

EMILY DANCHIK

UX & CONVERSATION DESIGNER

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Experience

DIGITAL STUDIO | Avanade

I primarily work with Fortune 500 companies, designing complex digital systems with structure and clarity. Projects include: conversational UX workshops and writing for a major transportation company, and usability testing and responsive web design for a utilities company.

September 2016 - present

NETWORK ANALYTICS PROJECT | Thomas Street

I collaborated with system architects, developers, and a project manager to create high-fidelity mockups for a Cisco Enterprise Networking analytics project.

August 2016

DEVELOPER EXPERIENCE TEAM | Microsoft

I designed scalable workflows for configuring and launching apps in the Windows Dev Center, for both existing workflows and future functionalities. Contract position via Aquent

November 2015 - June 2016

IDENTITY TEAM | Microsoft

I determined information architecture, created rapid prototypes, and participated in user research for Azure Active Directory in the Azure Preview Portal. I also contributed to ideation sessions regarding future Windows Phone functionalities, and the Microsoft Access Panel. Contract position via Aquent

January - November 2015

MHCI CAPSTONE PROJECT | Boeing

My team researched, designed, and prototyped new methods to streamline communication at Boeing factories, improving efficiency and safety.

January - August 2014

Publications

Association for Computational Linguistics

Schneider, N., Danchik, E., Dyer, C., Smith, N.A., "Discriminative Lexical Semantic Segmentation with Gaps: Running the MWE Gamut"

2014

European Language Resources Association

Schneider, N., Onuffer, S., Kazour, N., Danchik, E., Mordowanec, M.T., Conrad, H., Smith, N.A., "Comprehensive Annotation of Multiword Expressions in a Social Web Corpus"

2014

Mentorship

REAL READER PROGRAM | University of Rochester

I mentor current University of Rochester engineering students as they prepare to apply for jobs or further education. I review the students' resumes, cover letters, and web portfolios, encourage further networking, and provide guidance.

September 2015 - present

Education

CARNEGIE MELLON UNIVERSITY

Master of Human-Computer Interaction
2014

UNIVERSITY OF ROCHESTER

Bachelor of Arts
Computer Science & Linguistics
Dean's Scholarship, Music Minor
2013

Toolkit

DESIGN

Illustrator
Photoshop
InDesign
Sketch
Balsamiq
Axure
Responsive Design
Conversational Design
WCAG Accessibility
Botmock
Omnigraffle

RESEARCH

Contextual Inquiry
Think-aloud
Usability Testing
Heuristic Evaluation
Survey Design
Log Analysis
Rapid Prototyping

TECHNICAL

HTML
CSS