EMILY ROWLEY

CONTACT

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EDUCATION

GENERAL ASSEMBLY
User Experience Design Immersive
2016 - 2017

ART INSTITUTE OF SEATTLE
BFA of Media Arts and Animation
2006 - 2009

SKILLS

- Interaction design
- User experience strategy
- Design system development and contribution
- Design operations
- Design documentation
- UX prototypes and design artifacts
- User research
- Cross-functional product development

TOOLS

- Figma + FigJam
- Sketch + Invision
- Jira + Confluence
- Adobe Creative Suite
- Canva, Procreate, Axure, Framer, Affinity Designer
- Google Workspace
- Microsoft Office 365

ABOUT ME

I thrive by tackling complex and technically-focused user experience challenges in tight partnership with my cross-functional peers in pursuit of creating useful, valuable and intuitive products that create quantifiable value for the customer and end user. I have expertise in designing B2B and B2E platforms that provide a breadth of capabilities combined with depth of technical details. My passion for complex platforms allows me to design each feature and capability to be seamlessly integrated into the larger product.

WORK EXPERIENCE

SENIOR LEAD USER EXPERIENCE DESIGNER

New Relic, Inc. (Dec 2022 - Nov 2024)

New Relic is an all-in-one observability platform for engineers to monitor, debug, and improve their entire stack. New Relic earns $1B ARR serving customers, including: Nordstrom, Atlassian, Verizon, Toyota and Shutterstock.

- Led the UX design and UX delivery for multiple features in close alignment with Engineering and Product partners. Those features included: Errors Inbox, Synthetics, Continuous Automated Testing, and Self-Service Cardinality.
- Expanded UX influence, maturity and impact by providing teams not funded for UX support with design consultations and office hours support to ensure the highest quality customer experience.
- Active contributor to the New Relic design system, expanding the system with component contributions, improvements and documentation.

PRINCIPAL USER EXPERIENCE DESIGNER

Oracle Cloud Infrastructure (Feb 2021 - Nov 2022)

- Led the user experience for the entire Compute product portfolio, overseeing and implementing enhancements to the highest-revenue-generating service in the cloud infrastructure platform.
- Provided design and product expertise to partner teams to ensure alignment and consistency between services that involve Compute infrastructure.
- Partnered and collaborated with a team of over 20 software development engineers, technical content writers, product and program managers, directors, Q&A, backend engineers and senior leaders.

USER EXPERIENCE DESIGNER - SENIOR USER EXPERIENCE DESIGNER

Oracle Cloud Infrastructure (2017 - 2021)

Expanded, improved and refined the cloud infrastructure platform's design system, design templates and design documentation in close partnership with the central Design Operations team to ensure highly usable and intuitive interactions and experience patterns were available for use by many of the business' highest-revenue-generating service teams, including: Compute, Networking, Database, Object Storage and Cryptographic Security Services.