

EMILY T. KAM

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emilykam.com/emilykam

EDUCATION	Cornell University, College of Arts and Sciences , GPA 3.54 Major: Information Science, UX/UI Concentration Milstein Scholar at <i>Milstein Program in Technology and Humanities</i>	August 2018 – Present
	Providence Homeschool, High School Diploma	June 2018
	San Francisco Conservatory of Music Pre-College	June 2018
Relevant Courses	Intro to Python • Introductory Statistics • Object-Oriented Programming and Data Structures • Calculus I • Intermediate Design and Programing for the Web • Designing Technology for Social Impact • Intro to Data Science • Intro to Computer Game Design	
WORK EXPERIENCE	Team Lead and Front-End Developer <i>Language Learning Tools with Open Doors English (Non-Profit)</i> , Ithaca, NY	2019 – Present
	<ul style="list-style-type: none">• Developing an online learning tool that allows immigrants to practice English skills• Designed wireframes to reflect class content and accommodate users' technological limitations	
	Songwriting Intern <i>rapStudy</i> , Cornell University, Ithaca, NY	April 2020 – Present
	<ul style="list-style-type: none">• Cornell start-up dedicated to education through music	
OTHER EXPERIENCE	UX/UI Intern <i>Annalect</i> , New York, NY	Summer 2019
	<ul style="list-style-type: none">• Conducted research to build Omnicom's brand-specific UI component library, investigated Material Design• Created wireframes to resolve user issues within company website interface	
	Team Lead and UX Designer <i>Dandelion</i> , Bedminster, NJ	June 2020 – August 2020
	<ul style="list-style-type: none">• Led five-person team in educational start-up as part of ORIGIN, an entrepreneurship program• Created high-fidelity wireframes and prototype, conducted user interviews and user testing	
SKILLS	Graphic Designer <i>Cornell Daily Sun</i> , Cornell University, Ithaca, NY	March 2019 – Present
	Game Designer and Composer <i>Night Bite</i>	February 2020 – May 2020
	<ul style="list-style-type: none">• Created art assets and animations, composed soundtrack, and designed gameplay interactions for desktop action game	
ACTIVITIES	Measureless A Cappella (2018-present) , Musical Director, Arranger, Alto, Beatboxer	