

Emily Adams

UX & UI Product Design

San Francisco, CA

[Portfolio](#) • [LinkedIn](#)

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Meticulous and diligent professional with dynamic years of experience in devising product development and user experience optimization strategies with keen focus on exceeding business metrics and user expectations. Creative problem-solver with excellent communication, team collaboration, time-management, and design skills. Technically minded individual; proficient in creating low, mid, and high-fidelity wireframes and executing mixed-method user research with aim of achieving targeted metrics. Thorough understanding of Agile methodologies. Experienced in identifying problematic areas and promptly implementing strategic solutions. Skilled at staying updated with technological advances and latest industry practices. Proven capabilities in evaluating processes, anticipating requirements, uncovering areas for improvement, and developing solutions.

Areas of Expertise

- User Research/UX Research
- System & Business Analysis
- Regulatory Compliance
- Qualitative & Quantitative
- Analysis Continuous
- Process Improvement
- Wireframing & Prototyping
- Project Management & Coordination
- Continuous Process Improvement
- User Interface
- Design Risk Assessment & Mitigation
- Product Development Visual
- Design & Usability Testing
- Customer Satisfaction & Retention Technical
- Troubleshooting Stakeholder
- Engagement

Career Experience

Studylog, Pacifica, CA

Director of UX/UI Product Design

2022-01 - Present

Maintain highest quality standards and provided leads for ensuring delivery of services and experiences with in time and budget constraints. Convey company's creative vision to design teams and other stakeholders while leading entire design process and crucial technical decisions. Leverage expertise in identifying potential design problems and demonstrating initiative in creating effective solutions. Analyze issues, assess potential solutions, and make decisions using critical thinking.

- Cultivated highly communicative and cooperative team environment for tasks involving visual products.

Globant, San Francisco, CA
Senior UX/UI Designer

2017-03 - 2021-12

Contributed actively in design review meetings to collaboratively generate ideas for future UX enhancements. Observed evolving UX design trends and practices for applicable methodologies and cutting-edge advancements suited for inclusion into future projects. Established and maintained creative vision and oversaw project timelines while providing design leadership. Supervised design teams to ensure seamless workflow and increase workforce efficiency.

- Established and sustained significant presence in large corporations including Wells Fargo, Gap, Southwest, Crystal Cruises, Fiserv, and Rockwell Automation.
- Designed new product and improved existing ones to increase revenue streams.
- Improved end-user experiences consistently by utilizing both qualitative and quantitative analysis methodologies.

Wells Fargo, San Francisco, CA
Senior UX/UI Designer

2017-03 - 2019-04

Steered complete spectrum of task associated with managing design process, improving workflow between teams, developing design systems, and establishing best practices for mobile application design. Led four remote designers to optimize productivity and improve performance. Collaborated with coworkers and other design team members to establish product enhancements and features. Recognized new UX design trends and practices for practical methods and innovative advancements with ability to be included in future projects.

- Introduced Greenhouse mobile app with success, gained traction with new market segment including gig economy employees and under-banked.

Long Game, San Francisco, CA
Director of UX/UI Design

2016-07 - 2017-02

Steered complete spectrum of task associated with managing design process, improving workflow between teams, developing design systems, and establishing best practices for mobile application design. Led four remote designers to optimize productivity and improve performance. Collaborated with coworkers and other design team members to establish product enhancements and features. Recognized new UX design trends and practices for practical methods and innovative advancements with ability to be included in future projects.

- Introduced Greenhouse mobile app with success, gained traction with new market segment including gig economy employees and under-banked.

StreamNation, San Francisco, CA
Senior UX/UI Designer

2014-11 - 2016-03

Followed latest advances in field of user experience design to identify promising new methods and cutting-edge tools that could be included into upcoming initiatives. Enhanced end-user experiences using qualitative and quantitative analysis approach. Utilized data analysis to inform future UX changes, address issues, and improve usability with each succeeding patch.

- Boosted media discovery, acquisition, and retention by enhancing product's usability and accessibility.
- Improved system efficiency and end user experience by implementing iterative back end development upgrades.

IMVU, Mountain View, CA
Lead UX/UI Designer

2012-11 - 2014-08

Provided multiple new features, including in-app purchasing, creator tools, user discovery, and onboarding to enhance usability and increase retention. Applied both qualitative and quantitative analysis techniques to continuously improve end-user experiences.

- Delivered professional expertise and aided in maximizing revenue up to \$2M in one year.
- Key participant in development of various innovative new products.

Additional Experience

Senior UX/UI Designer • Gap
Senior UX/UI Designer • Southwest
Senior UX/UI Designer • Matterport
Senior UX/UI Designer • OnLive

Education

Bachelor of Arts: 3D Art & Animation

The School of Visual Arts, New York, NY

Certification: Business Management

Orange Coast College, Costa Mesa, CA

Certification: Computer Programming

Orange Coast College, Costa Mesa, CA