



# EMILY DEVOLL

## PRODUCT DESIGNER

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## 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 mobile apps, websites, 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

InVision

Mural

Trello

HTML5/CSS

## WHERE I'VE MADE MAGIC

### JACKRABBIT MOBILE

May 2016 - Current

**Product Designer**

I lead design on projects from start to finish with tasks that include: mapping out product strategy, recruiting/conducting/documenting user interviews, participating in scrums, providing design critiques, and presenting to clients wireframes, mockups, and prototypes that I've 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.

### JACKRABBIT MOBILE

Feb 2016 - May 2016

**Design Intern**

I shadowed the CCO and lead designer to strengthen my skills and knowledge in iOS and Android UI/UX design, product strategy, and working in an Agile environment.

## WHAT I LIVE FOR

iOS Design

Material Design

Product Strategy

User Research

Visual/Logo Design

Agile Environment