Emily Roller

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Objective

With a passion for front end development, design, and behavioral research, I bring a diverse perspective to UX design. I currently manage an enterprise design system.

Skills

Design systems | Visual design | Prototyping | Usability testing | HTML | CSS | Javascript | Design systems | UCD | Design thinking | Behavioral economics | Agile

Tools

Figma | Sketch | Invision | Adobe XD | Framer | Git | VS Code | Adobe Creative Suite

Education

University of Connecticut,
BA, User Behavior and Design
Courses in marketing, psychology, web design, and graphic design.
Research assistant, Judgment & Decision-making Lab

What gets me going

Long trail runs, back country permits, cowboy camping, dark sky areas, alpine lakes, ponderosa pines, backpacking trips, minimalist shoes, cayenne kombucha, pourover coffee, homemade bread, and LaCroix after a long hike

Experience

User Experience Designer
Tyler Technologies, Yarmouth ME, Remote
Jun 2017 – present

I manage our enterprise design system, which aims to raise the company's design maturity and help teams build a cohesive set of user centered applications across a variety of contexts – from enterprise asset management to courts & justice offerings – applying UCD concepts to simplify complex workflows.

I coordinated a small team to take our design system from its conception to beta to early release. With over fifty products using the system in active development, I work closely with product owners, developers, and designers, conducting design reviews, designing new components, and advocating for the system's adoption.

Prior to working on our design system, I crafted intuitive experiences for products across domains, with a focus on visual design, interaction, and validation from user testing. I worked closely with product owners to translate product requirements into high quality experiences and developers to ensure that designs were implemented to specification.

Student IT Assistant
UCONN Web Development Lab, Storrs CT
Sep 2016 – May 2017

I reimagined, updated, and maintained university websites with respect to form, content, and ease of use. My team modernized older sites using a custom Bootstrap template.

User Experience Intern
Tyler Technologies, Falmouth ME
May – Aug 2016

I worked closely with designers and developers to design new software products and improve existing programs, from low fidelity concepts to final assets. I conducted usability sessions with clients, synthesized findings, and shared insights with developers, designers, and product owners.

Community Consultant
Social Entrepreneur Corps, Guatemala
May – Jul 2015

My team conducted baseline needs analysis surveys to assess access to clean water, created educational presentations about sanitation and the importance of clean drinking water, targeting local schools. The experience taught me humility, and the importance of sustainability and harm reduction in social impact programs.

Digital Intern
Mintz + Hoke, Avon CT
May – Jul 2015

I worked with designers and developers to create initial concepts such as sitemaps, wireframes, and prototypes for client sites. With Google Analytics, I analyzed user patterns to improve usability and meet client goals.