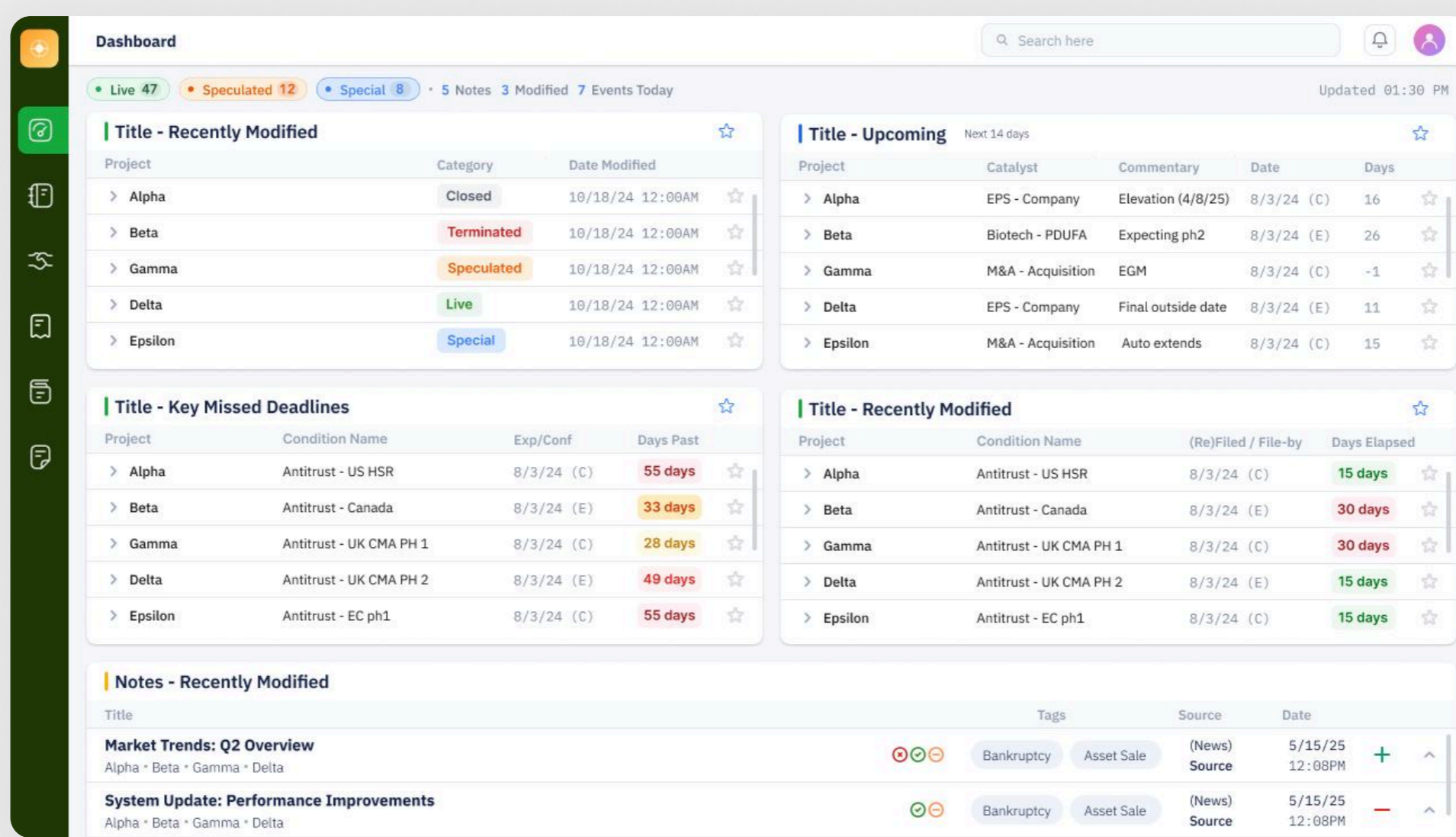


Designing scalable data-driven dashboards for enterprise platform

COMPANY: Rodgers Almer | ROLE: Lead UX/UI Designer | FOCUS: Dashboards · Design Systems · Data UX

DELIVERABLES: Hi-fi designs · Prototypes · Design system



OVERVIEW

The challenge

At Rodgers Almer, I led the design of an internal and client-facing platform used by analysts, managers, and executives to track workflows, monitor activity, and make time-sensitive financial decisions.

The goal was to transform fragmented, inconsistent interfaces into scalable, intuitive experiences, reducing cognitive load and supporting efficiency in data-heavy environments.

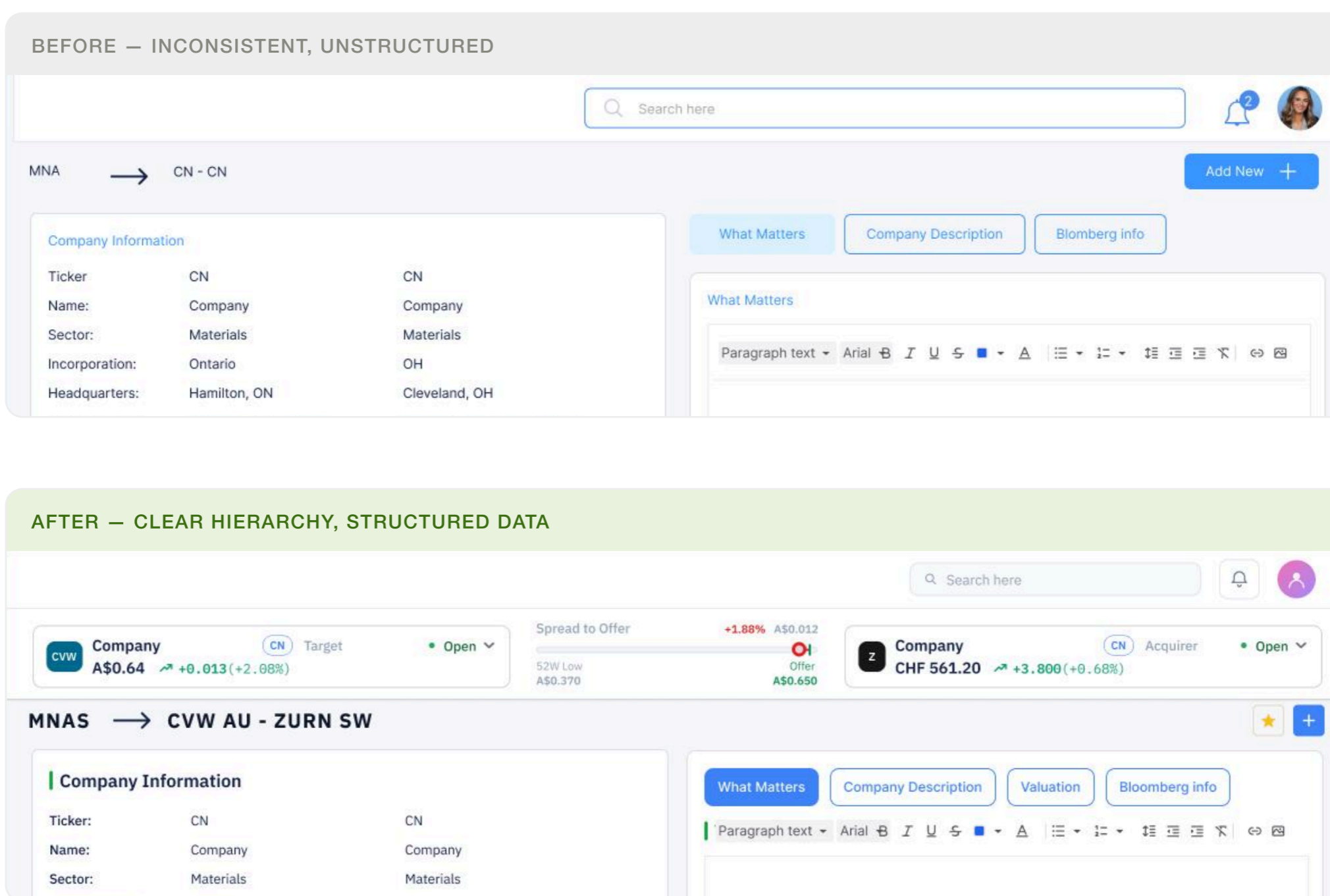
PROBLEM

What was breaking down

- Inconsistent UI patterns across products created confusion and slowed down analyst workflows
- Data tables and dashboards lacked clear hierarchy, users couldn't quickly interpret large volumes of information
- Navigation and filtering systems were inefficient and not built to scale
- Design inconsistencies made the product difficult to maintain and expand
- High cognitive load led to longer task completion times and reduced confidence in the tool

BEFORE / AFTER

The transformation



MY ROLE

What I Led

- DESIGN LEAD**
Owned the design process from concept to delivery across multiple features and product areas
- SYSTEMS THINKING**
Contributed to the foundation of a scalable design system for the product.
- CROSS-FUNCTIONAL**
Collaborated closely with engineers and stakeholders to align on requirements and constraints
- RESEARCH & AUDIT**
Identified usability and consistency issues across the platform through client meetings and audits.

APPROACH

How I worked

- UX audit & pattern identification**
Analyzed existing interfaces to identify inconsistencies in layout, typography, spacing, and interaction patterns, then defined key areas for standardization.
- System thinking & structure**
Instead of isolated screens, focused on reusable patterns: data tables, filtering systems, navigation structures, and form interactions.
- Iterative design & collaboration**
Worked closely with developers to ensure designs were feasible and aligned with technical constraints. Iterated based on feedback and real-world use cases.
- High Fidelity Designs & validation**
Built High Fidelity Designs to validate usability improvements and communicate design decisions clearly across teams.

SOLUTION

What I designed

- Scalable dashboard design**
 - Clear visual hierarchy for data prioritization
 - Structured, digestible content sections
 - Improved readability via consistent typography
- Data table optimization**
 - Standardized layouts and column alignment
 - Better sorting, filtering & pagination
 - Improved overflow handling for large datasets
- Unified design patterns**
 - Reusable UI components across products
 - Defined spacing, type, and interaction rules
 - Foundation for a scalable design system
- Navigation & workflows**
 - Simplified navigation structures
 - Reduced friction in multi-step flows
 - Intuitive filtering and search interactions

IMPACT

What changed

- Reduced friction in complex workflows
- Increased consistency across products
- Faster dev with reusable patterns
- Scalable foundation for growth
- Enhanced clarity in data-heavy UX

KEY TAKEAWAY

What I learned

Designing for complex systems requires balancing user needs, business goals, and technical constraints. By focusing on scalable, reusable and system thinking, I created solutions that not only improved usability, but supported long-term product growth.

The most valuable design decisions weren't about aesthetics. They were about structure, consistency, and building a foundation that the whole team could work from.