



EMILY DEVOLL

PRODUCT DESIGNER

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QUIRKY. CREATIVE. FUN.

Austin-based designer that makes some of the dopest apps, websites, animations, and illustrations you've ever seen.

I love what I do and it shows in my work. Best part of all, I have fun while doing it. Every day I strive to make the lives of others easier and more efficient, all while putting a smile on their face. Let's make people happy together.

WHY I'M COOL

- Client Facing Pro
- Super Empathetic
- Awesome Team Player
- Insanely Detail Oriented
- Serious[ly Funny]

HOW'D I GET SO SMART?

THE IRON YARD

AUG 2015 - NOV 2015

3 Month Intensive Immersion Program

Course: User Interface Design

OKLAHOMA STATE UNIVERSITY

AUG 2008 - MAY 2011

Major: Human Dev & Family Science - Child & Family Services

Minor: International Studies

Clubs: Pi Beta Phi Sorority

MY TECH SKILLS

- Adobe Illustrator
- Adobe Photoshop
- Sketch
- Zepplin
- Marvel
- Trello/Jira
- Principle

WHERE I'VE MADE MAGIC

ROOSTER TEETH

JULY 2018 - JULY 2019

Senior UI Designer

As the main designer, I led projects start to finish from product strategy to high fidelity mock ups/prototypes for both responsive web and mobile app. Tasks included: create a live streaming TV channel plus a playlist feature, redesign the store's homepage, modals, icons, and so much more!

LIFESIZE COMMUNICATIONS INC.

AUG 2017 - MARCH 2018

Product UI Designer

As a member of their elite video conferencing product team, I created UI designs and interactions for their mobile/web/desktop apps, video conferencing telephone screens, and TV displays that clients all over the world engage with on a daily basis.

JACKRABBIT MOBILE

FEB 2016 - JULY 2017

Product Designer

I led design on projects from beginning to end with such tasks as: mapping out product strategy, establishing information architecture, recruiting/conducting/presenting user interviews, providing/receiving design critiques, and creating wireframes and high fidelity mockups/prototypes to present to clients.

WHAT I LIVE FOR

- iOS Design
- Material Design
- Product Strategy
- User Research
- Visual/Logo Design
- Animations
- Agile Environment