

Emily Gerrity

Product Designer

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Skills

- Product design
- Design systems
- User experience design
- User interface design
- Responsive web design
- Mobile app design
- Web app design
- User research
- Prototype design
- HTML
- CSS

Tools

- Figma
- Sketch
- Invision
- Adobe Suite
- Confluence
- Jira
- Miro
- Visual Studio Code

Ask me about...

- Digital Painting
- Design Systems
- Hockey
- Podcasts
- My dogs
- Figma

Hi, I'm Emily! I am a Product Designer with 7 years of product, visual, and graphic design experience. I have experience in creating design systems, overhauling existing products as well as designing new products.

Experience

Product Designer • Nov 2020 - Aug 2021 • Upside Business Travel

Remote, Washington DC

- Led a small team of designers and developers in an effort to audit and clean up our front end code
- Created shared styles, components, and patterns libraries in Figma
- Mentored other designers in Figma best practices
- Was responsible for feature development and management of design debt for our mobile app
- Fulfilled research activities in tandem with my PM in the form of UserTesting surveys & prototype tests, user interviews, and data analysis
- Created a comprehensive competitive analysis presentation for stakeholders

Associate Product Designer • May 2019 - Nov 2020 •

Callyo/Motorola Solutions • Saint Petersburg, FL

- Wrote and analyzed user surveys to inform feature development
- Designed new mobile and web app products and features based on user input
- Evaluated product design processes to optimize time to market
- Was responsible for creating asset libraries for commonly used styles and components
- Took the company from landing page to a comprehensive user-facing marketing site
- Performed component audits across 6 products to help ensure consistency

Visual Designer • Sep 2017 - May 2019 • ConnectWise • Tampa, FL

- Worked with a small team to overhaul our home page according to UX best practices
- Performed competitive analysis to better understand the SaaS space we were competing in and shared with stakeholders
- Created logos, illustrations, and other brand assets for marketing and product
- Templatized commonly used assets to increase efficiency

Graphic Designer • Oct 2014 - Sep 2017 • Contract Roles • Tampa, FL

- Contributed to creative processes from concept to execution of final production.
- Managed completed graphic design products to achieve compliance with customer standards and specific branding targets.
- Determined photography, video, and design elements used and provided creative support.

What I bring to the team

- New and fresh perspectives
- A passion for learning
- Intensity and stamina of effort
- Pursuit of deeper understanding of design problems
- A future-focused approach to product strategy
- Mentorship and leadership in design tool best practices