Emily Porat

Senior Product Designer

focused on designing efficient enterprise tools for complex systems

emilyporat.com
emporat@gmail.com
(650) 996-8836

EXPERIENCE

Orchard NYC

Senior Product Designer Aug 2022 – Present
Product Designer Sept 2021 – Aug 2022

- Led design for a cross-functional Platform team (2 PMs + 7 engineers), owning user research, UX/UI design, and supporting product strategy/prioritization.
- Managed 0-1 and redesign projects for internal tools used by real estate professionals.
- Focused on driving internal efficiency by optimizing workflows for contract generation and managing transaction details.
- Orchestrated a bi-annual user research "Listening Tour" to inform the platform's 2023/24 product vision and quarterly planning.
- Redesigned and restructured the platform design system for enhanced user experience and consistency.
- Spearheaded design operations initiatives, defining platform design principles and optimizing Figma workflows & templates.

Deloitte Digital Washington DC

UX Designer May 2021 – Aug 2021
Junior UX Designer July 2019 – May 2021
UX Design Intern Summer 2018

- Improved digital experiences across 20+ discovery and redesign projects for government and nonprofit clients.
- Tackled complicated and ambiguous design problems across food, housing, and health sectors for both internal and consumer-facing systems.
- Launched and led a 3-month mentorship program for junior designers.

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 our third release.

EDUCATION

Carnegie Mellon University Pittsburgh, PA

Bachelor of Science 2015 – 2019

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

SKILLS

Information Architecture	Journey Mapping
Wireframing	Personas
Rapid Prototyping	Design Systems
User Interviews	Figma
Usability Testing	Storybook
Heuristic Evaluation	Miro / Mural / Whimsical etc.
Affinity Mapping	