Emma Roche

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SUMMARY

Motivated and proactive professional with hands-on experience across the full tech stack. I thrive in dynamic, fast-paced environments where I can leverage my creativity and problem-solving abilities to drive project success. Highly adaptable to new technologies, I work effectively both independently and as part of a collaborative team to deliver high-quality results.

TECHNICAL SKILLS

Languages: HTML, CSS, JavaScript, TypeScript, Python, Kotlin, Swift
Design Tools: Figma, UXPin, Miro, Canva, Adobe Creative Cloud (XD, InDesign, Illustrator)
Frameworks & Libraries: React, Vue.js, Node.js, Bootstrap, Svelte, Tailwind CSS, pytest
Cloud & Container Platforms: Kubernetes, AWS (CloudFormation, Lambda, EC2, S3, CloudWatch)
Operating Systems: macOS, Windows, Linux

EDUCATION

Master of Science in Computing (Enterprise Software Systems) — Sep. 2023 – Sep. 2024
South East Technological University — *Cork Road, Waterford*
- **Degree Classification:** First Class Honours
- **Key Modules:** User Experience Design, Web and Mobile App Development, Project Management

Bachelor of Science (Hons) in Creative Computing — Sep. 2019 – May. 2023
South East Technological University — *Cork Road, Waterford*
- **Degree Classification:** First Class Honours
- **Key Modules:** Graphic Design, User Experience Design, Website and Mobile App Design and Development

EXPERIENCE

Associate Software Quality Engineer — Aug. 2023 – Present
Red Hat — *Waterford | Hybrid*
- Working as part of the Red Hat Connectivity Link and Kuadrant QE teams to test customer workflows across environments such as Red Hat OpenShift, AWS, Microsoft Azure, and GCP
- Designing and maintaining automated test suites using Python (pytest) to validate new and existing features
- Analysing test results and collaborating with developers to drive continuous improvement in product quality

UX Designer Co-op — Aug. 2021 – Dec. 2021
Analog Devices International — *Limerick | Hybrid*
- Collaborated with cross-functional teams in the design and development of web and mobile applications for a SaaS solution, enabled by an industrial motor sensor, while effectively managing independent tasks
- Conducted desk-based research on comparable applications and developed user flows, applying analytical and research skills to benchmark and improve user experience
- Created interactive prototypes in Figma and UXPin, demonstrating attention to user needs and proficiency in design tools
- Developed a fully functional login screen for the iOS mobile app using SwiftUI
- Presented my work and ideas in design critique sessions, gathering and incorporating feedback from the broader team to refine concepts and apply them within an iterative design process

Technical Advisor — Jun. 2020 – May. 2021
Apple Distribution International — *Remote*
- Strengthened problem-solving skills by independently navigating customer challenges and providing support for a wide range of Apple products in a fast-paced environment
- Consistently achieved high customer satisfaction ratings by efficiently resolving technical issues and ensuring a positive user experience
- Developed expertise in communicating complex technical information to non-technical users while managing a high volume of support cases daily, adhering to strict quality and performance standards

VOLUNTEER EXPERIENCE

UX Design and Frontend Development Volunteer — Sep. 2024 – Present
Tutors — *Remote*
- Currently engaged in UX design and frontend development work to enhance the user experience of SETU's open-source Tutors application
- Utilising Svelte, TypeScript, and Tailwind CSS to implement user interface design changes