

Emily Sawyer

(512) 573-3414 • emilyelisadesign@gmail.com • Portfolio: www.emilyelisa.com

EDUCATION

Texas A&M University

Bachelor of Science in Visualization, emphasis in Interactive Media
School of Performance, Visualization, and Fine Arts
Minors: Business and Graphic Design

College Station, Texas

May 2024

Cumulative GPA: 3.60/4.00

Study Abroad

Fairfield University
AIFS Florence Global Education Center

Florence, Italy

January 2023 – April 2023

Awards

Texas A&M University
National Recognition Scholarship

College Station, Texas

August 2020 – May 2024

PROFESSIONAL EXPERIENCE

Trimble Inc.

UI/UX Design Intern

Remote

May 2023 – August 2023

- Analyzed data from previous user interviews and feedback, using this information to create detailed customer journey maps that identified key touchpoints and pain points
- Proactively identified common pain points among customers and generated multiple innovative solution ideas to address these issues; Selected and refined one solution concept, created detailed use cases to illustrate its implementation, and developed a high-fidelity mockup design
- Designed and administered a screener survey to effectively identify and recruit target customers for in-depth user research interviews; Crafted interview questions that elicited valuable insights from participants and conducted practice interviews with internal industry experts to refine questionnaires and interview techniques
- Facilitated internal stakeholder surveys to collect feedback and insights; Actively participated in cross-functional meetings, sharing research findings and design concepts to collaborate effectively with team members

PROJECTS

HEX Video Game

Project Manager

College Station, Texas

May 2022 – August 2022

- Managed a team of four that delivered a fully playable fantasy-platform video game in 10 weeks, including walking, jumping, and floating mechanics inside of a 3 room environment
- Created and managed project plans, schedules, asset lists, and art bible to ensure complete and timely delivery of the project
- Facilitated collaboration between team members, ensuring effective communication and alignment of project goals and objectives; Conducted daily stand-up meetings, weekly team meetings, and regular progress reports to professors
- Oversaw the development of game mechanics, levels, and art assets, and ensured adherence to design and technical specifications; Maintained artistic consistency throughout production by consistently updating the art bible

Flourish

Research Lead

College Station, Texas

August 2022 – December 2022

- Led UX research used to design and develop an exposure therapy card game and companion app, aimed at helping those who suffer from Social Anxiety Disorder or similar anxiety symptoms
- Conducted a public survey to gauge the target audiences' experience with Social Anxiety Disorder and exposure therapy as well as their interest in trying an exposure therapy card game or mobile application
- Analyzed over 250 survey responses and utilized the data along with further UX research to develop customer personas and user empathy maps used in the brainstorming of the card prompts
- Researched the demographics, symptoms, and treatments for Social Anxiety Disorder as well as the effectiveness of exposure therapy as a treatment

SKILLS, ACTIVITIES & INTERESTS

Skills: Project Management, User Research, UI/UX Design, Graphic Design, Web Design, Branding

Programming Languages: Python, HTML, CSS, JavaScript

Software: Adobe Creative Suite, Figma, Maya, Houdini, Office 365

Interests: Antique Shopping, Bowling, Geocaching, Baking, Drawing, Crocheting, Travel