal audit to analyze how the PS5 and its peripheral products work together. I looked into both the physical and non-physical interfaces of the devices

May 2021 -
July 2021

UX Design Intern @ PNC Bank

I worked in the PNC Investments team by leading design workshops and implementing parallel prototyping. I also build high fidelity prototype for an app extension that increases both accessibility for students and transparency for the bank.

Jan 2021 -
Apr 2021

UX Researcher @ Skeema

I created interview protocols and conducted think-aloud in order to reveal bugs and pain points of the Skeema beta app. I presented usability findings to managers and pushed for design changes.

SIDE PROJECTS

May 2020 -
Mar 2021

Research Assistant @ Carnegie Mellon University

I interviewed 20 gig workers to understand the challenges they faced during the global pandemic. I am also a co-author to the accepted research paper to the ACM CSCW journal.

Oct 2020

UX Designer Technica Hackathon Winner

I designed an app to help people reach their long term goals. I was the only designer and researcher on the team.