

ELLE TROEGER

Designer // Renaissance Woman

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PROFILE

Resourceful 3D designer pivoting into human factors research, drawing on experience across operations, community leadership, finance, construction, environmental science, and UX design. Skilled in human factors research, architectural modeling, and creative problem-solving. Research is how I get to truth. Seeking mission-driven roles making spaces, objects, and interfaces accessible to all — bridging the gap between people who have access and people who don't.

METHODS & SKILLS

Research & Analysis

Comparative Analysis | Correlation Analysis | Data Analysis | Data Visualization | Experience Design | Mixed Methods Research | Research Design | Study Design

Process & Strategy

Circulation Diagramming | Design Strategy | Leadership | Spatial Taxonomy (IA for Architecture) | Storytelling | Systems Mapping

Design & Visualization

Architectural Walkthroughs | AutoCAD | Autodesk Inventor | Bluebeam | Creative Design | Design Systems | Design Thinking | Figma / FigJam | Figma Design Systems | Interaction Design | Navisworks | Product Design | Prototyping | Rhino3D | UI Design | UX Design Prototypes | Visual Design | Web Design | Wireframes / Wireframing

Qualitative Research Methods

Discussion Guides | Focus Groups | Journey Mapping | Moderation | User Interviews | User Research | Data Synthesis (interested in pursuing: Diary Studies | Longitudinal Studies)

Technology & Tools

AI enabled tools | ChatGPT, Claude, AI coding tools | Excel | Google Slides | MYSQL | Otter.ai | PowerPoint | SharePoint

EXPERIENCE

Island Exterior Fabricators LLC – Boston, MA

Facade Designer & 3D Modeler | Feb 2021 – Sep 2025

- Model technical architectural parts in 3D for fabrication teams, driving production for multiyear projects
- Produce detailed fabrication shop drawings for digital and print applications
- Collaborate with interdisciplinary teams to solve design gaps between architect and contractor

City of Boston, Department of Innovation and Technology – Boston, MA

UX Design Volunteer | Jan 2019 – Apr 2019

- Conducted mixed research methods (heuristic analysis and usability testing) to improve signage and digital platforms
- Designed user interfaces for mobile and desktop applications using InVision and Sketch
- Created prototypes and demos to communicate design concepts and solutions

Firefly Arts Collective – Boston, MA

Event Lead & Infrastructure Lead | Jan 2014 – Oct 2019

- Directed planning meetings for annual outdoor arts event, ensuring alignment between multidisciplinary teams
- Overhauled failing trail system, reducing accessibility barriers for 1,500+ yearly attendees
- Featured in Burning Man Journal's Global Leadership Conference coverage (2017)

WMBR – Cambridge, MA

Electronic Music Director & Radio Host | Sep 2006 – Present

- Host a 22-year-old electronic music variety show on college radio
- Produce live and recorded shows using Garageband, Audacity, and studio equipment
- Coordinate outreach to record labels and maintain social media presence

EDUCATION

University of Vermont – Burlington, VT

BS Geology, GPA 3.00 (Jan 2001), Fine Arts Minor

Bentley University McCallum Graduate School of Business – Waltham, MA

MS in Human Factors in Information Design, GPA 3.61 (Expected May 2026)

- Focus on research methodologies in human factors and psychology

Boston Architectural College – Boston, MA

Graduate-level coursework in Architecture (Jan 2008)

- Perspective drawing, CAD, Circulation Diagrams

INTERESTS

Skiing double diamond terrain

Planning and leading group backpacking trips

Volunteering too much