

EMILY-HUONG ERSKINE

☎ +353 (0) 873323600

✉ emilyerskine2002@gmail.com

🌐 <https://emily-h-erskine.github.io/portfolio/>

🌐 www.linkedin.com/in/emily-huong-erskine-290280234

📍 Donegal Town, County Donegal

UX/UI Designer |
Researcher | Developer

Dear Madam/Sir,

I hope this letter finds you well. I am writing to express my keen interest in joining your UX/Design team. I have enclosed my CV for your consideration.

After pursuing a B.A. Hons in Application Design and User Experience and achieving my goal of graduating with a First Class Honours in Autumn 2024, I have witnessed throughout my academic journey, I have consistently achieved excellent results and garnered positive feedback from my lecturers, particularly excelling in design and UX modules. My design philosophy revolves around a user-centric approach, where I prioritise gathering insights from user interviews and incorporating them into the design process. During my time in college, I have undertaken several projects, requiring me to document my design process comprehensively and present my findings confidently to the class. My proficiency lies in using design tools like Adobe Suite and Figma, which I applied during a rewarding 6-month internship at Optum Tech in my third year. The internship allowed me to further refine my design skills and apply UX knowledge to real-world situations. Additionally, I embraced coding during this experience, acquiring skills in ReactJS, Java, and expanding my knowledge of Python, sparking my passion for development.

Aside from my design endeavours, I have also held part-time positions in retail and hospitality. These roles have honed my time management, teamwork, and customer service abilities. Notably, I had the responsibility of training new employees, showcasing my aptitude for working collaboratively within diverse teams. I bring a unique blend of skills to the table, thanks to my work in a Letterpress Workshop. My time there involved operating 19th and 20th Century printing presses, and I have gained proficiency in typesetting and managing the workshop's operations. Interacting with customers who showed an interest in the machinery and work process has sharpened my communication skills, making me adept at conveying complex information clearly.

I am genuinely excited about the prospect of contributing my skills and passion to your esteemed organisation. I am confident that my academic achievements, professional experience, and diverse skill set make me a strong candidate for your UX/Design team.

Thank you for considering my application. I am eagerly looking forward to the opportunity to discuss how my qualifications align with your organisation's vision and goals.

Yours sincerely,

Emily-Huong Erskine



EMILY-HUONG ERSKINE

UX/UI Designer | Researcher | Developer

☎ +353 (0) 873323600

✉ emilyerskine2002@gmail.com

🌐 <https://emily-h-erskine.github.io/portfolio/>

🌐 www.linkedin.com/in/emily-huong-erskine-290280234

📍 Donegal Town, County Donegal

ABOUT ME

I am Emily-Huong Erskine. I am a young UX Designer from County Donegal, recently graduated from my undergraduate degree in Application Design and User Experience from ATU (Atlantic Technological University) in Sligo, after obtaining a first class honours (1.1). I am a hard worker and passionate designer. I am creative and love what I do. I have a variety of skills in creative computing and design - from coding to knowledge of design tools. I am positive, energetic, always happy to lend a hand and learn new skills.

EDUCATION

BA Hons Application Design and User Experience
Atlantic Technological University (ATU)
Sligo Campus
2020-2024

Leaving Certificate | Junior Certificate
Abbey Vocational School,
Donegal Town
2014-2020

DESIGN TOOLS

- Figma
- Adobe XD
- Photoshop
- Illustrator
- Github
- VS Code

TECHNICAL SKILLS

- HTML
- JavaScript
- CSS / Bootstrap / Sass
- Python
- C#
- Java
- ReactJS

WORK EXPERIENCE

○ April 2023- September 2023
Optum Tech Ireland | Letterkenny, Co. Donegal
TDP Co-Op Intern

- Working within a team at Optum to develop a project that'll be developed
- Implementing Agile
- Presenting and communicating ideas and progress of project
- Helping onboard new employees and helping them get settled in

○ May 2022 - December 2022
Harvey's Point Hotel | Laugh Eske, Donegal Town
Banqueting Food and Beverage Assistant

- Communicating with customers and other coworkers
- Taking food and drink orders
- Training-in new staff
- Knowledge of cash register
- Working as a team
- Time Management

○ May 2018 - February 2022
The Pear in Paper | Donegal Craft Village, Donegal Town
Letterpress Printer/General Help/Cashier

- Working on a 19th century treadle based letterpress platen built in 1872
- Working on a 20th century proofing press built in 1956
- Typesetting
- Knowledge of 100+ year old wood-type and fonts
- Helping with card designs
- Lino printing
- Responsibility of shop and communicating with customers
- Framing Prints



EMILY-HUONG ERSKINE

UX/UI Designer | Researcher | Developer

EXTRA CURRICULAR

- University Class Rep 2020-2024
- Student Ambassador for University 2021-2024
- Founder/Chairperson/Coach of ATU Karate Club 2021-2024
- Student Representative for the Faculty of Engineering and Design at ATU 2022-2023

COLLEGE GPA

- Year 1 - 79.7%
- Year 2 - 76.7%
- Year 3 - 73.6%
- Year 4 - 73.2%

REFERENCES

Sean Moynihan

Dir, Software Engineering -
Optum Ireland

sean.moynihan@optum.com

Charlotte Madden-Clark

Sr Tech Project Manager -
Optum Ireland

charlotte_madden@optum.com

PROJECTS

- September 2023 - May 2024
Negating Reading Difficulties for Dyslexic Users
Undergraduate Dissertation - UX Project 400
 - Researched and wrote a literature review about Dyslexia using academic papers
 - Conducted primary research - interviewing people with dyslexia, secondary school teachers working with students with dyslexia, psychologists in the field of dyslexia and members of the Dyslexia Association of Ireland
 - Implemented UX design principles: Empathy, Define, Ideate, Prototype and Test to create a product to help users with dyslexia
 - Prototyped the product on Figma, testing on users with dyslexia after every staged iteration, concluding that the product was effective and helped users
 - Documented findings and areas of improvement and hopes for the future
- September 2022 - December 2022
RSA Student Design Competition (Sponsored by SKY)
Experiential UX/UI (ATU)
 - Researched mental health and loneliness during the COVID-19 pandemic
 - Read research papers on the subject
 - Conducted interviews with professionals in the field in which I researched, as well as interviewing members of the target demographic
 - Worked on creating/designing a brand-new product in the area that I researched
 - Entered an international competition with this project idea
- February 2022 - May 2022
Play25 Card App Game Redesign
UX/UI Development and Analytics (ATU)
 - Project for real-life client to design an app to teach users to play the card game 25 and for users who already know the game to play seamlessly
 - Communicated with the client and users to see their need
 - Conducted research about the game
 - Developed prototyped based on research
 - Constantly communicating with users to see if it satisfied their needs and reiterating the prototype
 - Reached a conclusion - produced a final prototype using Adobe XD and video to the client