

emily sappington

user experience designer

gestures, input & natural language

860.371.7003

emilysappington@gmail.com
emilysappington.com

Current Role

Microsoft Windows, Redmond, WA
User Experience Designer II [2013 - Present]
Designer on the Cortana Team, focusing on Natural Language tasks, productivity, and the Cortana set-up and first run experience. Previous Windows work includes: gestural input design, Engagement, Windows upgrade, Windows setup, on-screen keyboard and the Desktop

Education

Carnegie Mellon University, School of Design
Masters of Design, Interaction Design
Parsons the New School for Design, New York, NY*
Bachelor of Fine Arts, Integrated Design Curriculum, with Honors
Eugene Lang College the New School for Liberal Arts, New York, NY*
Bachelor of the Arts, Psychology, with Honors

*Attended both Colleges as part of a five year Dual Degree BA/BFA Program

Skills

Wireframing, Storyboarding, Interviewing, Ethnographic & Psychological Research Methods, Cross-platform Mac and PC, Adobe Illustrator, Adobe Photoshop, Adobe InDesign, Adobe Dreamweaver, Adobe Flash, Adobe Acrobat, Adobe Premier, Final Cut Pro, SolidWorks, Quark, Microsoft Excel, Microsoft Word, Microsoft Powerpoint, HTML, Technical Drawing, Mock-up creation

Awards

Winner: Quality Improvement in Technology - Healthcare & Technology Solution Competition [2013]
Microsoft Intern Windows App Competition finalist [August 2012]. Dean's List Eugene-Lang College 2007, 2009, 2010, 2011. Psychology Honors Society, Eugene Lang [2010-11]

Experience

Microsoft Windows, Redmond, WA
User Experience Design Intern [May 2012-August 2012]
Designed an app for Windows 8 and worked on example app UI and branding for the developer blog site.

DrawAFriend Facebook Game, Microsoft Research and Carnegie Mellon University, Pittsburgh, PA
Designer [September 2011-May 2012]
Worked with programmers designing the UI and all graphics for the DrawAFriend game.

G2, New York, NY
Art Direction Intern [February 2010-May 2010]
Finalized designs for client approval, created mock-ads for campaign pitches.

New York Historical Society
Exhibitions Intern [June 2009-October 2009]
Designed interactive feature for exhibition with pull-down screens as political cartoon decoders.

Ruder Finn Design, New York, NY
Intern [May 2007-May 2008]
Worked for the Design department at Ruder Finn preparing designs for review.