Emily Porat
Senior Product Designer

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EXPERIENCE

Orchard NYC

Senior Product Designer Aug 2022 - Nov 2023
Product Designer Sep 2021 - Aug 2022

- Owned product design from conception to implementation on 0-1 and redesign projects focused on driving internal efficiency by automating & simplifying complex real estate workflows.
- Sped up the customer booking contract generation workflow 10x by simplifying data requirements, automating key steps, and removing dependencies from other teams.
- Built a net-new home shopping dashboard that improves insight into customer behavior, increasing user satisfaction 26% and saving $1000s in Salesforce licensing costs.
- Improved configuration tools that system admins use to create deal templates: automated template re-application and added new filters, saving users 5+ hours per week.
- Defined and socialized a UX vision and 2023 roadmap to integrate Orchard's 3 platform tools into one unified product experience.

Deloitte Digital Washington DC

UX Designer May 2021 - Aug 2021
Junior UX Designer Jul 2019 - May 2021
UX Design Intern Summer 2018

- Redesigned the point of sale and inventory management system (both desktop and mobile app) used by the USDA's Food Distribution Program on Indian Reservations, supporting affordable food access for 100,000+ low-income individuals.
- Evaluated the overarching user experience of the Epilepsy Foundation's website and provided strategic UX recommendations that fed into a product roadmap and vision.
- Co-led the redesign of the Federal Housing Administration's consumer website, including a brand refresh, design system revamp, and information architecture overhaul.

Florida Community Innovation Remote

Lead Product Designer Jan 2021 - Jan 2022

- Led user research and co-led design as a part-time volunteer for the Florida Community Resource Map, a search tool that simplifies finding social services in Florida.
- Conducted interviews and usability testing, synthesized findings via affinity diagramming and product visioning workshops, and co-led design for the third release.

EDUCATION

Carnegie Mellon University Pittsburgh, PA

Bachelor of Science 2015 - 2019

Major: Information Systems, University Honors
Minor: Human-Computer Interaction

SKILLS & TOOLS

Wireframing	Affinity Mapping
Prototyping	Journey Mapping
Information Architecture	Personas
Design strategy	Design Systems
User Research	Figma
Usability Testing	Storybook
Heuristic Evaluation	Miro / Mural / Whimsical