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## EDUCATION

### University of Pennsylvania

School of Engineering and  
Applied Sciences

GPA: 4.0

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

Java  
Python  
Javascript  
HTML/CSS  
React  
C

### Design

Figma  
Sketch  
Adobe CC  
Miro  
Fusion 360

# LEA EMERLYN

Software Engineer | Creative Technology

## WORK EXPERIENCE

Feb 2023 -  
Present

### Creative Technologist @ JP Morgan Chase

I am in charge of the design, research and development of the UX Design team's Image Library Tool. The tool is available as both a web app as well as a figma plugin. It helped streamline the process of purchasing and browsing stock images and illustrations.

July 2022 -  
July 2023

### Software Engineer Lead @ University of Pennsylvania

My team worked on a resource sharing platform that allows students to share helpful content that they found online. The platform organizes the resources by class and topic so that current and future students can receive additional help.

July 2022 -  
July 2023

### UX Designer @ JP Morgan Chase

After conducting user interviews for the JP Morgan Markets Mobile App, I presented the finds to stakeholders, which led to buy-ins for an app redesign. I created a new information architecture for the app as well as creating a Figma design library.

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.

## 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.