



Emilie Shen

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education

new york university

Sep 2017 - Dec 2018

M.S., Integrated Digital Media:
UX Design Focus

uc san diego

Sep 2013 - Mar 2017

B.S., Cognitive Science:
Human-Computer Interaction
Minor in Business & Psychology

skills

Visual Design
Product Design
Wireframing
Prototyping
User Research
User Testing
HTML/CSS
Experience Design
Human Centered Design
Interaction Design
Responsive Design
Information Architecture
Illustration
Hand Lettering

tools

Adobe Illustrator
Adobe InDesign
Adobe Photoshop
Adobe XD
Sketch
Invision
Invision Studio
Keynote
Zeplin

experience

ux design intern

Ernst & Young / Jun 2018 - Aug 2018

Used Agile methodology on client engagement to develop and iterate wireframes in Sketch. Reviewed existing designs and suggested improvements in user flow, interface, and interaction design. Created responsive prototypes in Invision to be presented in client meetings.

visual design intern

Assurant / Jan 2018 - May 2018

Designed with a consistent visual style across all platforms of communication. Created displays of company metrics in creative and meaningful ways. Redesigned various materials to improve information architecture and visual components.

design intern

Kaiser Permanente / Jun 2017 - Aug 2017

Redesigned mediums for internal communication improving readability and visual design. Consulted in redesigning web pages with better usability and architecture. Prepared and delivered presentation to CIO and 100+ employees on integrating AI.

design course assistant

UC San Diego / Mar 2017 - Jun 2017

Worked with Professor Steven Dow to develop course structure and assignments for the new course Design 100: Prototyping. Assisted with the instruction and grading of 40+ design students. Critiqued students' projects and provided constructive feedback.

projects

master's thesis

Jan 2018 - present

Currently researching ways in which menstrual hygiene management can be improved for homeless population. Designing and prototyping solution to target better education of menstruation and increasing awareness of issue.

walkpool

Jan 2018 - May 2018

Designed and prototyped mobile application to increase safety while walking. Conducted research and developed personas to support application concept. Used Sketch and Invision Studio to create interactive prototype with animations.