



## Mercer - Evolution UI Framework

The goal of the Evolution UI Framework was to put reusable components created with HTML, CSS and JavaScript into a package that would allow for easier consumption by back-end teams. Documented the entire framework on a website that would be the centralized support mechanism for the development community. The second version of the Evolution Framework was a much larger initiative to bring more of the user experience and visual design teams tools into the framework.

### My Role

Lead UI Designer & Developer

### Design Methodologies

Created component library that would allow easier reuse and streamline front-end to back-end code delivery, while allowing for easier updates to components being used.

### Business Goals

To create a design framework that would allow UI developers to implement UX driven design work easily while at the same time providing UI standards for back-end developers to implement. To build out more support systems around the Evolution UI Framework, while adding more user experience and visual design specific tool kits to aid others throughout the organization.

### Duration

Over multiple years

### Project Status

Went live with many releases & updates

### Actual Results

The results of the initial effort was a smoother hand-off process from front-end to back-end developers which allowed for timelines to be reduced while the end product stayed on spec. The second version resulted in greater support to consumers of the framework and made for easier consumption of ongoing changes by the systems that were already consuming the framework.

## Desktop Views

