

Emily Porat

UX Designer

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SKILLS

Research & Synthesis

User Interviews
Usability Testing
Heuristic Evaluation
Affinity Mapping
Journey Mapping
Personas

Design

Information Architecture
Wireframing
Visual Design
Prototyping

Software

Sketch
Anima
Abstract
InVision
Photoshop
Jira / Confluence

Programming

HTML & CSS
JavaScript
Git

EDUCATION

Bachelor of Science, Carnegie Mellon University

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

EXPERIENCE

UX Designer, Deloitte Digital

2019 - Present • Arlington, VA

Modernized technology systems that help U.S. government agencies better serve their users. Supported and led over a dozen projects, ranging from 4-week usability evaluations to 9-month digital transformations. Founded and led a grassroots community for junior designers and contributed to several initiatives focused on the new-hire experience.

- Co-led the redesign and launch of fha.gov, the Federal Housing Administration's consumer-facing site, which serves over 8 million single family homeowners. Conducted 30+ stakeholder interviews, user interviews, and usability testing sessions. Completely overhauled the information architecture and created a new design system from scratch.
- Primary contributor to the redesign of the inventory management & point of sale system that government workers use to distribute food to nearly 100,000 low-income individuals. Synthesized existing user research, created custom components with the Salesforce Lightning Design System, and streamlined the existing IA.

UX Design Intern, Deloitte Digital

Summer 2018 • Arlington, VA

Redesigned the Learning & Development portal, a site through which employees request continuing education programs.

- Conducted 12+ user interviews, synthesized findings via affinity diagramming, process flows, and personas, and ran a product visioning session with studio leadership.
- Proposed a refined business process, designed wireframes and prototypes of the primary flows, and created a style guide with adapted company branding.

UX Designer & Frontend Engineer, Zensors

Spring 2018 • Pittsburgh, PA

Redesigned and developed the interface for crowdworkers to answer questions about images.

- Developed personas and scenarios.
- Built wireframes and prototypes.
- Developed the frontend with HTML/CSS and React.