

Emily Yount Swelgin

Designer & Developer

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Designing elegant, intuitive experiences that make news more accessible is my passion. User research plays a big role, as it's a great way to develop curiosity about and empathy for how readers learn and behave. I also excel at facilitating communication for large projects, leading brainstorming exercises and collaborating across departments in big and small companies.

JAN. 2018 - PRESENT

Designer/Developer The Texas Tribune

- Increased email newsletter sign-ups by redesigning texastribune.org/subscribe.
- Increased deliverability and consistency of email newsletters by creating new templates from scratch.
- Created our first crowdsourced candidate survey, inspired by and designed for one of our target audiences: millennials. Repurposed the content for social media platforms.

MAY 2014 - DEC. 2017

Interaction Designer The Washington Post

- Designed and built bespoke visual stories on a breadth of topics including: the 2016 presidential election, President Obama's legacy, the n-word's place in American vernacular, a Syrian family's journey from Aleppo to Austria, and what to eat in D.C.
- Led a team of nine people in news, engineering, product and advertising, exploring augmented reality technology through stories about acoustics and architecture.
- Led 2016 election night social media strategy for the graphics team, including design, updates and promotion of over 40 pre-made social images, two live social image templates and 15 standalone graphics.
- Improved consistency and development processes for the graphics team by designing, implementing and maintaining an interface style guide.

APRIL 2013 - MAY 2014

Multimedia Producer, Content Strategist Milwaukee Journal Sentinel

- Initiated, designed and launched the company's first longform, responsive article template — which greatly reduced production errors and increased efficiency.
- Led the creation of a new mobile app for going out in Milwaukee; product owner through concept, design, development and promotion. Coordinated a partnership to make the app the official guide for a large annual festival.
- Designed and coded a four-part interactive story about first-year medical students in gross anatomy — a finalist for the 2014 Pulitzer Prize in Feature Writing.

DEC. 2011 - APRIL 2013

Multimedia Producer Milwaukee Journal Sentinel

- Designed and coded multimedia projects on a breadth of topics including: Milwaukee's infant mortality crisis, Wisconsin's gubernatorial recall and executive pay.
- Contributed reporting and created interactive graphics for an award-winning series on the threat China posed to Wisconsin's paper industry.
- Led development of live results maps for primary and general elections.

SPECIALTIES

UI/UX design
User research
Usability testing
Project management

TOOLS & TECH

Advanced
HTML, CSS, SASS

Intermediate
JavaScript, React, Sketch,
Google Tag Manager,
Photoshop, Illustrator, Invision,
WordPress, Squarespace

Basic
Git, Google Tag Manager

AWARDS

2018

World Press Photo

- Second Place: Sin Luz

2017

Journalism 360 Challenge

- \$30K grant from Knight Foundation and Google News Lab.

2013 - 2017

Society for News Design

- Gold Medal: The N-word Project
- Silver Medal: Washington Post Election coverage
- 10 Awards of Excellence

2015

Society for Features Journalism

First Place in Digital Innovation:
The N-word Project

EDUCATION

2006 - 2010

B.A. Journalism & Spanish

UNC Chapel-Hill

- Concentration: Graphic Design and Multimedia
- Study Abroad: Seville, Spain
- English teacher, tutor (2010-11)

OTHER INTERESTS

Yoga, baking, traveling, reading and speaking Spanish.