emily saltz

user experience research & design

skills

UX METHODS
Contextual Design, Design Sprints, Heuristic Evaluation, Survey Design, Card Sorting, Service Blueprints, Jobs to be Done, Usability Testing

DATA & ANALYTICS
Google Analytics, Mixpanel, Google Sheets/Excel, Tweetdeck and Twitter Analytics, Optimizely, Tableau, Airtable

USER RESEARCH TOOLS
OptimalSort, NVivo, Zoom

DESIGN
Sketch, Figma, Adobe Suite, InVision, Balsamiq, OmniGraffle, Mural, Powerpoint/Keynote

PROGRAMMING
HTML5 & CSS3, JavaScript/JQuery, Git & Github, Command Line Shell

LANGUAGES
Intermediate Russian

contact

Brooklyn, NY
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essaltz@gmail.com / saltzshaker.github.io

education

Carnegie Mellon / MHCI in Human-Computer Interaction
SEPT 2016 - AUG 2017, PITTSBURGH, PA

UC Santa Cruz / BA in Linguistics, Russian-focus (honors)
SEPT 2009 - DEC 2012, SANTA CRUZ, CA

experience

The Partnership on AI / Research Fellow
MARCH 2020 - PRESENT, 💻 ZOOM
Leading user research to investigate tactics for labeling manipulated media for the public alongside PAI and First Draft.

The News Provenance Project @ NYT R&D Lab / UX Lead
JUNE 2019 - FEBRUARY 2020, NEW YORK, NY
Led research and design for a prototype exploring media verification for digital photojournalism, culminating in a set of best practices for surfacing photo provenance.

Bloomberg L.P. / UX Designer
JAN 2018 - JUNE 2019, NEW YORK, NY
Design for Bloomberg products in news and charts. Led research and design efforts for a breaking news tool including international research on news workflows.

Floored / UX Researcher (Contract)
OCT 2017 - DEC 2017, NEW YORK, NY
Conducted and analyzed interviews with startup tenants and landlords. Findings drove project roadmap and resourcing within the company.

Pop Up Archive (acquired by Apple) / Content Strategist
FEB 2014 - JULY 2016, OAKLAND, CA
Created newsletters, blogs, podcasts, trainings and other events to educate a community of media orgs and institutional archives about digital archiving and speech-to-text tech.
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UCSC Linguistics Labs / Research Assistant
SEP 2010 - AUG 2012, SANTA CRUZ, CA
Facilitated studies using eye-tracking equipment and analyzed acoustic spectra.

projects

How to use AI for your art responsibly (Webinar and zine)
JULY 2020, GRAY AREA, SAN FRANCISCO, CA
The Partnership on AI and Gray Area teamed up on a webinar on responsible use cases for using machine learning technology for artists, culminating in a field guide zine for artists.

P2P Mind Reading: Human-human Autocomplete Networks

OCT 2019, RADICAL NETWORKS, NEW YORK, NY

Led workshop about critical issues in predictive text and autocomplete software.

New Frontiers in Sonification of Financial Data

AUG 2017, CMU & BLOOMBERG, NEW YORK, NY

Led research for "Stockgrok," an app enabling audio analysis of charts for people with visual impairments. Presented at CSUN Assistive Technology Conference 2018.

Toward Measuring Empathy in Virtual Reality

OCT 2017, CMU, PITTSBURGH, PA

Designed a protocol for emotion capture in VR, presented at ACM CHI Play 2018.

Neither Her nor HAL: Representation in Speech Tech.

JAN 2019, PROCESSING FOUNDATION, LOS ANGELES, CA

Led workshop on speech technology for Processing Community Day 2019.

Filter Bubble Roulette (Mobile VR experience)

MAY 2018, MOZILLA & THE MUSEUM OF TECH INNOVATION, SAN JOSE, CA

Created "filter bubbles" featuring volumetric video interviews with New Yorkers. Winner of Mozilla's "Reality Redrawn" Challenge. Exhibited at the Tech Museum.