

**Emilio Harrison**  
User Experience Designer

**Contact**

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**Skills**

**Research**

- Develop Research Plan
- Usability Test
- Tree Test
- Card Sorting
- Heuristic Analysis
- Contextual Inquiry
- Persona Creation
- Journey Map

**Design**

- Generate design Iterations
- Develop and Validate prototype
- Wireframing

**Interpersonal**

- Collaborate in a professional manner
- Exercise leadership
- Negotiate to arrive at a decision
- Encourage team by listening and responding to their contributions

**Tools**

- Sketch App
- inVision
- Figma
- Adobe XD
- Adobe Illustrator
- G Suite
- Mural
- Optimal Workshop

**Education**

AAS of UX Design  
Austin Community College  
2017-2019

Enterprise Design  
Thinking Co-Creator  
IBM  
Jan 2019

**Experience**

User Experience Tutor  
Austin Community College  
May 2019 - Present

- Created and ran an Intro to Sketch workshop
- Provide feedback and constructive criticism for student projects
- Help students understand UX concepts
- Provide additional resources to deepen understanding of core concepts

User Experience Designer and Researcher  
National Alliance on Mental Illness (NAMI) Central Texas | ACC UX Applied Lab  
Jan - Apr 2019

Working for NAMI, a nonprofit that serves all of Central Texas, I collaborated with a team tasked with creating a new website. The site, currently live, met the client's expectation for visual design and improved effectiveness of the navigation: Our final design's tree test results were 81.75%, up from the original 60%.

- Wrote a research plan
- Conducted moderated card sorting sessions and tree tests
- Analyzed interviews, card sorting sessions, and tree test results
- Designed new information architecture
- Led prototyping in Sketch

User Experience Designer and Researcher  
Relatable Rep | Freelance Contract  
Oct 2018 - Jan 2019

Relatable Rep is an auto sales startup based in Florida that improves the car buying experience by allowing customers to choose their salesperson by personality profiling. Based on my work, I concluded that although the product worked for select users, it ran into multiple issues and that the product should pivot and find a different solution for improving the car buying experience.

- Created a Minimal Viable Product in order to determine problem-solution-fit
- Designed a clickable prototype and iterated based on user and stakeholder feedback
- Collaborated remotely with a team of 4
- Wrote a research plan
- Conducted moderated usability tests
- Executed a competitive analysis