open for full-time positions fall 2017

# hello, i'm emily saltz ux researcher & interaction designer

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education

Carnegie Mellon University—2017 (expected)

Master of Human-Computer Interaction

University of California, Santa Cruz—2013 **BA in Linguistics & Russian Language** 

• University Honors, Phi Beta Kappa

skills

#### Design

Sketch, InVision, Balsamiq, Adobe Suite (Illustrator, Photoshop, After Effects, InDesign), Powerpoint, Keynote

## Data & Analytics

Google Analytics, Google Sheets, Mixpanel, Microsoft Excel, Twitter Analytics, Facebook Ad Manager, Optimizely (A/B Testing), Tableau, Regular Expressions

#### **UX Research Methods**

Contextual Design, Heuristic Evaluation, Journey Maps, Empathy Maps, Survey Design, Card Sorting, Think-Aloud Protocols, Stakeholder Maps, Paper Prototyping, Service Blueprints, VR & AR Prototyping in Unity

# **Programming**

HTML5 & CSS3, JavaScript/JQuery, JS libraries, Web APIs, Git & Github, Jekyll, Bootstrap, Heroku, command line navigation

#### +Tinkered with

D3.js, Node.js, Ruby/Sinatra, Sqlite/Postgres databases, Processing & P5, Python

experience

#### POP UP ARCHIVE

## Head of Content Strategy—2014-2016

- Developed a content audit system from the ground up, reporting metrics that led to key business decisions
- $\bullet$  Wireframed a suite of features for a podcast API product & worked closely with the team's engineers to implement them

### Sales & Marketing Intern-2014

• Prospected accounts for international archives & major broadcast media organizations

# EDUCATION PIONEERS **Data Quality Intern**—2013

• Synced data for a network of 180 education organizations in Salesforce, SQL, and Excel

# UCSC LINGUISTICS LABS Research Assistant—2010–2012

 Recruited & ran research studies on dozens of participants using an eye-tracker in multiple studies

projects

# **Bloomberg Capstone Project—**2017 (current)

### Amviewlate @ ArchHacks Hackathon—2016

Voice-activated AR perceptual aid for Parkinson's disease

• DevPost Staff Pick among hundreds of entries

#### VR News Bubble—2016

Social VR concept connecting users in different news bubbles