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☎ 347-570-8510

## EDUCATION

### University of Pennsylvania

School of Engineering and  
Applied Sciences  
(May 2024)

Master's in Computer  
Science

### Carnegie Mellon University

School of Computer Science  
and Tepper School of Business  
GPA: 3.98/4.0

Bachelor's of Science in  
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

# LEA EMERLYN

Design | Program | NYC

## WORK EXPERIENCE

July 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

### Web Design Contractor @ Cardinal Health

The firm did not have a design system for designers to use reusable components. I was the solo designer working on the UI toolkit to make sure that designs across the site are consistent and scalable.

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.