# EMILY SU

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## EDUCATION

**Carnegie Mellon University**
BS in Information Systems
Intended BS in HCI
Expected May 2018
GPA 3.73/4.0
Dean's List with Honors

## SKILLS

Adobe Creative Suite
    (Adobe Ps, Ai, Id)
Rapid Prototyping
User Research Methods
Programming
    (Python, Java, SQL, HTML5/
CSS3, Javascript)
Language
    (English, Mandarin, Japanese)

## RECOGNITION

**Most Outstanding Project Award**
67-250 IS Milieux

**State Champion - Online Game**
FBLA State Conference

## ACTIVITIES

Alpha Kappa Psi
Asian Student Association
Carnegie Mellon Student Life

## EXPERIENCE

**67-250 Teaching Assistant**
CMU Information Systems Department | Jan 2016-present

• Aided professor in restructuring web development curriculum and labs to teach introductory web design fundamentals
• Provided critical feedback and revisions for various assignments and projects
• Worked with over 50 students in group and individual settings to provide assistance for classwork

**Developer/Research Assistant**
CMU Human-Computer Interaction Institute | Jan 2015-present

• Developed Flask web application with PhD candidate and research partner, aimed to help small businesses analyze location based social media traffic
• Conducted user research with local businesses groups that informed new analytic features
• Utilized data from Foursquare and Twitter APIs in order to improve reverse geocoding from existing services

**Design Chair**
Alpha Kappa Psi Business Fraternity | Jun 2015-Jan 2016

• Planned and executed fraternity's 2015-2016 brand identity system to recruit 150+ prospective members, including t-shirts, business cards, social media content, and printed posters
• Designed materials in service of the organization's partners and sponsors, including Big Brothers Big Sisters and Belvedere Trading

**User Experience Designer**
Hack the North (http://taimur.me/dishcovery/) | Sep 2015

• Addressed the Yelp Adventure prompt at the hackathon, creating a curated food recommendation experience utilizing Yelp and Google Maps API
• Generated sketches and wireframes prototypes in 48 hours to design a playful experience for choosing food venues
• Co-developed responsive front-end website with HTML/CSS