

# EMILY T. KAM

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emilykam.com

EDUCATION	<b>Cornell University, College of Arts and Sciences</b> , GPA 3.54 Major: Information Science, UX/UI Concentration Milstein Scholar, <i>Milstein Program in Technology and Humanities</i>	August 2018 – Present
	<b>Providence Homeschool, High School Diploma</b>	June 2018
	<b>San Francisco Conservatory of Music Pre-College</b>	June 2018
Relevant Courses	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	
WORK EXPERIENCE	<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>	
OTHER EXPERIENCE	<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>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>	
SKILLS	<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>	
ACTIVITIES	<b>Measureless A Cappella (2018-present)</b> , Musical Director, Arranger, Alto, Beatboxer	