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 Enginner 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
- Achieved consistently 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