Emma Elizabeth Thomas

UX DESIGN & DEVELOPMENT

CONTACT

484.366.5538
5 Bradford Drive,
Schwenksville PA 19473
eet2341@rit.edu

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

TriathonTrainer 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.