

# EMILY KAM

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## 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 Intern

May 2020 - Present

- Cornell start-up dedicated to education through music
- Investigated gamified forms of learning to increase student engagement
- Designing product feature that will integrate review content into a multiplayer game

### 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