



Adrian Lin

UX Designer & Web Developer

[linkedin.com/in/adrianmhlin](https://www.linkedin.com/in/adrianmhlin)

adrianlin.nyc@gmail.com

adrianlin.com

Hi, I'm Adrian

I am a UX designer & web developer. I design human-centered experiences for products and services, making them intuitive, efficient, and enjoyable. I believe in the power of bringing together interdisciplinary fields of knowledge to tackle problems holistically.

I have many interests

I am fascinated by the world. I am always reading and teaching myself new skills, whether it is a design tool, a programming language, or a human language. My interdisciplinary interests are probably why I am in a field such as UX Design.

In my free time I...



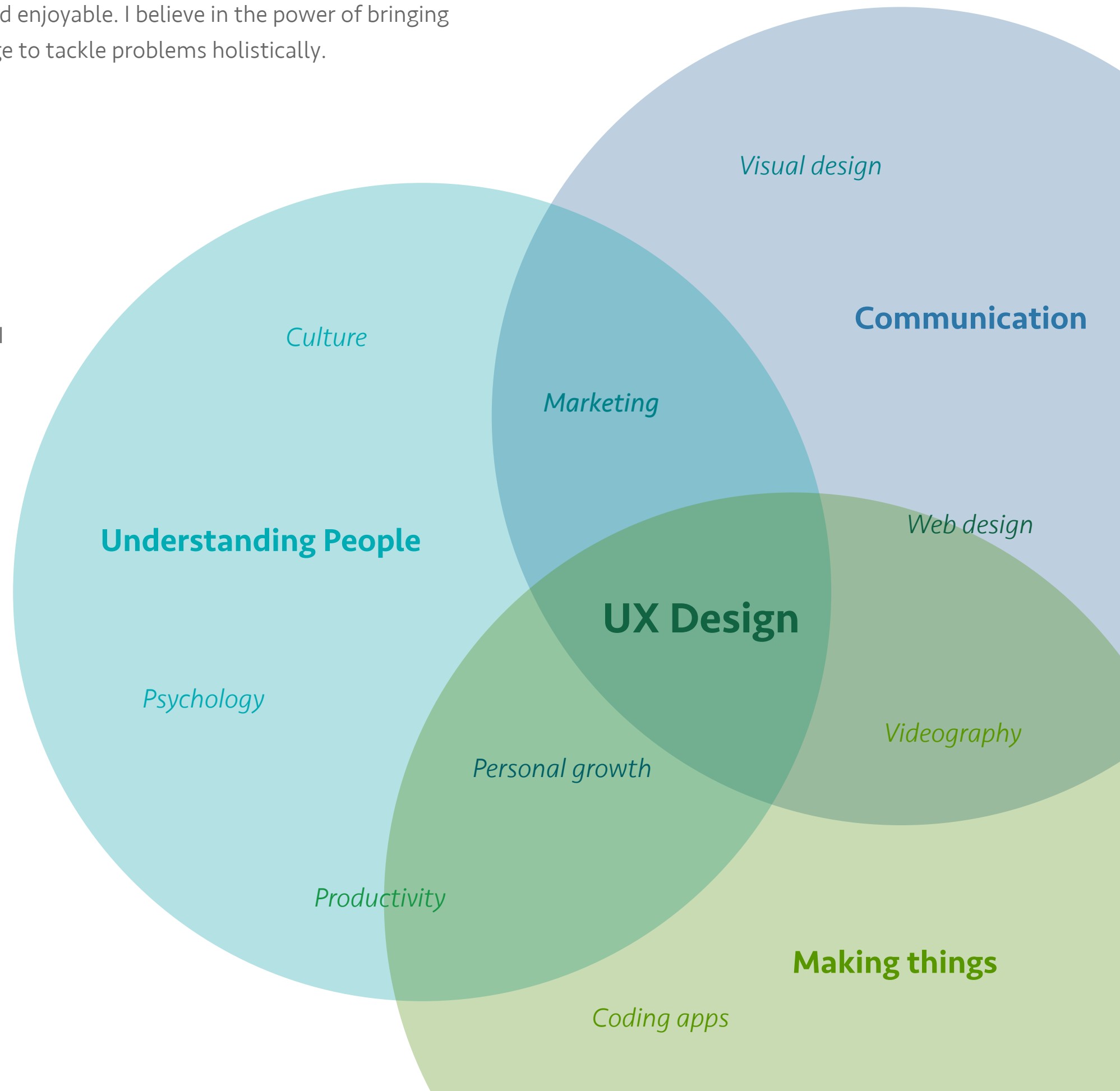
Learn (human) languages



Ponder the mysteries of life

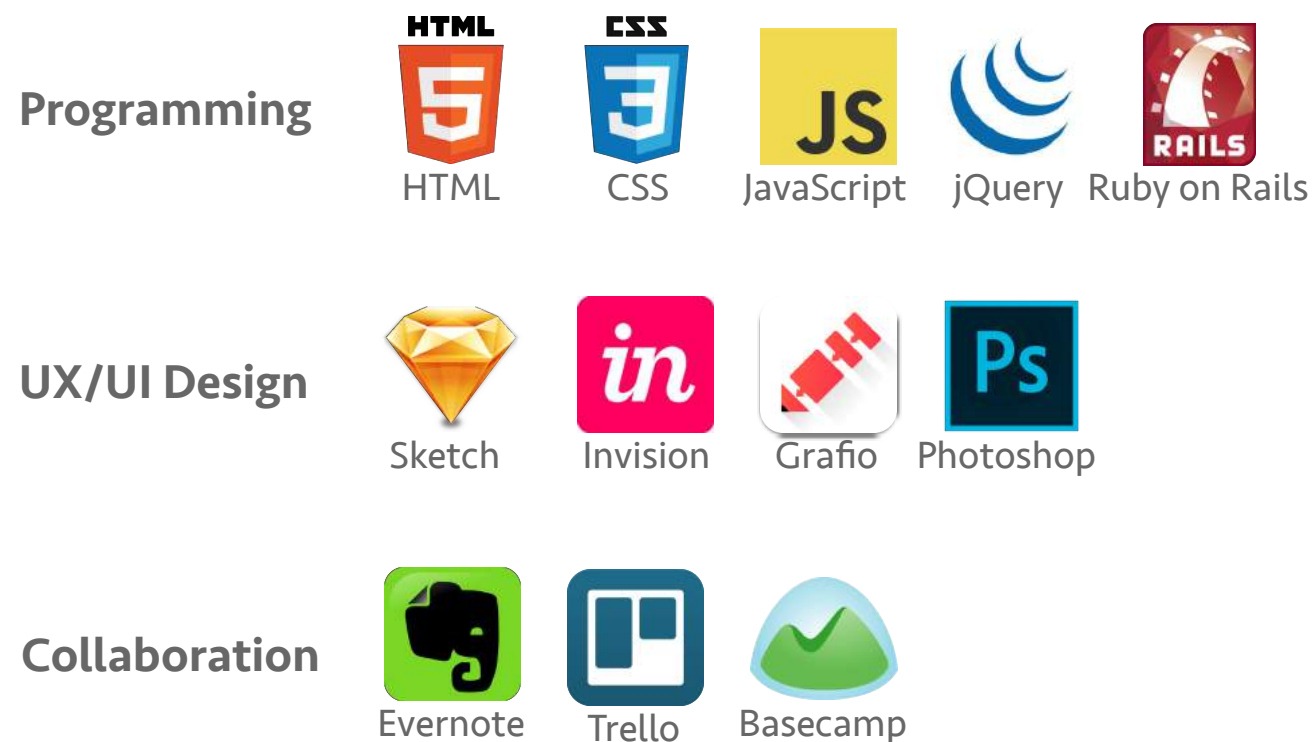


Play flamenco guitar



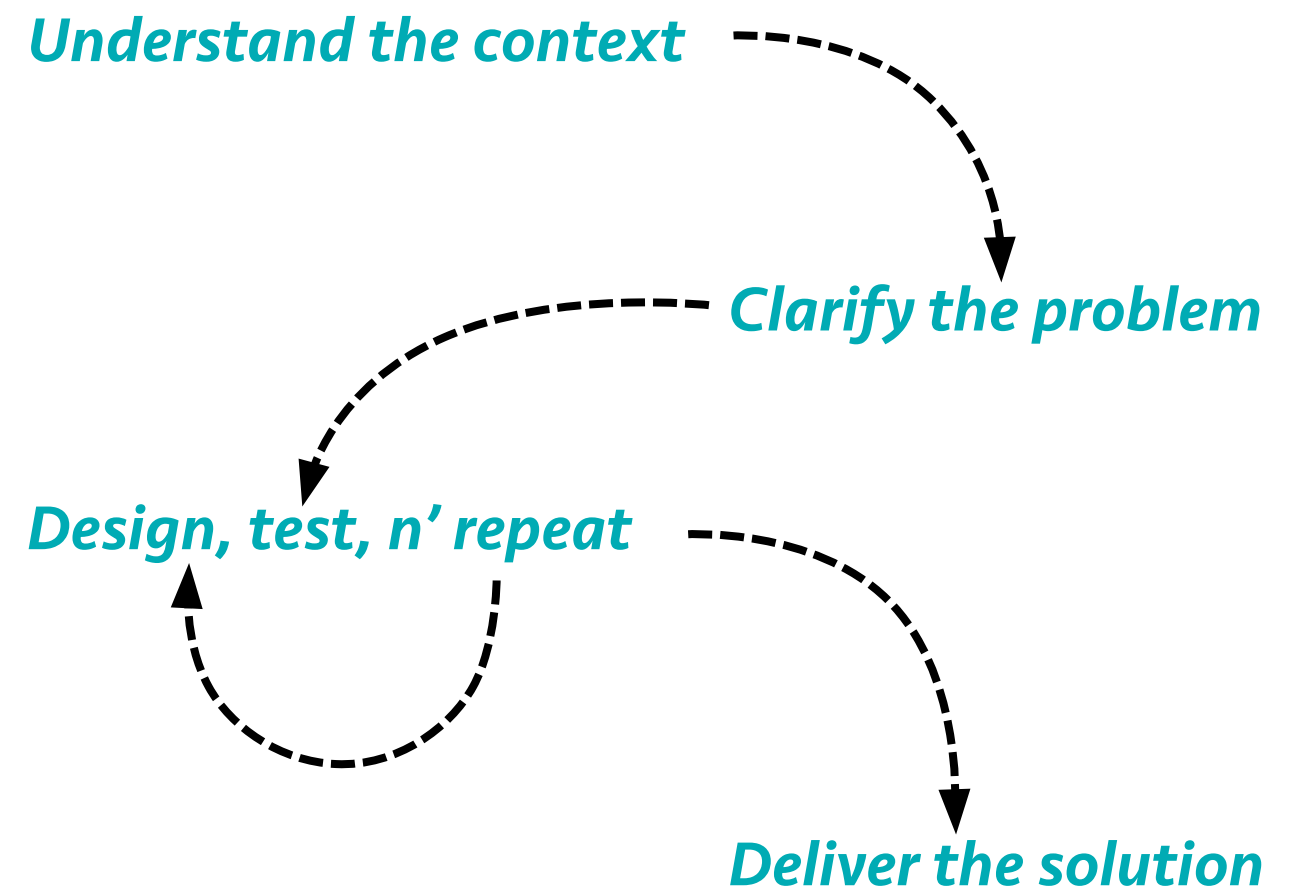
My Tools

I use a variety of tools depending on what the project entails, but listed below are some of my more common ones. These range from design to coding to teamwork-related tools so I can understand the entire process. I am always trying out new tools to find the best one for the task.



My Process

My design process starts by understanding the project, the users, and the client's goals. Research allows me to fully understand the problem, meaning I can design a solution that targets it appropriately. I test out my designs, iterating upon feedback until it solves the problem, at which point I deliver the designs so that they may be implemented.



Inked VOICES

Redesigning the User Experience to Increase Sign Ups

Problem

New visitors were not signing up because the website's text-heavy and confusing layout obscured the site's value.

Solution

We optimized the content and layout so that the core features and benefits were clearer. In addition we added more sign up spots.

My role

I focused on content strategy, information architecture, and wireframing to redesign the website and reprioritize the site's content.



Inked VOICES

THE NEXT Big Writer
helping make it you

Scribophile

Visibility of System Status

Match Between System and Real World

User Control and Freedom

Consistency and Standards

Sign Up, price page input does not notify user instantly if there is a mistake

Very wordy, Ink On?, Resources?

No control over vast amount of information and no redo in case of mistakes

Primary, secondary, and footer navigation are not consistent across pages

Input in search and sign up does not give the user a system status if they are correct or not.

Very simple wording, has real world conventions.

While searching for book or ebook, a reset button fixes your search query

It is consistent across all pages using constraints.

For every book search text field, there is a pop up or description to prevent errors.

When inputting info the "close out".

Has understandable wording, human, ex: Hi, Glad, for you

Many of there links take you out of there website and there no control over if you what to go back

Consistent navigation very organized

Has great design for error prevention, Hovering world give a button or link a big red bold color.

Decides the home page not

HOMEPAGE



VIDEO



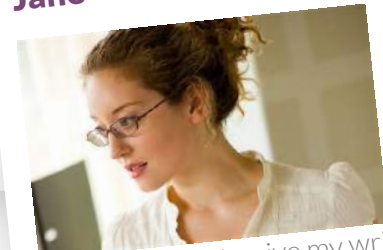
GROUPS



INK ON APP PAGE



Jane — The New User



"I want people to give my writing more thoughtful feedback"

Age: 28
Occupation: Business Management
Location/Hometown: Boston, MA
Tech-Expertise: Mid Range
Devices: Desktop

About Jane:

Jane writes fictional short stories, and is currently looking for a writing group to critique her work. She knows great feedback will make her writing better, and wants to find a group of writers who are experienced enough to give her the quality of feedback she needs.

Pain Points:

big anonymous groups
getting bored with lots of stimuli
doesn't currently have a group to workshop writing
is a writer, and doesn't need to know what a writing group is

Needs / Likes

ways to get himself accountable
small groups
knowing the experience level of other members
to find an online group because doesn't have one in person
is impatient, needs important info quickly
clean, minimal design

How We Can Serve

Break up long videos into shorter videos
Showcase accountability features
Say what types of groups are on the site
Display the skill level of other writers
Emphasize small, intimate groups

Level of writing experience:

6/10

Level of writing group experience:

4/10

Competitive Research

We looked at similar sites and services to understand how the industry and sites work. In addition we compared features to gain inspiration for our future designs.

User Research

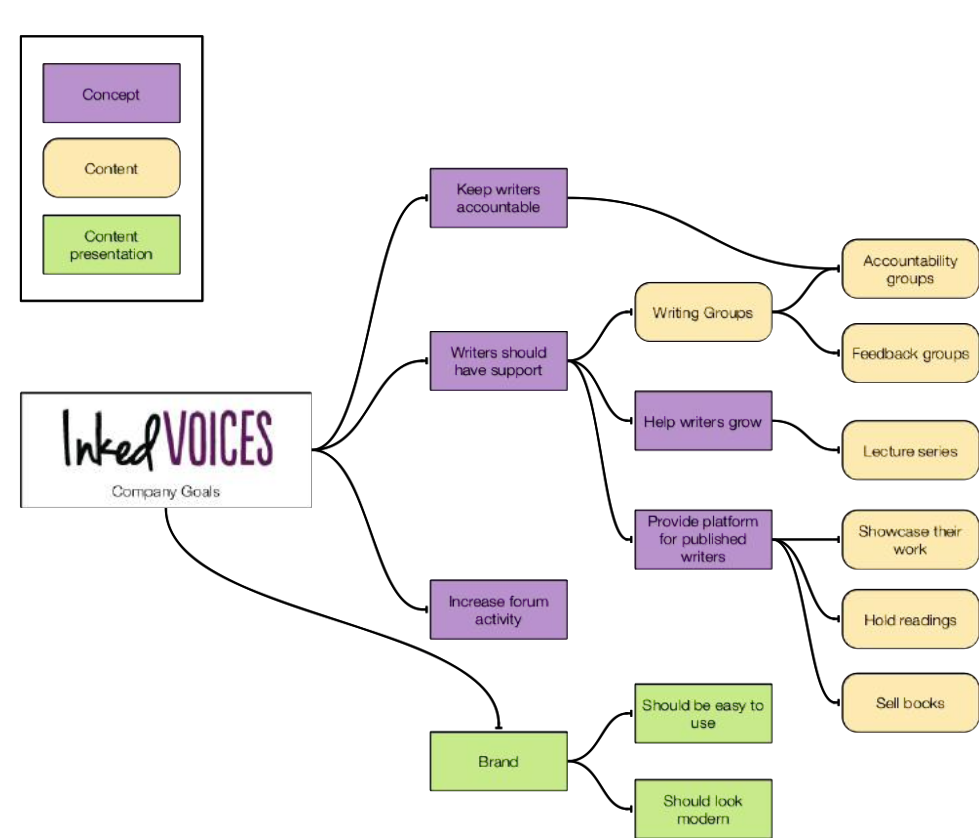
We surveyed and interviewed users to understand their writing group behavior. In addition, we conducted contextual research, watching users use the site and gleaning behavioral insights.

Personas

Using the research, we distilled patterns and insights by making an affinity map and identified various user personas, including the one we would design for -- the one most likely to sign up for a subscription.

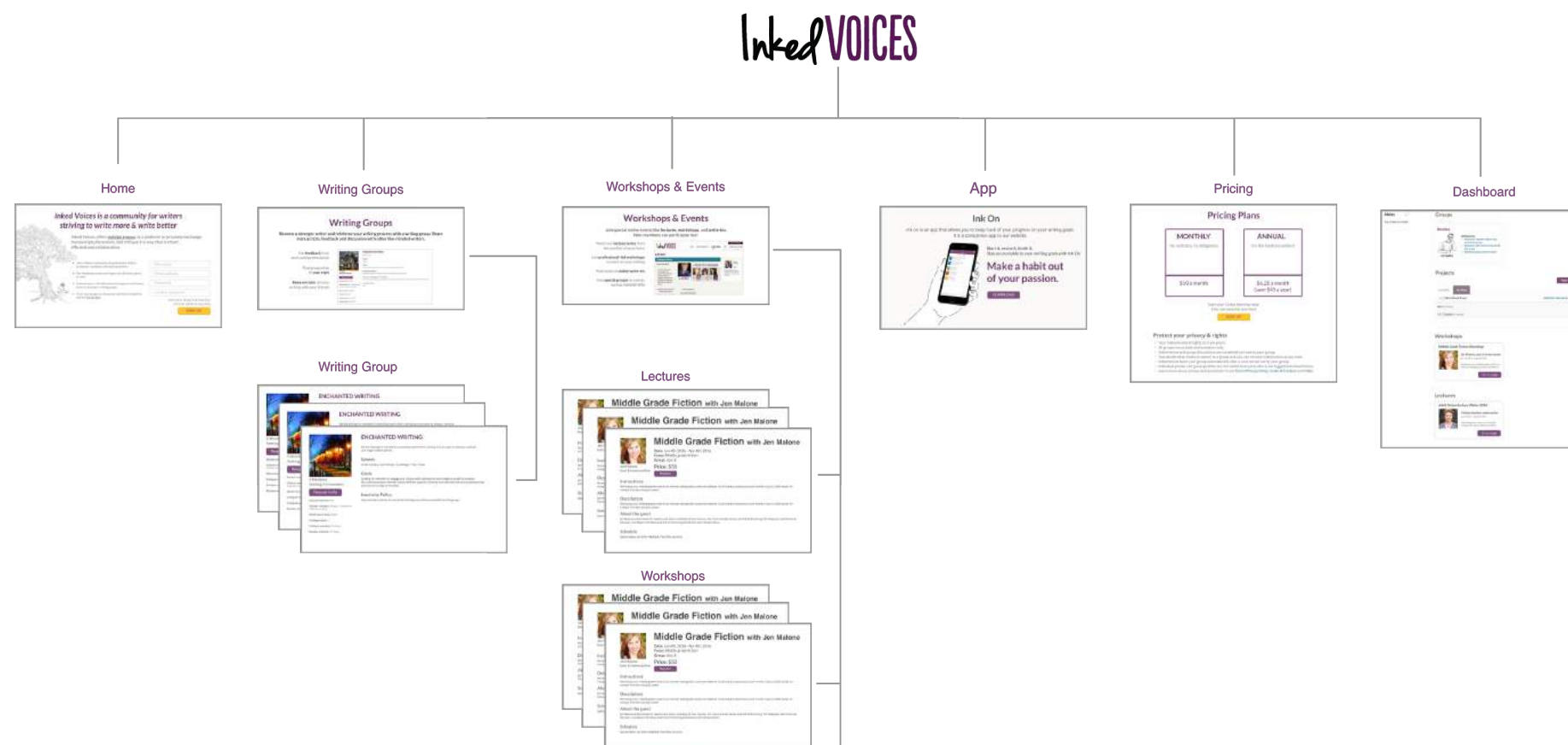
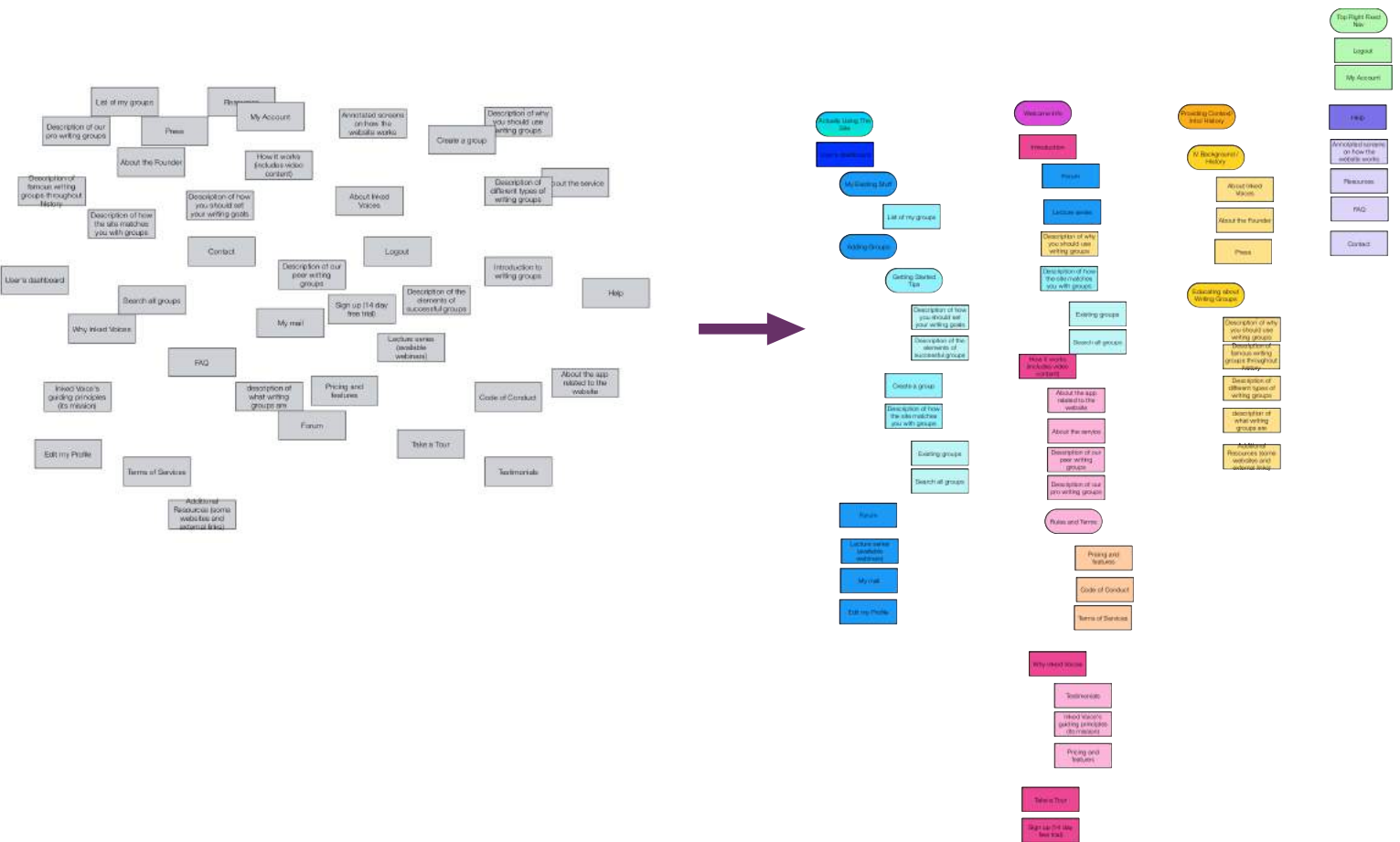
Content Strategy & Inventory Audit

Our research indicated users were overwhelmed with the site's text content. With our client, we created a content strategy and removed unnecessary or irrelevant content.



Card Sorting & Information Architecture

To understand how to structure the site, we had users card-sort site content, to understand how they categorized information. In contrast to traditional paper card sorting, I used Grafo, an iPad app that sped up the process considerably.



Site Map

From the card sorting results, we created a new, simpler, and more intuitive navigation structure for the site. In addition, the site flow changed somewhat to encourage user signups.



Prototyping, Testing, and Iterating

We started designing first by sketching multiple low fidelity wireframes to get the overall layout. Next, we started testing out our medium fidelity wireframes on users to see if functionality was clear before creating the higher fidelity mockups to send to the client.

Design Results

We presented our designs and deliverables to the client who was very happy with the changes. Most of the designs have since been implemented on the site: www.inkedvoices.com.


Keep organized

"Inked Voices is well organized, and a great place to meet fellow writers and discuss and review your work." — Katherine Claire Hayward, Writer, Madrid, Spain

Use your personal dashboard to organize projects and store critiques



Let group members see action items and deadlines on the group's page

Workspaces and dashboard let you keep feedback organized and all in one place



Start your 14 day free trial now!
(You can cancel at any time)

[SIGN UP](#)

About Contact Press Terms of Service Additional Resources Help FAQ Site guide What is a writing group?  

Stay accountable

"Inked Voices gives me the community, accountability and support I need to continue my growth as a writer." — Angelyn, Mystery/Thriller writer, Tennessee

Achieve your goals by participating in writing groups

Be accountable anywhere with [Ink On](#), our progress-tracking iPhone app

Join accountability-focused writing groups to stay on track with others




Learn with your online community

"For writers of all skill levels, ages, and genres" — Kananileialoha Kawika, Fantasy Fiction Writer, Hawaii

Attend [online webinars](#) led by professionals

Get access to [workshops & events](#) from distinguished writers

Discuss topics on the [forums](#) with peers





LinkedIn

LinkedIn Projects

A Platform for Projects

Problem

People who want to gain professional skills don't have many options besides obtaining them from their jobs while people who have passion projects have trouble recruiting talent for them.

Solution

We designed a platform that allowed people to post project listings for people to apply to. A structured setting also ensured people could easily manage their projects and work.

My role

Aside from being the project manager, I focused on user research, information architecture, interaction design, and usability testing to design the native mobile app from a holistic perspective.

Understanding the problem

We wanted to fully understand our users and the problems they faced, so we started with competitive research on existing products and services. Next we moved to user research, sending out screener surveys and conducting in-person interviews to understand how users behaved.

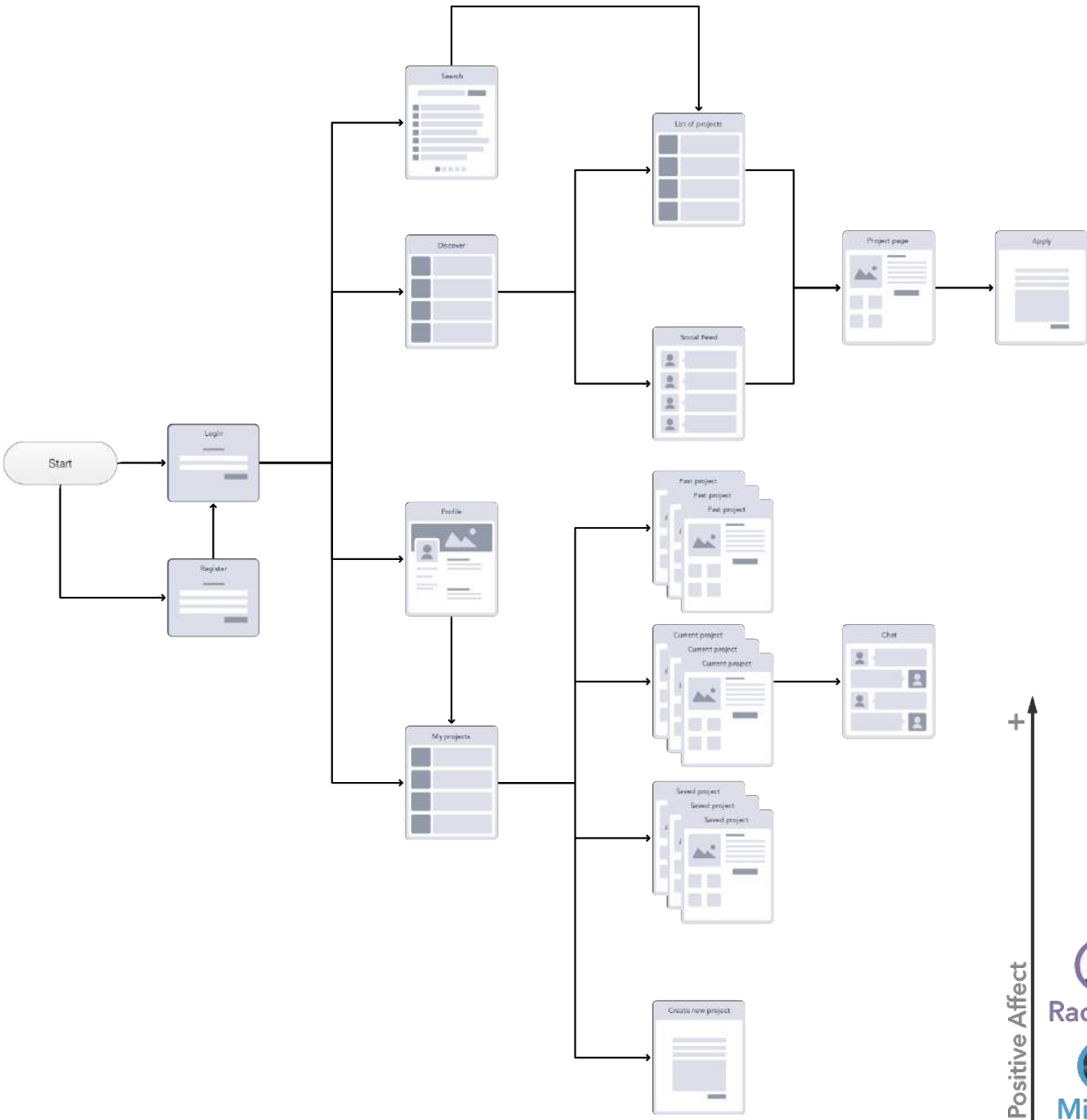
Affinity Mapping

We took this user research and extracted key points, clustering them in an affinity map to see common trends and themes. This helped us clarify the problem and decide how to proceed.



Content mapping & object-oriented UX

Before wireframing, we mapped our app's content onto screens to plan out our design. This is object-oriented UX, a design method that brings object-oriented programming into design by designing 'objects' -- bundles of information, content, and functionality -- streamlining the process of translating design into code.



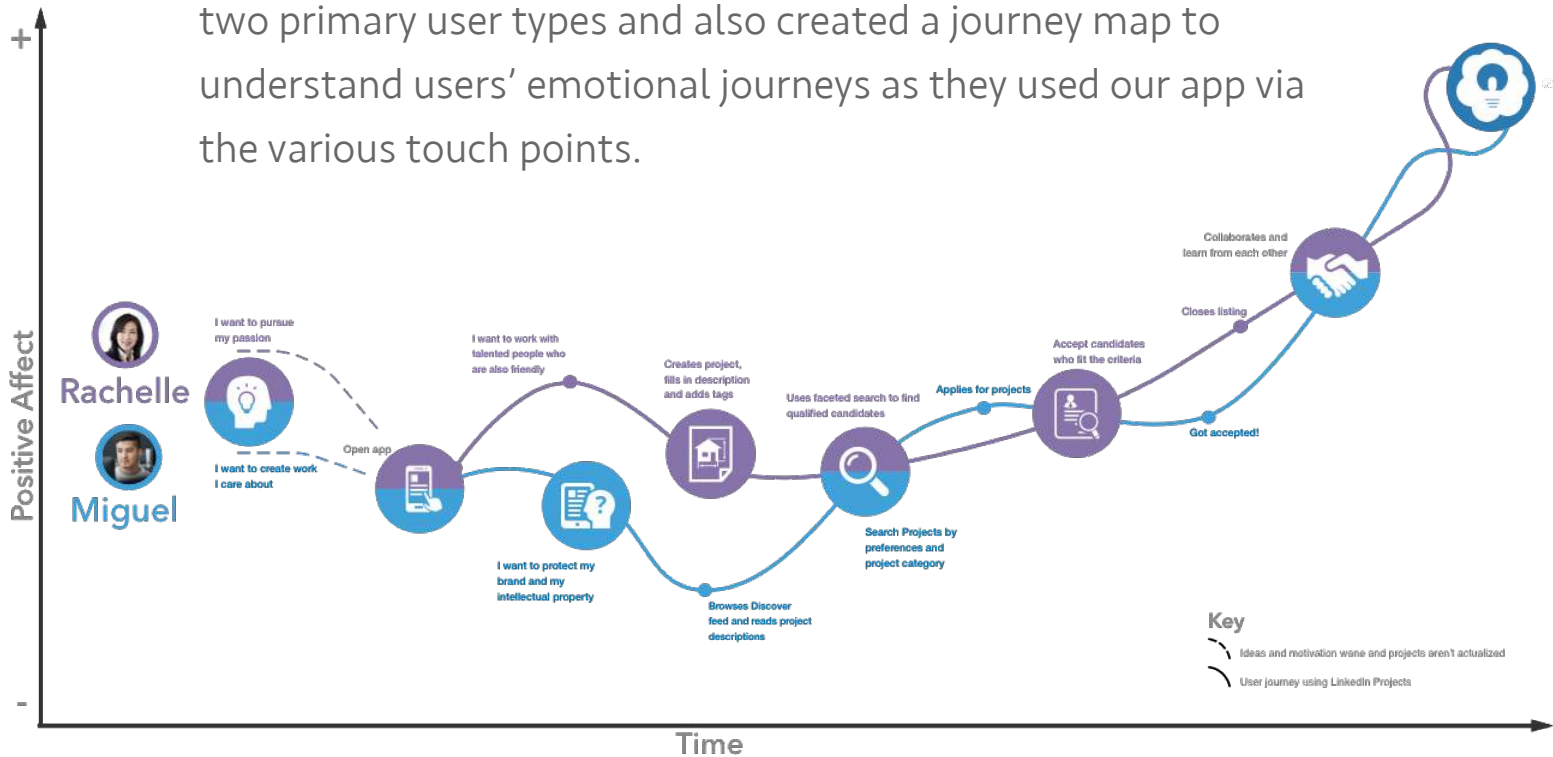
Must	Should
<ul style="list-style-type: none">Project posting, including duration, group size, categoryBe able to apply to a projectIntegration with linkedin profileSearch for candidates/projects	<ul style="list-style-type: none">Message system (within project)SchedulingCan close project listingResume and portfolio
Could	Won't
<ul style="list-style-type: none">File sharing systemAdvanced faceted searchChatroomsVideo chatroomsConnect projects to job boards	<ul style="list-style-type: none">Won't teach skills like classroom settingWon't sell coursesWon't require membership fees

Feature ranking

To make sure we could finish the project within the time and resource constraints, we ranked and prioritized features.

Personas & Journey mapping

To keep the user at the forefront, we created personas for our two primary user types and also created a journey map to understand users' emotional journeys as they used our app via the various touch points.



Prototyping, testing & iterating

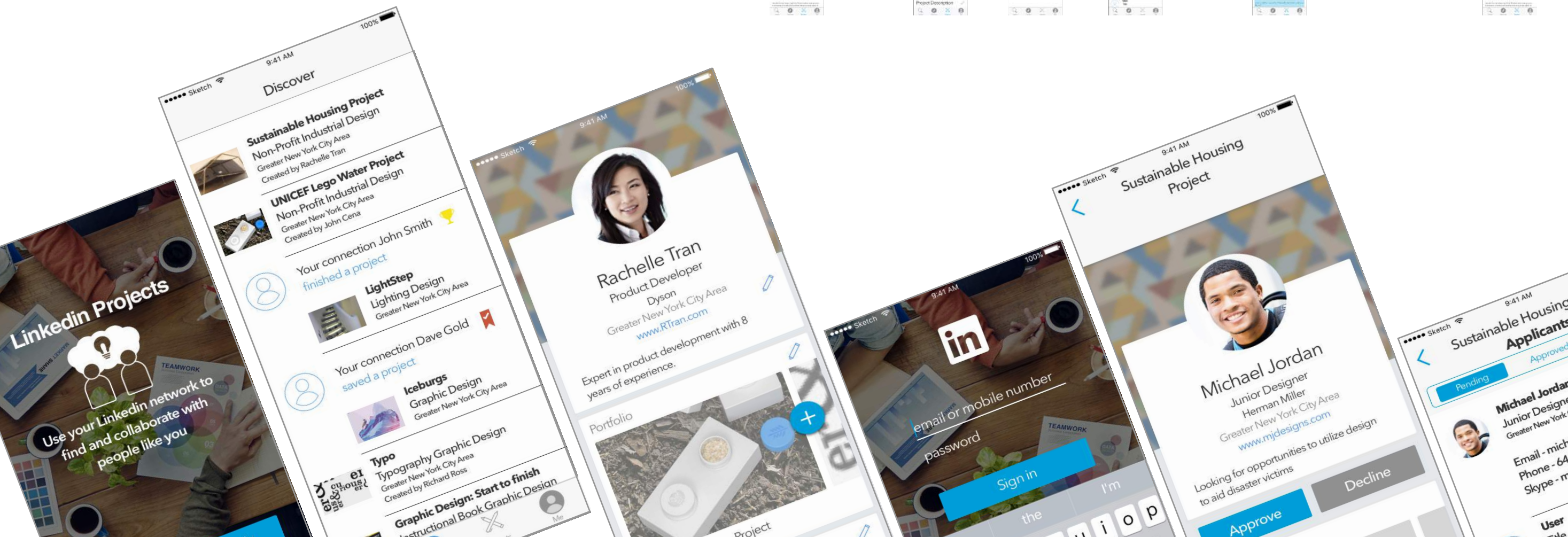
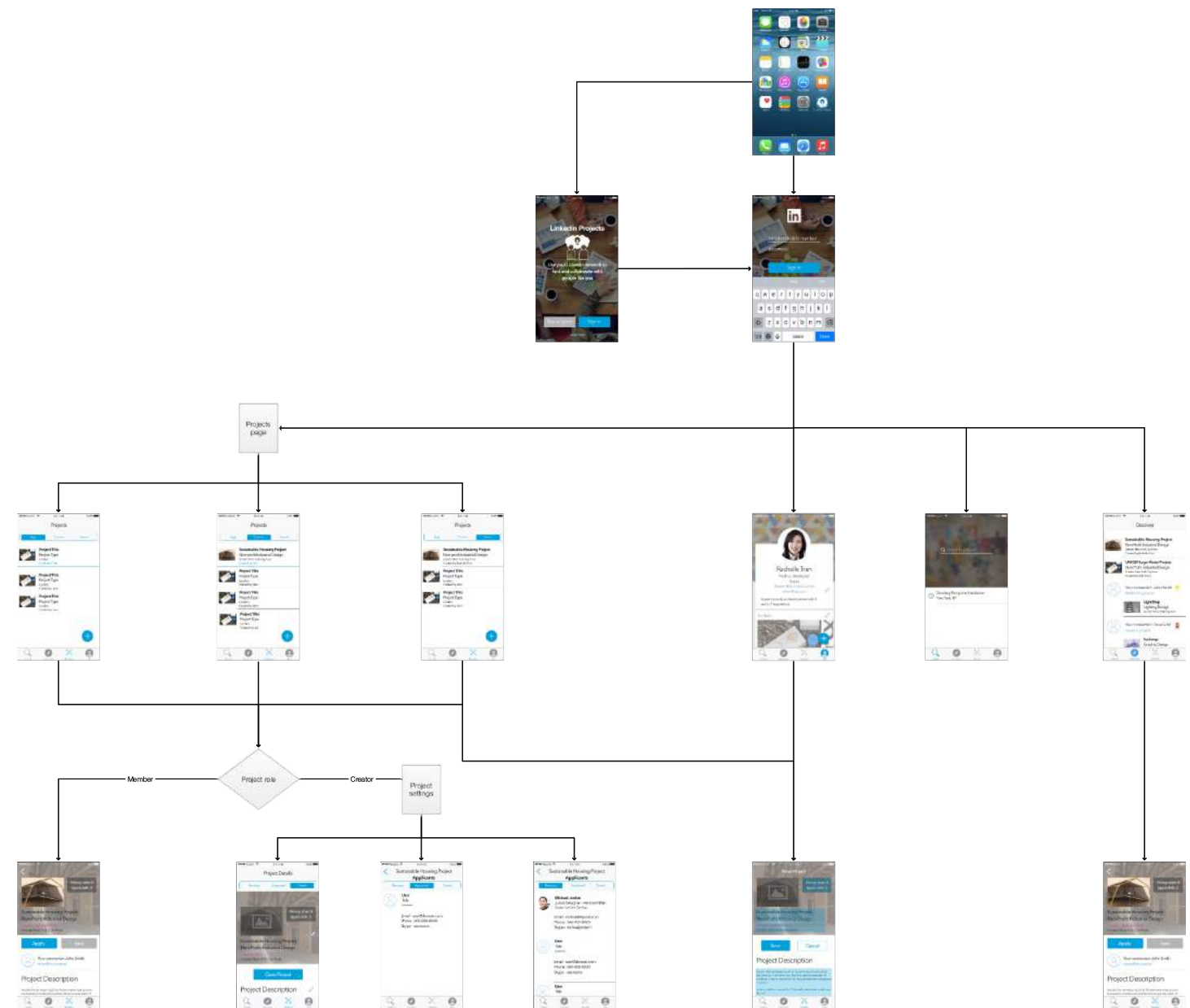
Using our medium fidelity wireframes to prototype in InVision, we conducted usability tests with users, iterating to make various UI and functionality changes. We repeated this process with high fidelity mockups and finalized the screens when the kinks were worked out.

Site map & app flow

Because our app contained numerous screens and states that depended on conditional programming logic, it was important to understand the information architecture. We created a final site map and app flow hybrid diagram as a design communication deliverable.

See the prototype video!

<https://vimeo.com/adrianlin/linkedin-projects>



How I use...



My Evernote Workflow

I am a big fan of the cloud note-taking software Evernote. I use it for everything: to do's, clipping articles, writing journals. It is also uniquely adept at project management, providing many tools that help me keep track of my project materials, plans, and progress. This is how I Evernote.

Tables of content

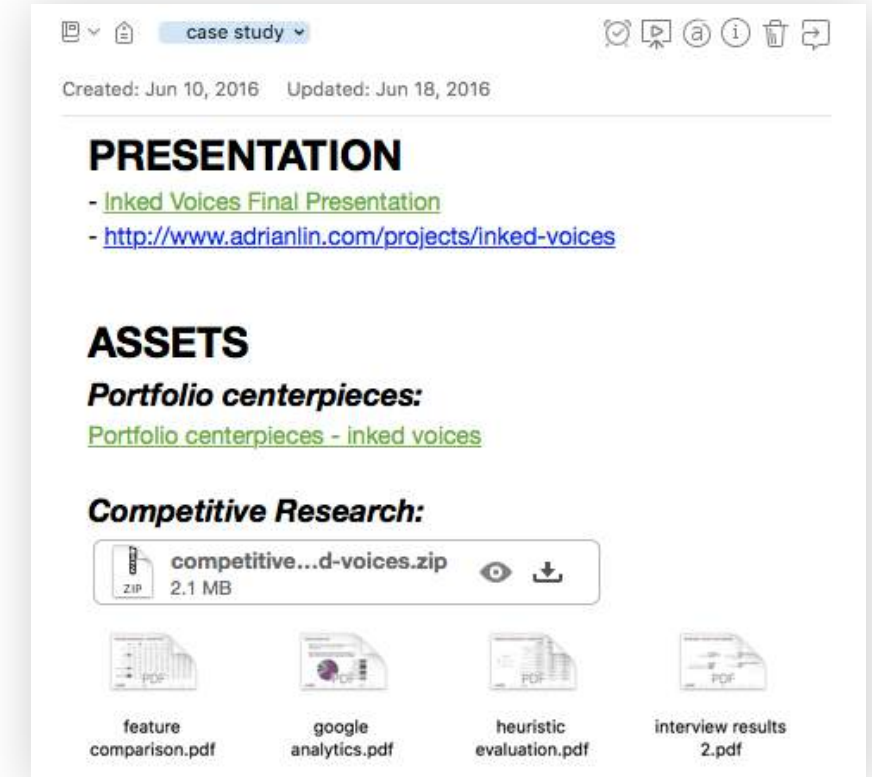
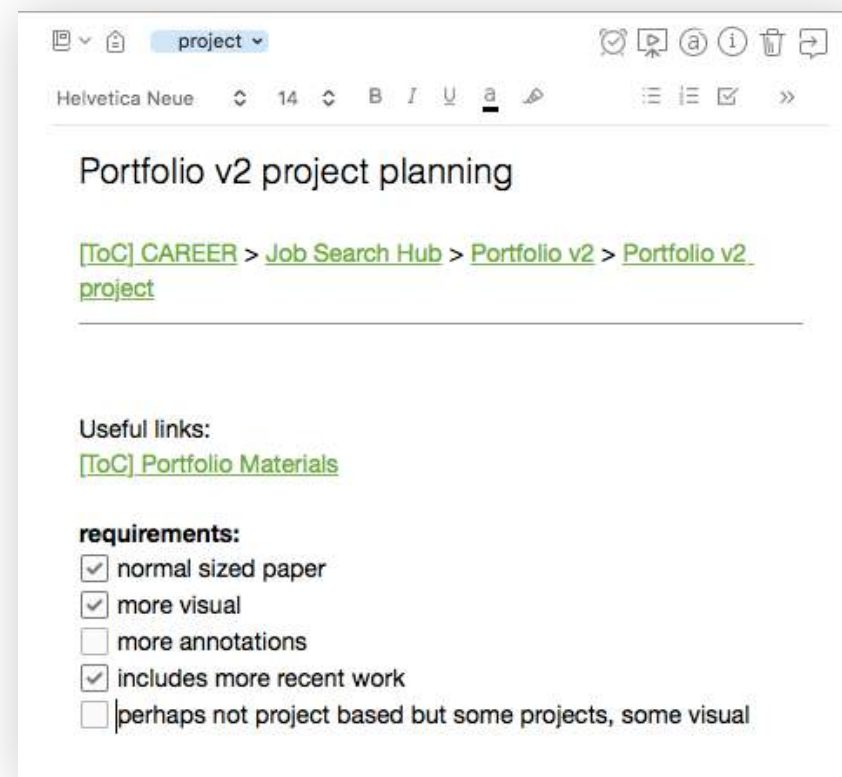
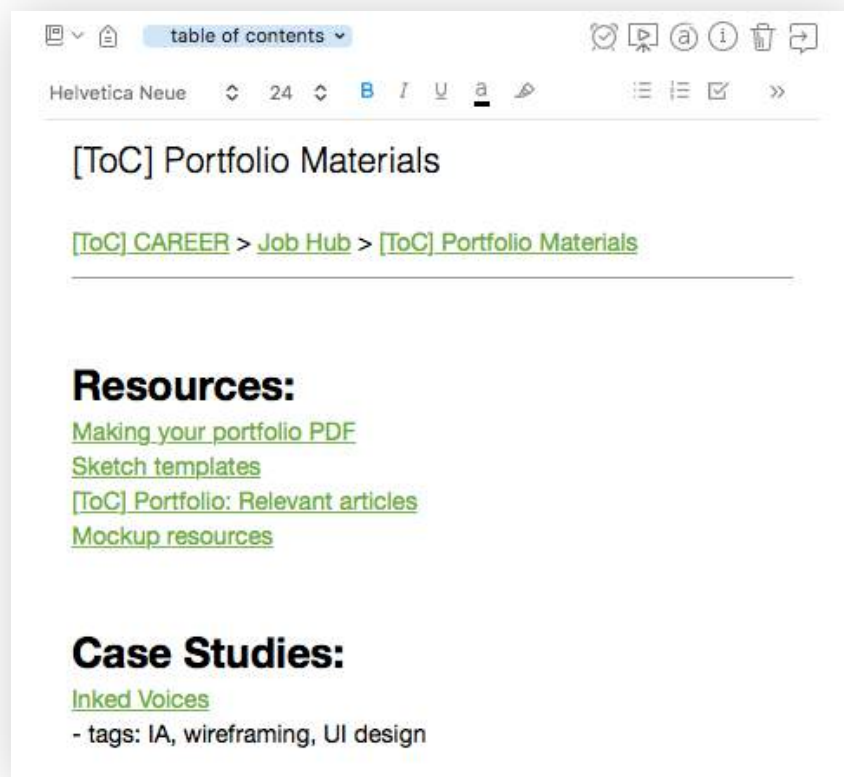
I start each project with an overview note containing links to other notes for each stage of the project. I also add breadcrumbs for backward navigation and to mimic a website directory.

Task lists

I create task lists to follow for my projects. These may be simple one line to do's or links to notes that contain more elaborate instructions.

Content repository

During projects, I post all relevant data, ideas as well as files such as images, text documents or PDFs a repository note. This allows me to access relevant information and files.



How I use...



Sketch³

My Sketch Workflow

I use Sketch for all my visual designs because it is powerful, fast, and intuitive but also because it allows me to design the way I would code. As someone with web development experience(and an often similarly logical thinking process) I find this extremely helpful. This also makes communicating the designs to developers much easier because it is already designed with development in mind.

Text Styles = CSS classes

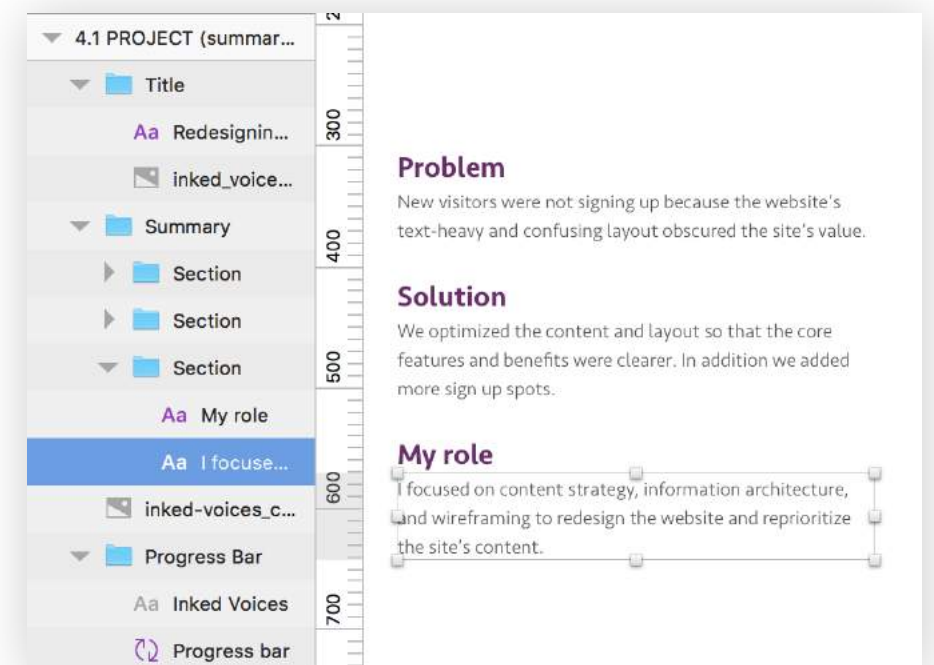
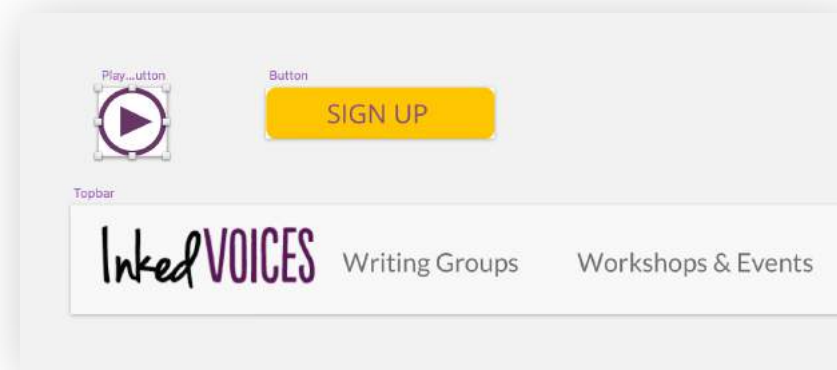
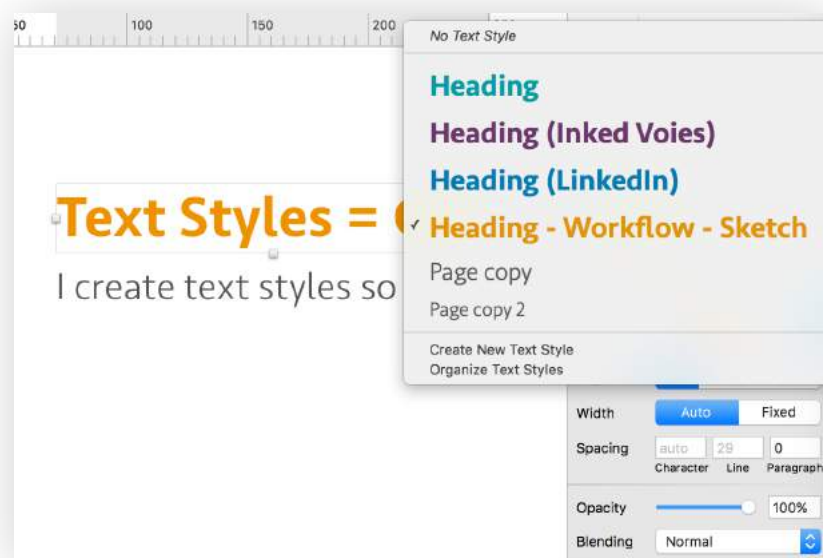
Typography is a design fundamental, conveying information and importance. I create text styles to easily apply them to different content -- all content of the same type will be instantly updated upon updating the text style, just like with a CSS class.

Symbols = D.R.Y. UI elements

I use symbols for repeated UI components such as buttons, icons, or a certain arrangement of grouped elements. Update the symbol once, and every instance of it is updated. It is D.R.Y. (Don't Repeat Yourself) design.

Groupings = semantic HTML

I organize and label my groupings meaningfully. The file is structured the way HTML would be coded and it is easy to identify which layers contain what, a practice I gained from programming. This also helps other people who access the document understand my work.



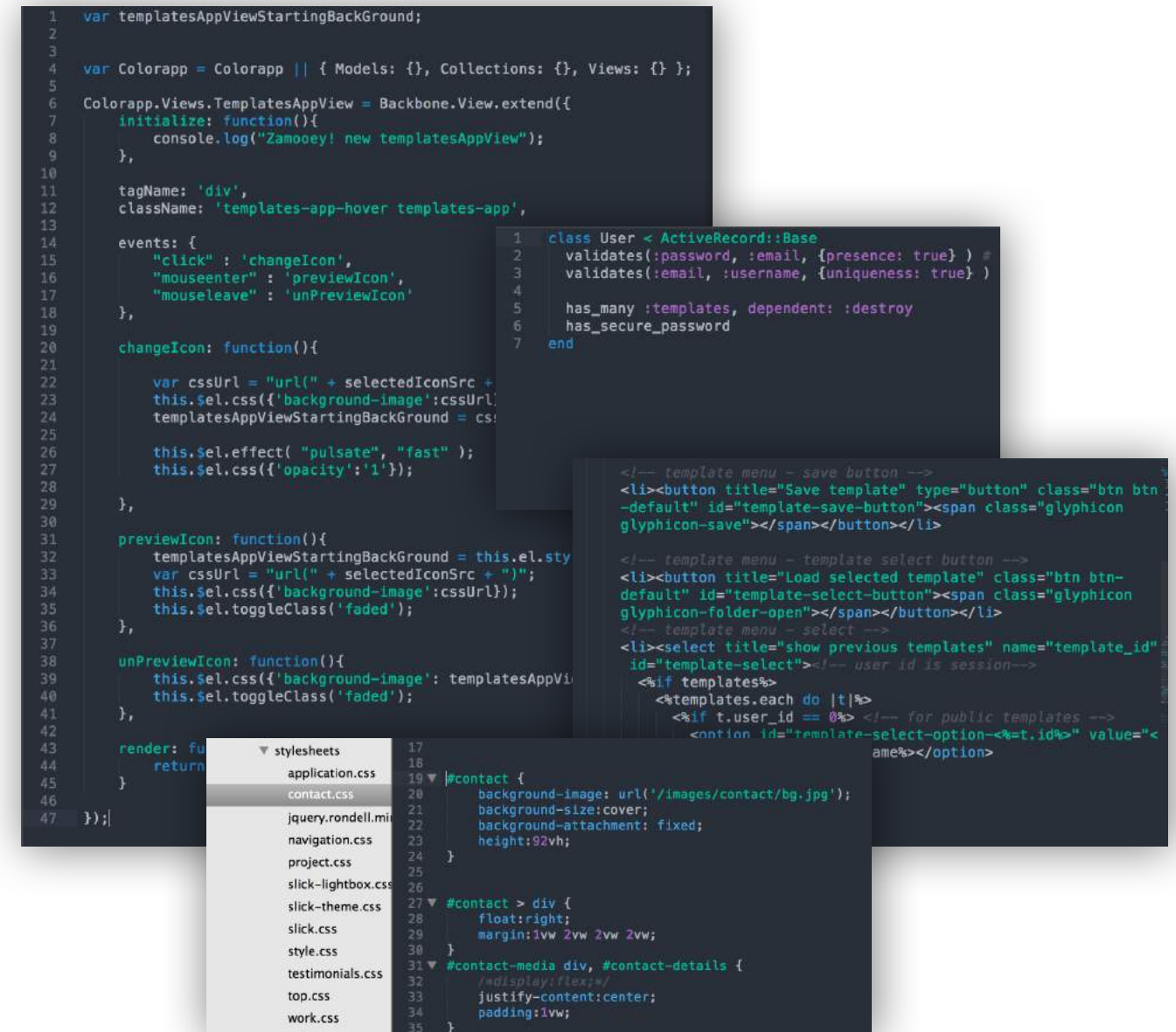
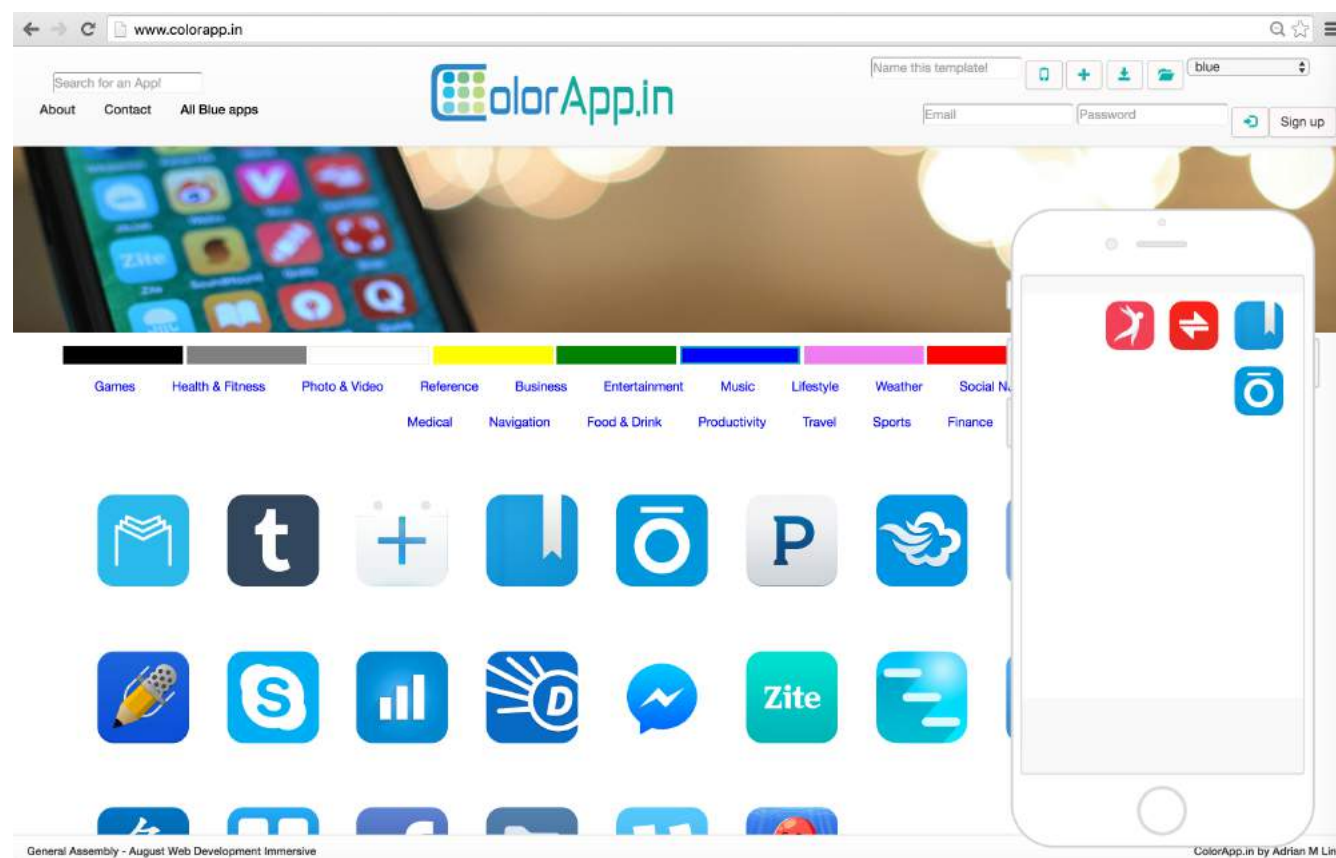
I also do...

Web Development

In addition to UX design, I have experience in web development. I work mostly with front end development, using HTML, CSS, and JavaScript. I enjoy coding because I like solving problems, and it overlaps with design. A well designed app needs well designed code.

What else I'm learning

I always enjoy learning, and the same goes for code. Currently I'm teaching myself ReactJS as well as learning best practices and more in-depth details for the fundamentals of HTML, CSS, and JavaScript.



Colorapp.in

I designed and coded this web app when I was more developer than designer though the result was still pleasing. This app interfaces with the Apple app store API and pulls in apps, sorts them by colors, and allows you to create a phone mockup of it. Yes, I color code the apps on my phone screen. This app was mostly built on the Ruby-on-Rails framework along with Backbone.js



Let's talk!

✉ adrianlin.nyc@gmail.com

[in linkedin.com/in/adrianmhlin](https://www.linkedin.com/in/adrianmhlin)