

/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), 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
- Designed & tracked Twitter, Facebook, & AdSense campaigns

/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