

✉ leas@andrew.cmu.edu

💻 leaemerlyn.design

☎ 347-570-8510

LEA EMERLYN

UX Designer & Researcher

EDUCATION

Carnegie Mellon University

Expected May 2022 | GPA: 3.97/4.0

B.S. Human Computer Interaction
& Business Administration

Minor in Media Design

SKILLS

Design & Art

Interaction Design	Painting
Prototyping	Sketching
Visual Design	Dancing
Wireframing	Piano
3D Modeling	Flute

Research

User Interviews	Think Aloud
Contextual Inquiry	A/B Testing
Storyboarding	Journey Maps
Speed Dating	Personas

Tools

Figma	Microsoft Office
Sketch	HTML/CSS
Adobe CC	Javascript
Miro	Python
Fusion 360	

Languages

Fluent English
Fluent Mandarin
Working Spanish

COURSEWORK

Programming for User Interface
Interaction Design Studio I & II
User Centered Research & Evaluation
Service Design
Information & Grid Design
Social Psychology
DigiTool
Intro to Textile Media

WORK EXPERIENCE

Sept 2021 - Present	eHeart Lab <i>Research Assistant Pittsburgh, PA</i> I am designing an fan-fiction writing platform for autobiographical storytelling for transgender teens. I create collaborative writing interactions for teens to write about their experiences
Apr 2021 - Aug 2021	Sony PlayStation <i>Product Design Contractor San Mateo, CA</i> 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	PNC Bank <i>UX Design Intern Pittsburgh, PA</i> 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	Skeema <i>UX Researcher Pittsburgh, PA</i> 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.
May 2020 - March 2021	Human-Computer Interaction Institute <i>Research Assistant Pittsburgh</i> I interviewed 20 gig workers to understand challenges they faced during the global pandemic. I am also a co-author to the accepted research paper to CSCW.

SIDE PROJECTS

Jan 2021 - March 2021	Windstax Mobile <i>UX Designer (School Project)</i> Mobile app to help user keep track of status of their wind turbines
Oct 2020 - 24 Hours	15 Minutes Technica Hackathon Winner <i>UX Designer</i> Designed an app to help people reach their long term goals

LEADERSHIP

Project Smile Club Vice President of Communication
Ballroom Dance Club Public Relations/Design Chair | Events Coordinator Chair
CMU Academic Success Center Peer Tutor for Accounting, Economics and Calculus
CMU Habitat for Humanities Club Volunteer
Tepper School of Business Teaching Assistant for Business Science
Alpha Chi Omega Member
Beta Gamma Sigma Honor Society Member