

Emelia (Emmy) Thompson

UX researcher & designer with a focus on accessible entertainment and media
Looking for full time positions in UX Design/ UX Research / Product Design

Atlanta, GA
Emeliadthompson@gmail.com

EXPERIENCE

Walt Disney Animation Studios, Burbank, CA — *Product Design Intern*

May 2022 - August 2022

Completed contextual interviews for documentation of modeling and layout departments, established design protocol for a new team, redesigned internal tools for accessibility and flow, and provided feedback sessions for UI

Immersyve, Orlando, FL — *Gaming UX Researcher*

March 2021 - August 2021

Worked on beta testing, life-cycle, and longitudinal game studies for AAA companies (Riot, Blizzard, and Zynga), Communicated with panel companies and participants, Created surveys and performed data cleaning and analysis

Florida State University, Tallahassee, FL — *Research Assistant*

January 2017 - May 2020

Lab research focused on visual cognition, training, and transfer of training with studies investigating video games and potential perceptual and cognitive gains

EDUCATION

University of Michigan, Ann Arbor, MI — *Master of Science in Information*

Expected graduation May 2023

GPA: 3.9, Focus areas in user experience (UX) research and design, human computer interaction (HCI), and social computing

Florida State University, Tallahassee, FL — *Bachelor of Science in Psychology*

Graduated in May 2020

GPA: 3.679, Cum Laude, Minor in Japanese, Participated in Psi Chi Honor Society and WIMSE: Women in Math, Science, and Engineering

SKILLS

Figma

Adobe Suites (Photoshop, Illustrator, and XD)

SPSS statistics program

Tableau

SurveyGizmo/Alchemer

Eye Tracker- EyeLink 1000

Qualtrics Surveys

AWARDS

Learning Levers Price, Umich
(2022)

Garnet and Gold Scholar, FSU
(2020)

JASSO Scholarship, Waseda
University (2019)

LANGUAGES

Japanese (conversational)