



# Corey Emery

Software Engineer | UX Researcher

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## PROJECT & WORK EXPERIENCE

### Tech Lead & UX Researcher

**Highmark, Carnegie Mellon MHCI Capstone**

Jan 2020 - Aug 2020 | Pittsburgh, PA

Designed an app to improve member financial health literacy by developing intrinsic motivation to get preventive tests, increasing transparency into cost, and encouraging greater engagement with care and insurance.

### Core Development Software Engineering Intern

**Jump Trading**

Jun 2019 - Aug 2019 | Chicago, IL

Collaborated with intern class to build a trading platform, focusing on a gateway that manages client orders and exchange connections. Improved market data recovery logic for a major futures exchange.

### Front-End Web Contractor

**Wicklets**

Sep 2018 - Jun 2019 | Pittsburgh, PA

Built website for the Wick Editor, an online tool to help elementary and middle school students create games and animations. Used React framework and created custom components to fit company's brand.

### Full-Stack Software Engineering Intern

**Wayfair**

May 2018 - Aug 2018 | Boston, MA

Developed a news feed of user-created rooms using GraphQL, React, and Redux for Room Planner to analyze and improve the tool. Co-created first Community Coding Day for 6th-8th graders to outreach to underrepresented community.

### Research Assistant

**Carnegie Mellon Department of Statistics and Data Science**

Jan 2017 - May 2020 | Pittsburgh, PA

Explored ways to enhance tennis analysis and player development strategies using spatiotemporal data. Investigated Irish Census data using webscraping and graphical data visualization with the goal of augmenting record linkage models.

### Teaching Assistant

**Carnegie Mellon Courses: 36-202, 15-112, 36-226, 36-225, 05-430/630**

Jan 2017 - May 2020 | Pittsburgh, PA

Led labs, recitations, review sessions, and office hours for classes of 60 to 200+ students. Mentored students in Python term projects, data analysis in R and Minitab, and web design and programming.

## PROJECT ARTIFACTS

### Highmark - MHCI Capstone

[the-a-team-mhci.webflow.io](http://the-a-team-mhci.webflow.io)

### The Wick Editor

[wickeditor.com](http://wickeditor.com)

### Senior Honors Research

[coreyemery.com/files/ce\\_thesis\\_talk.mp4](http://coreyemery.com/files/ce_thesis_talk.mp4)

### Wayfair Room Planner Feed

[coreyemery.com/files/ce\\_wayfair\\_demo.gif](http://coreyemery.com/files/ce_wayfair_demo.gif)

## EDUCATION

### Carnegie Mellon University

**Master of Human-Computer Interaction**

Jan 2020 - Dec 2020

### B.S. in Statistics & Machine Learning

**Add'l Major in Human-Computer Interaction**

Aug 2016 - May 2020 | GPA: 4.00

Phi Beta Kappa

Andrew Carnegie Scholar

University & College Honors

Quantitative Social Science Scholar

## LEADERSHIP

### Head Ambassador

**Carnegie Mellon Mudge House**

Aug 2019 - May 2020

Defined and executed vision for group of 9 upperclass students who served as live-in mentors for first-year students.

### Resident Assistant

**Carnegie Mellon Residential Education**

Aug 2017 - May 2019

Aided in emergency situations and executed programming for 340+ first-year and upperclass students.

### Greek Sing Chair

**Delta Tau Delta - Delta Beta Chapter**

Aug 2018 - Mar 2020

Led production and rehearsal of a 15-minute musical in annual competition/fundraiser. Oversaw service and philanthropy efforts.

## SKILLS & TOOLS

### Programming

Python    R    C++    SQL    GraphQL  
HTML    CSS    JS    React    Redux

### Design

Rapid Prototyping    Persuasive Design  
Sketch              Figma              InVision

### UX Research

Affinity Diagramming    Experience Prototyping  
Directed Storytelling    Journey Mapping  
Heuristic Evaluation    Stakeholder Mapping  
Stakeholder Mapping    Storyboarding  
Think-Aloud Protocol    Usability Testing