

	<p>Stephanie Rogers</p> <p>Graphic Designer at Teatree Software</p> <p>(Photo by Cristian Lozan on Unsplash)</p>	<p>“I just want it to <i>work!</i>”</p> <p>“I already made that icon. Didn't I send it to you before? No? Let me email it to you.”</p>
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Character Cues:	Personal Information
Pet Peeve: When people spell her name with an “f” instead of a “ph”	Age: 30
Coworkers say: “Sometimes she just gets a little too excited about things.”	Sex: F
	Education: Bachelor's Degree in Graphic Design
Hardware/Software	Drink: Starbucks Matcha Latte with extra whip
Macbook Pro: Her favorite piece of technology, ever.	Hobbies: Watching Game of Thrones and chatting about it with her colleagues
Slack: Loves to coordinate jaunts to new restaurants with her coworkers.	Last book read: Terry Pratchett's Discworld series
Sketch: Better than Photoshop, in her humble opinion.	Favorite restaurant: The cheap Chinese place on the corner

I'm Stephanie Rogers, but around here people call me "Steph". My hobbies? Oh, which ones should I talk about? I have so many! For starters, I love everything about fashion, so I guess there's that My morning ritual starts out with making a home-cooked breakfast for myself and the husband, working out, and then picking out the most stylish, season-appropriate outfit I can find in my closet to wear to work. When I buy clothes, I tend to spend too much on accessories. Sometimes I'll just see a bracelet or earrings that just look so tempting that I'll buy them without even looking at the price- just, shwoop! Into the Amazon cart you go! I don't actually figure out how much I've spent on silly things like that until I check my credit card bill at the end of the month. But it's okay, really- my work pays me enough that I can afford to spend a little extra on the good things in life, even if my husband doesn't really get it.

When it comes to design, I consider it to be a fun job that's a lot harder than most people are willing to give credit for. Some developers are still stuck in the Stone Age- get with the program, guys! It used to be that the quantity of features being delivered mattered a whole lot more than the quality, when it came to selling a product. I wish I had better words to use to explain to them that now that software is a lot easier to make, the opposite is true. If we don't nail down the quality of our software, there are plenty of other companies that will- and our customers will drop us like a hot potato when that

happens.

Convincing developers of our worth isn't our only problem. Some smart people up top figured out that having a design team was in their best interest, but I don't think they realize how much work we have to do either. There's only a handful of us, and we have so many projects to work on that my head is starting to spin! I try to tell everyone I can that we need more people, but I'm worried that we'll be perpetually short-staffed.

The design world is always changing, and I need to be on my feet to keep up with it. I work hard for the money I get, and it shows. My designs are consistently praised as being a great value to the company- and why shouldn't they? I go to conferences all the time to learn new techniques, read the latest blog posts by the industry greats... You name it. If it's design related, chances are I've seen it.

With all this hard work, though, I tend to notice things we could improve on around the office. I'm a designer, after all- of course I would want to design my workplace, too! My boss said we don't have room in the budget for new hires or any of the really fancy software being offered these days, so that's off of the table. But it would be good if we could have some place to store our icons, at least. We have several hundred of them and it's such a pain to have to bother my colleagues all the time asking for them to look for “that 16x16 toolbox icon that Dave made five years ago before he quit the company” or whatever. I wouldn't use it if it weren't easy to fit into my workflow, though. Goodness knows I have enough work to do around here without having to spend hours renaming 10 GB of icons.