

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
- 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

VR News Bubble—2016
Social VR concept connecting users in different news bubbles