

EMILY LEMAY

INTERACTION DESIGNER

yamelme@gmail.com • in/emilylemay • lemay.design/

EDUCATION

Kennesaw State University

2021 – 2024

B.S. Interactive Design – US equivalent to First Class Honors

EXPERIENCE

Senior Graphic Designer | Minuteman Press

Peachtree City, GA | 2012 – 2014, 2018 – 2021

- Assumed a leadership position inside a small design department and provided mentorship and advice to interns in the workplace
- Interpreted client ideas through consultation to help develop a visual language fitting their needs
- Created original designs for digital interfaces and traditional print media
- Redesigned existing client branding to modernize and elevate their identity

Special Effects Technician | IATSE

Atlanta, GA | 2016 – 2018

- Demonstrated ability to troubleshoot and resolve technical issues promptly, contributing to the smooth execution of on-set procedures
- Worked closely with production teams, directors, and fellow technicians to seamlessly integrate special effects into the overall vision of the production
- Collaborated with peers on various independent projects as an Assistant Director/Project Manager

Games Journalist | Freelance

Peachtree City, GA | 2012 – 2014

- Developed an understanding of the gaming industry, from indie studios to major publishers, and contributed to informed commentary on industry shifts and developments
 - Conducted interviews with game developers, industry professionals, and gamers to provide in-depth insights into the gaming industry
 - Authored and edited video and written content, including reviews, features, and opinion pieces that covered a diverse range of video games across multiple platforms for MaxLevel and The Coalition
 - Attended and covered major gaming events and provided live reporting, exclusive interviews, and hands-on impressions of upcoming titles and tech
-

ADDITIONAL INFORMATION

Methods: Goal-Directed Design, Lean UX (Agile)

Tools: Microsoft Office (Teams, Word, Excel), Adobe Suite (Ai, Id, Ps), Figma, Procreate

Skills: Detail-oriented, Project Management, Client Communication, Conflict Resolution, Interaction Design, Accessibility, User Research