

# Emma Elizabeth Thomas

UX/UI DESIGN & DEVELOPMENT

## CONTACT

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## SKILLS

### Design

Figma, Photoshop, Illustrator,  
InDesign, prototyping, usability  
testing, typography, layout,  
interaction design

### Technical

Java, JavaScript, jQuery,  
Angular, TypeScript, HTML,  
CSS, React, C#, SwiftUI

## EDUCATION

### Rochester Institute of Technology, 2024

B.S Human-Centered  
Computing, Minor in  
Economics, GPA 3.980  
[Portfolio](#)

## ACTIVITIES

### RIT Varsity Women's Swim Team

Balancing coursework with 18  
hours of training per week

### RIT Honors Program

Good standing in the Honors  
Program, working as an  
Orientation Mentor

## WORK EXPERIENCE

### The Vanguard Group – Application Development Intern Summer 2022

Collaborated with developers and problem solved while working to build the frontend of the new modernized version of Vanguard's balances and holdings pages using Angular. Pushed and elevated code to production. Participated in a summer-long intern group project to network and learn new technologies with interns across different tech divisions.

### RIT Honors Orientation Mentor August 2021 & 2022

Led freshman orientation and represented the RIT Honors Program. Communicated with my supervisors and incoming freshman about RIT, the Honors Program, and events.

### Nine Oaks Swim Club Assistant Manager Summer 2021

Promoted to Assistant Manager after being a lifeguard for 4 years. Managed the lifeguards and was the person of contact for the managers. Fixed and maintained pool chemicals and assisted patrons.

## PROJECTS

### TriathlonTrainer iOS App | Create an app using SwiftUI

Developed a triathlon training app throughout the semester by first outlining the product and its scope, market research, basic wireframes, and features. The app was then coded in XCode using Swift and SwiftUI.

### SpotifyMatched | Intern Project during Vanguard Internship

Collaborated on a team of 8 interns. Utilized the Spotify API to display top songs and artists with an algorithm to match users based on music taste. Worked on mockups and the react front-end and collaborated with the backend team to access the API endpoints. Presented to senior leadership.

### Interaction Design Poster | Design a space mission infographic

Compiled research on the Phoenix Mars Lander to create multiple iterations of a static infographic poster in Figma while focusing on typography, hierarchy, and layout. Created an interactive and navigable poster on Figma by combining the two best static infographics.

### RIT myLife Redesign | Identify and fix a design problem

Worked in a group to determine pain points and possible solutions on the website. Designed a low-fidelity Figma prototype addressing the main issues of navigation and layout, ran heuristic and usability tests to create an improved high-fidelity prototype.