

Emma Murdock

Modeler and UX/UI Designer

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PROFILE

Imaginative designer, creative thinker, and learning enthusiast with a drive to create and expand my experience in all facets of UX/UI and product design in order to help make a better future for all.

EDUCATION

Honours Bachelor of Interaction Design

Sep 2021 – Apr 2025

- Graduated with Honors with a GPA of 3.80
- TCPS 2: Core 2022 Certificate
- Projects include:
 - Ideated, researched, designed, and developed a prototype of a website that allows users to find cost and space effective kitchen modifications for accessibility
 - Collaborated with team members to ideate, research, design, and develop an app prototype that leverages AI to empowers users to find mental health care providers, with a focus on cultural considerations and nuanced matches
 - Modeled and rendered stylized 3D still-life images and animations

Art Fundamentals, Sheridan College

Sep 2020 – Apr 2021

- Projects include:
 - Perspective illustrations of various locations
 - Botanical illustrated repeating patterns
 - Instructional diagram for creation of an origami paper crane
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EXPERIENCE

Graphic Design Intern, St. Joseph Communications - North York

May 2024 – Current

- Built, maintained, and updated animated advertisements in collaboration with client
- Modeled and rendered photorealistic furniture and environments uniform to reference
- Developed bi-weekly analyses and proposals detailing innovations in AI relevant to company workflow
- Retouched and modified client advertisement images using industry standard software and AI
- Designed and edited internal newsletters compliant with client brand guides
- Ideated and pitched advertising campaign pitches
- Collaborated with major clients such as Leon's, Hyundai, GM Buick, Home Hardware, Home Depot, Walmart, Campbell's, and Staples

Work Study Student, Sheridan College - Oakville

May 2023 – May 2024

- Conducted and organized communication with over 500 students in order to maintain good relations with donors
- Calculated annual financial metrics of donations for over 15 programs
- Created and updated a categorized database in order to track task progress and avoid missing or duplicating communications
- Researched and drafts donor profiles in order to promote donor appreciation
- Compiled over 50 prospect profiles in order to assist and inform supervisor and colleagues on potential donors

Content Creator, GFR Podcast - Remote

July 2021 – Dec 2023

- Created cover and story images for podcast episodes
- Collaborated with team members to ensure all process steps were completed
- Responded to and acted on feedback to make necessary changes

Gas Dock Attendant, Hamilton Conservation Authority - Hamilton

May 2022 – Sep 2022

- Catered to customer needs including providing gas, and basic boat maintenance
- Handled financial transactions in cash, debit, credit, and cheque
- Completed and prepared financial reports and deposits every 2 weeks
- Provided general maintenance and daily cleaning in order to maintain a healthy and safe environment for clients
- Managed reservations and bookings in-person, through phone, and email
- Arranged accommodations for clients in order to provide an accessible environment

VOLUNTEERING

Music Mentor, Orchard Park Secondary School - Hamilton

April 2023 – June 2023

- Mentored and guided students in learning music basics such as rhythm, pitch, musical notation, correct embouchure, finger positions, and other musical techniques
- Provided education and acted as an example of various elements of live orchestral performance, such as etiquette, posture, and professionalism
- Showed up to practices 2 times per week totalling in over 50 hours
- Learned 9 performance pieces in order to provide accurate guidance to students and play at a high standard
- Facilitated in planning, set-up, and clean up of events with over 100 attendants

SKILLS

Technical Skills

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| • UI/UX Design | • Design processes such as: | • Tableau and Microsoft Excel |
| • Figma | • Mind mapping | • Data Visualization |
| • Adobe Creative Suite | • Journey mapping | • Information Architecture |
| • Blender | • Personas | |
| • Wire framing | • UX research | |
| • Prototyping | • User Testing | |
| • Product Design | • Basic HTML & CSS | |

Personal Skills

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| • Time management | • Collaboration with others |
| • Attention to detail | • Reading comprehension |
| • Curiosity | • Adapting to new scenarios |
| • Verbal and written communication | • Thinking outside the box |
| • Improving based on feedback | • Problem-solving |

REFERENCES

Available upon request