

# EMILY T. KAM

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<b>EDUCATION</b>	<b>Cornell University, College of Arts and Sciences</b> , GPA 3.54 Major: Information Science, UX/UI Concentration	August 2018 – Present
	<b>Providence Homeschool, High School Diploma</b> , GPA 4.0	June 2018
	<b>San Francisco Conservatory of Music Pre-College</b>	June 2018
<b>Relevant Courses</b>	Intro to Python • Introductory Statistics • Object-Oriented Programming and Data Structures • Calculus I • Intermediate Design and Programming for the Web • Designing Technology for Social Impact • Intro to Data Science • Intro to Computer Game Design	
<b>WORK EXPERIENCE</b>	<b>Team Lead and Front-End Developer</b> <i>Language Learning Tools with Open Doors English (Non-Profit)</i> , Ithaca, NY	2019 – Present
	<ul style="list-style-type: none"><li>• Developing an online learning tool that allows immigrants to practice English skills</li><li>• Designed wireframes to reflect class content and accommodate users' technological limitations</li></ul>	
	<b>Songwriting Intern</b> <i>rapStudy</i> , Cornell University, Ithaca, NY	April 2020 – Present
	<ul style="list-style-type: none"><li>• Cornell start-up dedicated to education through music</li></ul>	
	<b>UX/UI Intern</b> <i>Annalect</i> , New York, NY	Summer 2019
	<ul style="list-style-type: none"><li>• Conducted research to build Omnicom's brand-specific UI component library, investigated Material Design</li><li>• Created wireframes to resolve user issues within company website interface</li></ul>	
	<b>Social Justice Intern</b> <i>Transparent Fish Fund</i> , Los Altos, CA	September 2013 – July 2018
	<ul style="list-style-type: none"><li>• Designed artwork for postcards for distribution to donors worldwide</li><li>• Designed T-shirt, raising ~ \$1200 for International Justice Mission for human trafficking</li></ul>	
<b>OTHER EXPERIENCE</b>	<b>Team Lead and UX Designer</b> <i>Dandelion</i> , Bedminster, NJ	June 2020 – August 2020
	<ul style="list-style-type: none"><li>• Led five-person team in educational start-up as part of ORIGIN, an entrepreneurship program</li><li>• Created high-fidelity wireframes and prototype, conducted user interviews and user testing</li></ul>	
	<b>Graphic Designer</b> <i>Cornell Daily Sun</i> , Cornell University, Ithaca, NY	March 2019 – Present
	<b>Game Designer and Composer</b> <i>Night Bite</i>	February 2020 – May 2020
	<ul style="list-style-type: none"><li>• Created art assets and animations, composed soundtrack, and designed gameplay interactions for desktop action game</li></ul>	
<b>SKILLS</b>	<b>Programming Languages:</b> Java, Python, SQL <b>Web Development:</b> JavaScript, HTML/CSS, PHP, Vue, Figma, Sketch, Adobe Photoshop	
<b>ACTIVITIES</b>	<b>Milstein Program in Technology and Humanities (2018-present)</b> , Milstein Scholar <b>Measureless A Cappella (2018-present)</b> , Musical Director, Beatboxer	