

Emily Howkins Lange

emilyhowkinslange@gmail.com

+45 61 67 78 89

Bilingual DK/GB

Digital Product Designer based in Copenhagen, specialising in design systems, component architecture, and governance. I build the structural frameworks that let complex experiences scale across platforms without losing the delight in the details. Grounded in UX research and a working understanding of front-end, I make design decisions that are inclusive, accessible, and feasible.

Experience

Additional

Work

[LinkedIn: /emilyhowkinslange](#)

[Portfolio: emily-howkins.com](#)

Product Designer, Design Systems Visma e-conomic	2022 – Present
• System Context: Solved scaling issues by owning and evolving the core enterprise design system supporting 14+ designers and multiple cross-functional product squads. • Strategic Initiative: Established and co-led "Design Systems Labs," a monthly cross-disciplinary collaborative workshop built to handle component intake, governance, and alignment between UX and engineering. • Structural Impact: Refactored the system's foundational layer (spacing variables and typography) into robust semantic tokens, drastically minimising layout divergence across platforms. • AI & Automation: Built custom AI workflow agents (Claude Code) that generate system-accurate code prototypes, maintain version-controlled documentation, and keep product copy on-voice.	
UX Project Lead Design Matters	2022
Managed the end-to-end user experience, scope, and validation for the digital platform Design Matters Plus. Guided cross-functional design sprints, running user testing, definition phases, and strict QA loops in direct alignment with development teams.	
Freelance Webdesigner	2019–2021
Built client websites end-to-end, primarily in WordPress — from briefing and scoping to design and implementation.	

Education

MSc in Digital Design & Interactive Technologies IT University of Copenhagen	
Complex problem-solving, advanced user journey mapping, and interaction design at the intersection of technology, humanity, and ethics.	2019–2021
BSc in Digital Media & Design	
IT University of Copenhagen	2016–2019
Economics & Business Admin. (Electives)	
Copenhagen Business School (CBS), 2018	
Computational Media (Exchange semester)	
Georgia Institute of Technology (GA, USA), 2018	

Experience

Additional

Skills & tools

User interface design

Design systems architecture, Component tokens, Design governance, Content design, UX writing, Cross-team facilitation, Interaction mapping, Accessibility compliance (WCAG + APCA).

Systems tooling

Figma (Advanced variables & properties), Storybook, HTML & CSS, Git/GitHub, Jira, Airtable, Dovetail, Adobe Creative Suite.

Certificates

AI & Design Systems | Brad Frost

Pairing generative AI with design systems to preserve product quality and organisational context — foundations, real-world implementation, and best practice for AI adoption.

Summer 2026

Subatomic: The Complete Guide to Design Tokens | Brad Frost

A deep-dive into design-token architecture — naming, theming, and the systems that keep tokens consistent and scalable across platforms.

Spring 2026

Graphic design, Krabbesholm Højskole

Half a year focused on core visual design principles, with space to tackle complex design challenges.

Autumn 2021

JavaScript Bootcamp, Barcelona Code School

Intensive course covering the fundamentals of JavaScript. Certificate upon request.

Summer 2019

Volunteering

Design Matters

Design conference

Sep 2018

CPH:Dox

Cph documentary festival

2017

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