

Emily Saltz

Design & Content Strategy
for Emerging Technologies

Say hello

essaltz@gmail.com

saltzshaker.github.io

@saltzshaker

Skills

Design

Sketch
Adobe Suite
InVision
Balsamiq
Powerpoint/Keynote
Principle

Data & Analytics

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

UX Research Methods

Contextual Design
Design Sprints
Heuristic Evaluation
Journey Maps
Survey Design
Card Sorting
Service Blueprints
VR & AR Prototyping

Programming

HTML5 & CSS3
JavaScript and JQuery
Git & Github
Command Line

+Tinkered with

Node.js
Jekyll
Ruby/Sinatra
Sqlite/Postgres
Processing/P5.js
Python web scraping

Education

Carnegie Mellon University

Master of Human-Computer Interaction | 2017

Hackbright Academy

Front-end web dev course at leading software engineering school for women | 2014

University of California, Santa Cruz

Bachelor of Arts in Linguistics, Russian specialization | 2012

Dean's List, University Honors

Experience

Bloomberg L.P.

UX Research Lead on MHCI Capstone Project | 2017

Making financial visualizations accessible to people with visual impairments.

Pop Up Archive

Content Strategist | 2014-2016

Joined as the first non-founding employee after the company was accepted into Batch 9 of the 500 Startups seed-stage accelerator. Wireframed a suite of features for a podcast API product & worked closely with the team's engineers to implement them. Designed and scheduled all social media, newsletter, and podcast content.

Sales and Marketing Intern | 2014

Prospected accounts for archives and media companies like NPR & BBC Wales.

UCSC Linguistics Labs

Research Assistant, eye-tracking and acoustic analysis | 2010-2012

Recruited and ran research studies on dozens of participants using eye-tracking hardware and software for multiple studies. Analyzed vowel boundaries in Praat software.

Projects

Conversational User Interface Design

- Chatbot design & development for BreathelO: breathing exercises in Slack

Augmented Reality/Virtual Reality

- VR research for an open-source VR testing protocol
- 3D design for VR News Bubble: A social VR concept using real Facebook data
- AR research and prototyping for Amviewlate: A voice-activated AR perceptual aid for Parkinson's Disease