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# 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

Jan 2022 - Present	<b>Kiavi</b> <i>UX Designer (HCI Capstone Project)</i> 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	<b>Sony PlayStation</b> <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	<b>PNC Bank</b> <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	<b>Skeema</b> <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.

## SIDE PROJECTS

May 2020 - March 2021	<b>Carnegie Mellon HCII</b> <i>Research Assistant</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.
Oct 2020 24 Hours	<b>15 Minutes   Technica Hackathon Winner</b> <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  
**Alpha Chi Omega** Member  
**Beta Gamma Sigma** Honor Society Member