

leaodovia@gmail.com



leaemerlyn.com



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

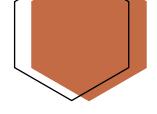
Figma Sketch Adobe CC Miro Fusion 360

# Research

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

# LEA EMERLYN

Designer | Developer



## **WORK EXPERIENCE**

Jan 2022 - UX Desginer @ JP Morgan Chase

Present 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 - UX Designer (HCI Capstone Project) @ Kiavi

May 2022 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 - Product Design Contractor @ Sony PlayStation

Sept 2021 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 - UX Design Intern @ PNC Bank

July 2021 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.

UX Researcher @ Skeema

Apr 2021 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**

Jan 2021 -

May 2020 - Research Assistant @ Carnegie Mellon University

Mar 2021 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.