

EMILY KAM

etk48@cornell.edu

emilykam.com

(650) 766-5214

EXPERIENCE

rapStudy / UX Intern

Spring 2020 - Present

- Design product feature integrating review content into a multiplayer game
- Collaborated with cross-functional teams to develop suitable and on-brand designs
- Researched and reviewed gamified forms of learning to increase student engagement

Dandelion / Team Lead and UX Designer

Summer 2020

- Led team of 5 to create an interactive website prototype for educational start-up using Figma
- Conducted user interviews and user testing with 25 teachers and students total
- Taught and mentored team members in wireframe design

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

ACTIVITIES

Designing Technology for Social Impact

Teaching Assistant

Spring 2021

- Mentored students and provided feedback on projects
- Developed method for leading weekly sections and explaining class concepts

Measureless A Cappella

Musical Director, Alto, Beatboxer, Arranger

Fall 2018 - Present / Ithaca, NY

EDUCATION

Cornell University

Expected May 2022, GPA 3.61

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

SKILLS

Design Figma, Sketch, Adobe Photoshop

Code HTML/CSS, Javascript, Java, Python

Software Word, Excel, PowerPoint

PROJECTS

Scheduling on Messenger

Designer, Independent Project

Summer 2020

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

Night Bite

Designer and Composer

Spring 2020

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