



contact

✉ shenemilie@gmail.com
🔗 emilieshen.com
👤 linkedin.com/in/emilieshen
☎ (510) 432-2908

education

University of California, San Diego

B.S. Cognitive Science:
Human-Computer Interaction
Business & Psychology Minor
Graduating March 2017
GPA: 3.52

Pursuing Master's Program Fall 2017

relevant coursework:

Interaction Design
Cognitive Design Studio
Usability & Information Architecture
Practicum in Pro Web Design

software

Illustrator
Sketch
InDesign
Invision
Keynote
Balsamiq
Photoshop

skills

Human Centered Design
User Research
Low-High Fidelity Prototyping
Wireframing
Information Architecture
Visual Design
Hand Lettering
HTML/CSS

experience

newsletter editor

Circle K International / May 2016 - Present

Using Adobe InDesign and Illustrator, design and curate content of quarterly newsletter for the California-Nevada-Hawaii District, consisting of over 50 schools and 3,300 members. Assist with the design and creation of other various graphic needs, such as infographics, program design, and apparel design.

graphic designer

UC San Diego Psychiatry Department / Dec 2015 - Mar 2017

Created flyers to recruit participants for research studies at the HIV Neurobehavioral Research Program (HNRP). Created visual displays of research data. Prepared visual materials for presentations and scientific meetings. Created other various graphics needs (both print and digital).

branding consultant intern

Terminal Engineering & Manufacturing / Jun 2016 - Dec 2016

Assisted in rebranding of the company. Redesigned company logo, business cards, and letterhead using Adobe Illustrator and InDesign. Ideate various mediums for advertising and developed plan for publicizing on each of those mediums.

publicity chair

UCSD Circle K's Masquerade Ball / Apr 2016 - Nov 2016

Designed, created, and distributed all marketing materials and event graphics, such as flyers, posters and digital display ads. Created marketing campaigns to promote the event. Developed creative methods for educating guests about the Kiwanis Family House. Designed event website using Sketch.

projects

soundify

Sep 2016 - Dec 2016

Redesigned music streaming app as a part of COGS 187A: Usability & Information Architecture. Conducted interviews and research to create an interface with improved information architecture and playlist creation/editing process. Created digital prototype using Sketch and Invision.

foodme

Jan 2016 - Mar 2016

As a part of COGS 120: Interaction Design, designed an image based food finding mobile web application promoting exploration of new restaurants and faster decision making. Conducted user interviews. Created paper and digital prototypes.