

EMILY KAM

etk48@cornell.edu

emilykam.com

(650) 766-5214

EDUCATION

Cornell University

Expected May 2022, GPA 3.54

B.A. Information Science, UX/UI Concentration

Milstein Scholar, *Milstein Program in Technology and Humanities*

Relevant courses:

- Intermediate Design and Programming
- Computer Game Design
- Teams and Technology
- Human-Computer Interaction (Spring 2021)

PROJECTS

Night Bite

Designer and Composer

- Created art assets and animations, designed gameplay interactions for desktop action game
- Designed soundtrack and 10 unique sound effects

Spring 2020

Scheduling on Messenger

Designer

- Conducted case study for scheduling in the Messenger app
- Designed new scheduling function based on user interview feedback

August 2020

ACTIVITIES

Measureless A Cappella

Fall 2018 - Present / Ithaca, NY

Musical Director, Alto, Beatboxer, Arranger

SKILLS

Design Figma, Sketch, Adobe Photoshop

Code HTML/CSS, Javascript, SQL, PHP, Java, Python, Vue

EXPERIENCE

rapStudy / UX and Songwriting Intern

May 2020 - Present

- Cornell start-up dedicated to education through music
- Conducted research on gamified forms of student engagement, advised high-fidelity wireframing process
- Wrote 50+ songs and collaborated with cross-functional teams

Language Learning Tools / Team Lead, UX Designer, Front-End Developer

November 2019 - Present

- Leading team of 6 to develop an online tool that allows immigrants to learn and practice English
- Observed, interacted with and interviewed 40 total users at non-profit Open Doors English
- Designed wireframes to accommodate users' limited technological knowledge, currently self-teaching Vue

Dandelion / Team Lead and UX Designer

Summer 2020

- Led team of 5 to create educational start-up as part of ORIGIN, an entrepreneurship program
- Conducted user interviews and user testing with 25 teachers and students total
- Taught team members and guided wireframe design, created interactive website prototype using Figma

Annalect / UX Intern

Summer 2019 / New York, NY

- Conducted research to build Omnicom's brand-specific UI component library
- Resolved user issues within company website interface using Sketch
- Contributed to brainstorming sessions and employed design thinking methods