



EMILY DEVOLL

PRODUCT DESIGNER



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(214) 794-0328

WHY I'M COOL

Client Facing Pro

Super Empathetic

Awesome Team Player

Insanely Detail Oriented

Serious[ly Funny]



QUIRKY. CREATIVE. FUN.

Austin-based designer that makes some of the dopest native apps, product UI, websites, animations, and illustrations you've ever seen.

I love what I do and it shows in my work. Best part of all, I have fun while doing it. Every day I strive to make the lives of others easier and and more efficient, while putting a smile on their face. Let's make people happy together.

HOW'D I GET SO SMART?

THE IRON YARD

Aug 2015 - Nov 2015

3 Month Intensive Immersion Program

Course: User Interface Design

OKLAHOMA STATE UNIVERSITY

Aug 2008 - May 2011

Major: Human Dev & Family Science - Child & Family Services

Minor: International Studies

Clubs: Pi Beta Phi Sorority

MY TECH SKILLS

Adobe Illustrator

Adobe Photoshop

Sketch

Zeplin

Marvel

Trello/Jira

Principle

WHAT I LIVE FOR

iOS Design

Material Design

Product Strategy

User Research

Visual/Logo Design

Animations

Agile Environment

WHERE I'VE MADE MAGIC

LIFESIZE COMMUNICATIONS INC.

Aug 2017 - March 2018

Product UI Designer

As a member of the elite video conferencing product team, I created UI designs and interactions for their mobile/web/desktop apps, video conferencing telephone screens, and TV displays that clients all over the world engage with on a daily basis.

JACKRABBIT MOBILE

Feb 2016 - Jul 2017

Product Designer

I led design on projects from start to finish with tasks that included: mapping out product strategy, establishing information architecture, recruiting/conducting/documenting user interviews, participating in scrums, providing design critiques, and presenting to clients wireframes, mockups, and prototypes that I created.

THE IRON YARD

Sep 2016 - Oct 2016

Kid's Academy Instructor

I taught a 6 week long kid's coding course to 30 children between the ages of 8-12 years old. I created a curriculum that infused teaching the fundamental practices of coding through using the program Scratch.