Emily Kern

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Work

PHUNWARE | APR 19 - PRESENT

Austin, TX - UI/UX Designer

+ Designing custom mobiles for customers

+ Create and maintain design documentation for product and customer initiatives including flow maps, mid-fidelity wireframes, prototypes, and style guides

+ Collaborate with Product Managers and Development for feature definition and edge case discussions, brainstorming and iterating on designs

+ Deliver art assets and style guides to development and deliver design support as needed during the development phase

WHOLE FOODS | JUL 18 - OCT 18

Austin, TX - Business Analyst, Contract

+ Created reports and analytical deliverables for business partners

+ Managed and audited end-user access to internal systems

+ Setup alerts, incident processes, and on-call duties for the monitoring system

+ Documented and maintained the system processes and best practice

ARRIVE LOGISTICS | JUN 17 - JUL 18

Austin, TX - UI/UX Designer

+ Designed the interface for a new CRM and Transportation Management System

+ Conducted user research to understand personas, tasks, goals, and pain points

+ Worked with Business Stakeholders to generate requirements

+ Created prototypes and worked with the development team to implement

BRANDMUSCLE | MAY 15 - JUN 17

Austin, TX - Business Analyst

+ Defined features and requirements for Brandmuscle's Trade Funds Platform

+ Worked with Stakeholders and Client Operations to gain an understanding of the user and business needs

+ Established and enforced consistent product design guidelines

+ Created test plans for conducting internal testing and UAT sessions

PRECISION DIALOGUE | APR 14 - MAY 15

Cleveland, OH - Customer Engagement Manager

+ Managed a team that created and deployed email campaigns using Salesforce

+ Defined time-lines, schedules, estimates, and project specifications for email campaigns

+ Complied campaign analytics and dashboard reporting for Business Stakeholders

+ Primary point of contact for clients and managed monthly billing and annual client reviews

BRANDMUSCLE | MAR 10 - APR 14

Cleveland, OH - Graphic Implementation Manager

+ Created customized print and digital templates using proprietary software

+ Built templates using a variety of tools including Photoshop, Illustrator, InDesign, HTML & CSS

+ Presented their Product (AdBuilder) to clients such as BMW, MINI, Volkswagen, Valvoline, and Goodyear

+ Supervised and trained internal and offshore teams

Education

URSULINE COLLEGE | 2005 - 2008

Pepper Pike, OH

BA, Visual Communication Design

Skills

User Centered Design, Design Thinking, Storyboarding, Usability Testing, Data Visualization, Graphic Design, Sketch, Figma, Adobe XD, Photoshop, Illustrator, Invision, Zeplin, UXPin, HTML/CSS, SQL, Microsoft Teams, Jira, GitHub, Bitbucket