



Adrian Lin

UX Designer & Web Developer

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Hi, I'm Adrian

I am a UX designer & web developer. I design the human-centered experience and translate it into code in an intuitive, efficient, and enjoyable manner. I believe in the power of bringing 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 is probably why I am in a field such as UX Design.

In my free time I...



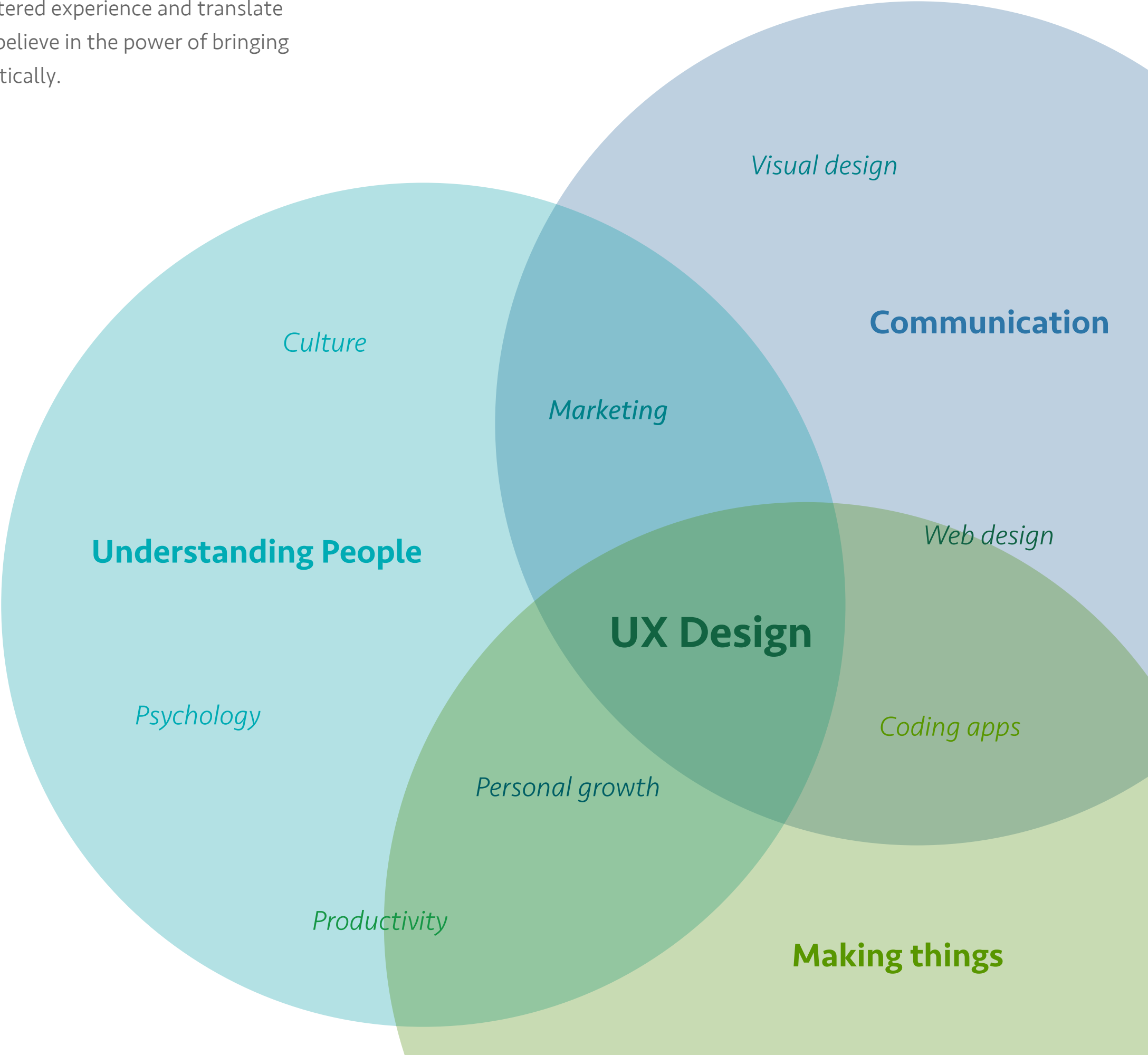
Learn (human) languages



Ponder the mysteries of life



Play flamenco guitar



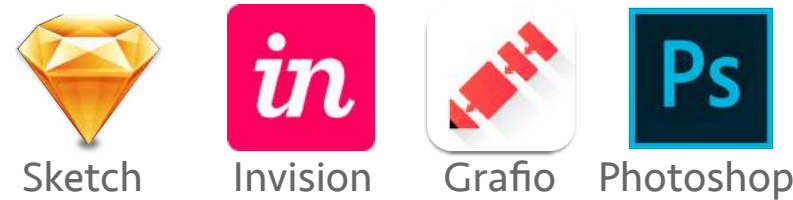
My Tools

I use a variety of tools 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.

Programming



UX/UI Design

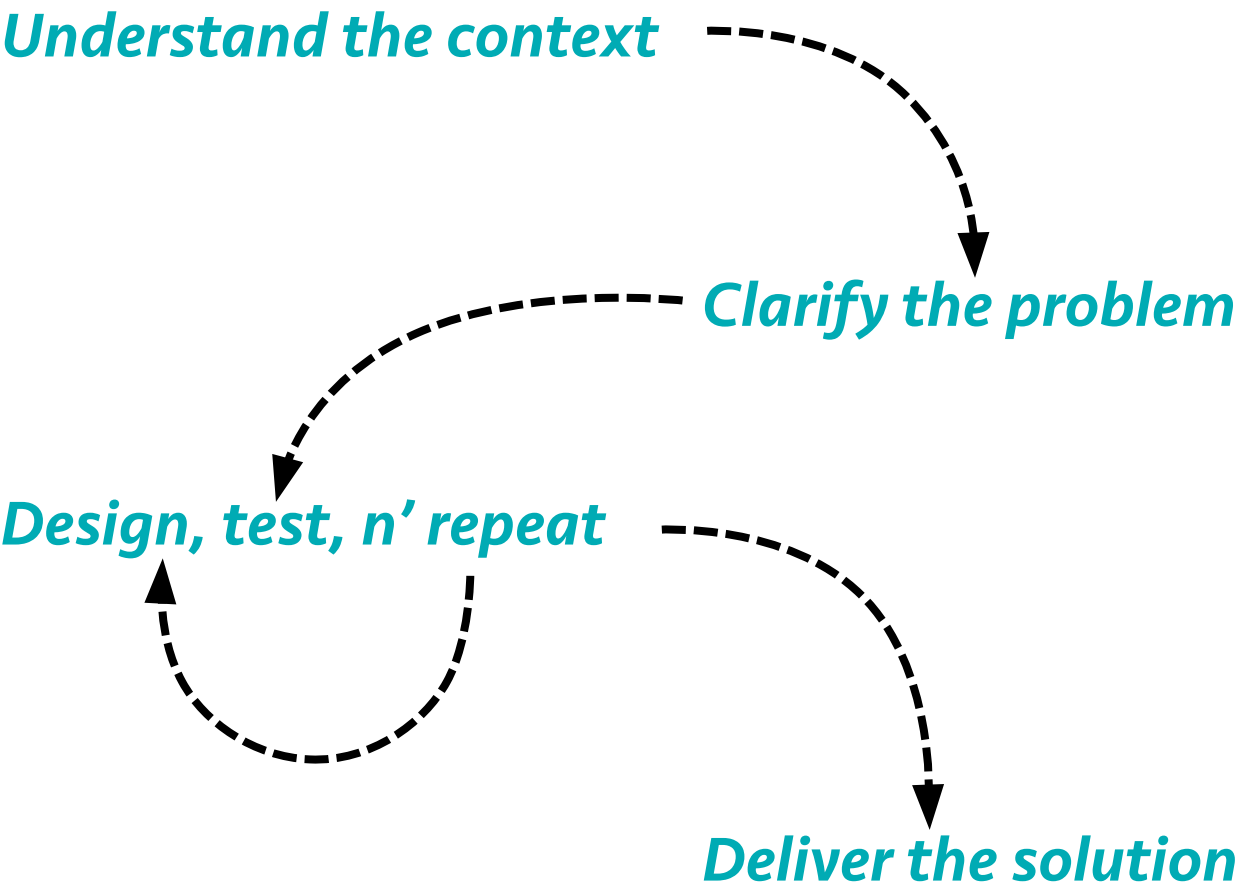


Collaboration



My Process

My design process starts by understanding the project, the users, and the client's goals. Research allows me to fully undrestand 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.



Visibility of System Status

Match Between System and Real World

User Control and Freedom

Consistency and Standards

Inked VOICES

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

Buttons are too small,

THE NEXT Big Writer helping make it you

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.

Scribophile

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.

Besides the home page not to recognize

HOMEPAGE



VIDEO



GROUPS

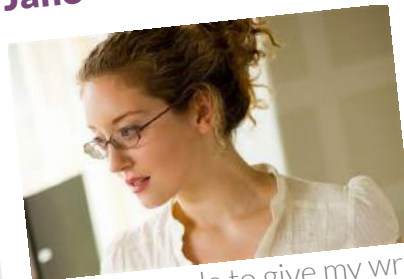


INK ON APP PAGE

It's visually appealing

Wish App

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

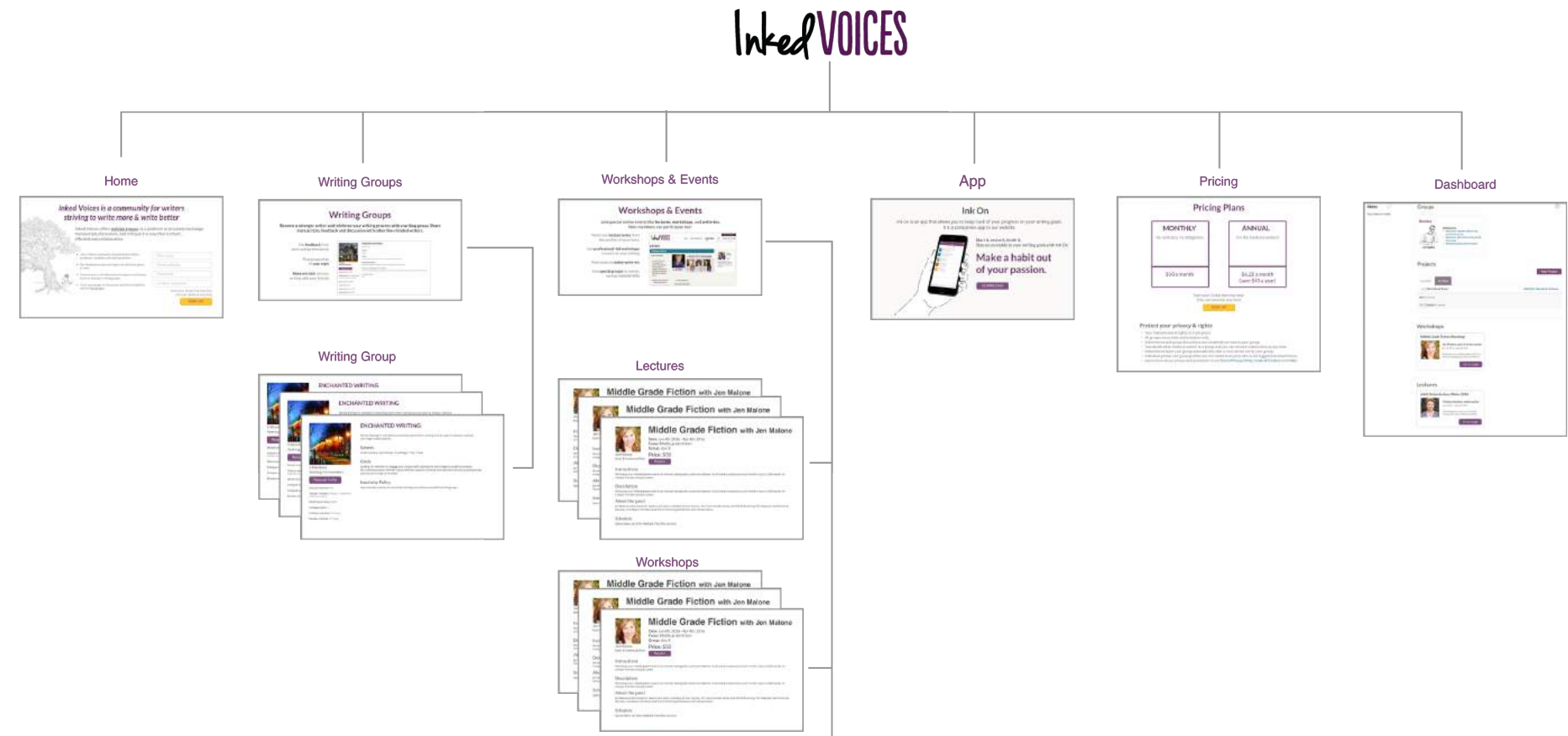
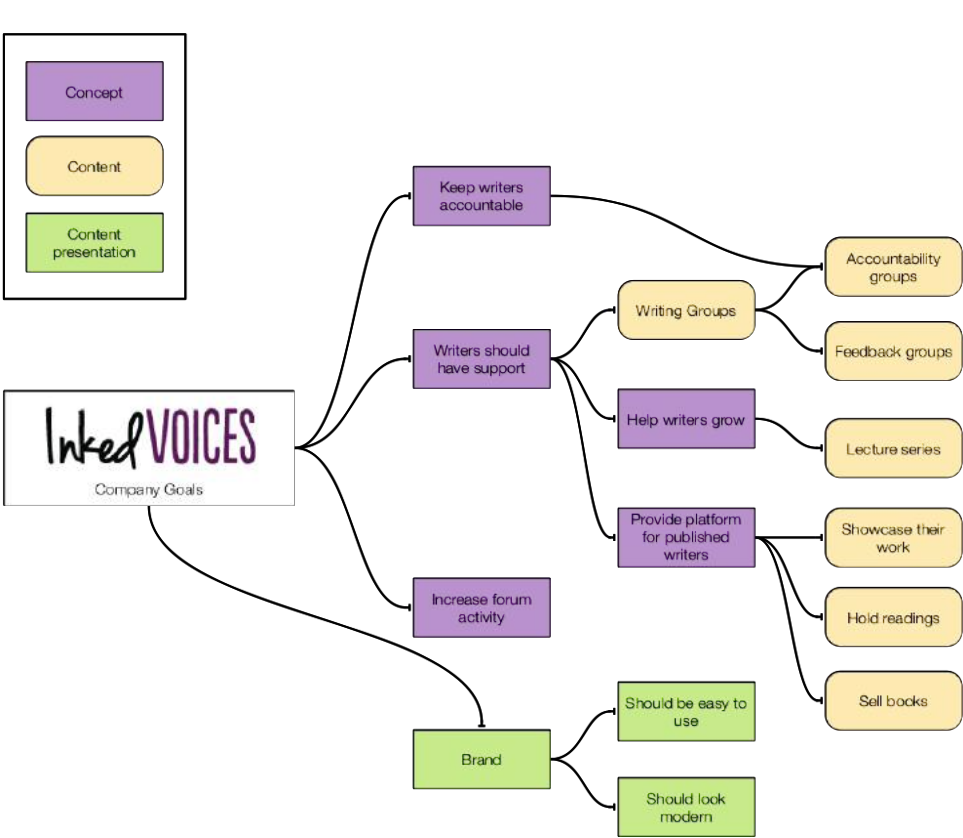
We surveyed and interviewed to understand their writing group behavior. In addition, we conducted contextual research, watching users use the site and gleaning behavioral insights.

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.

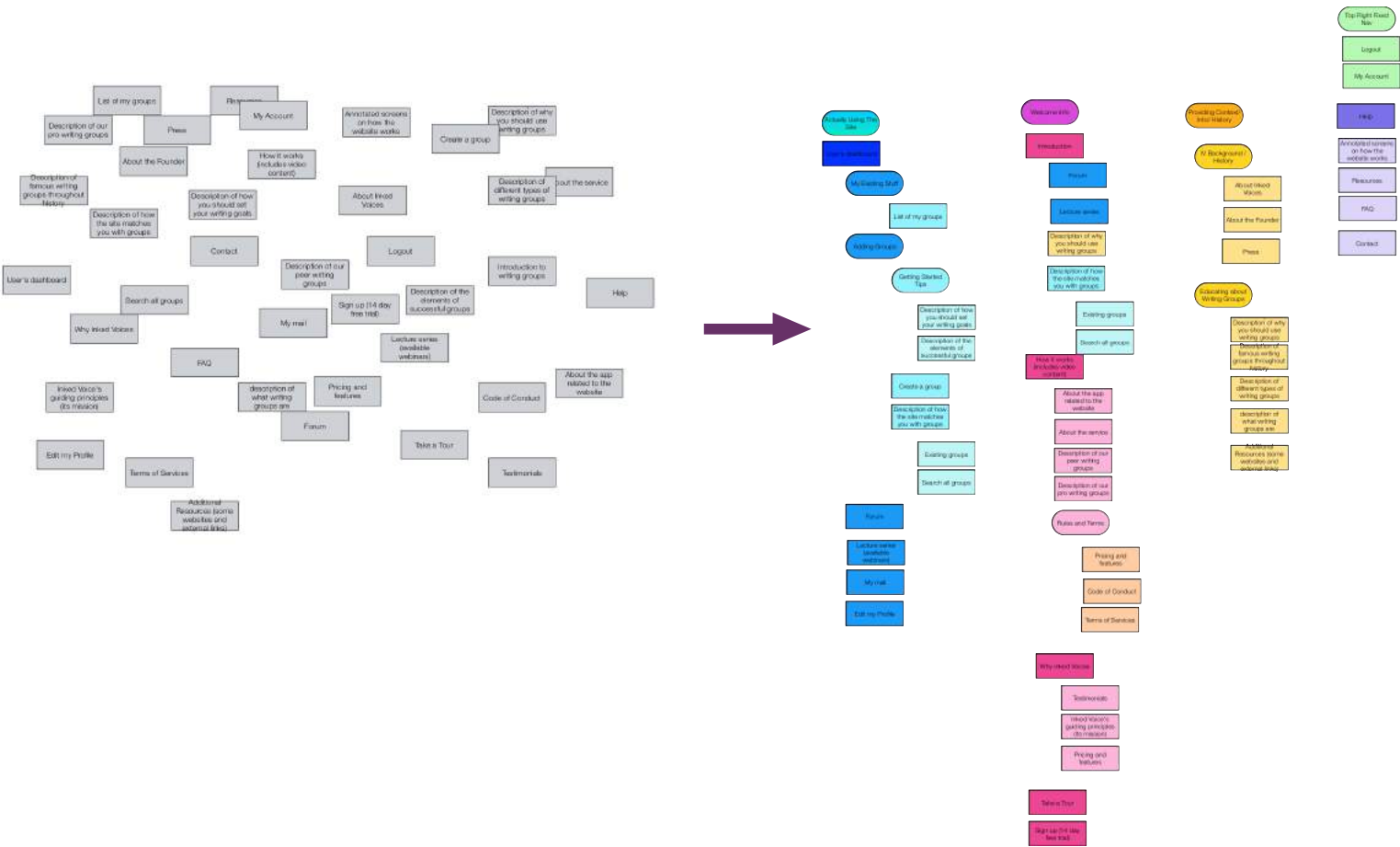
Content Strategy & Inventory Audit

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.



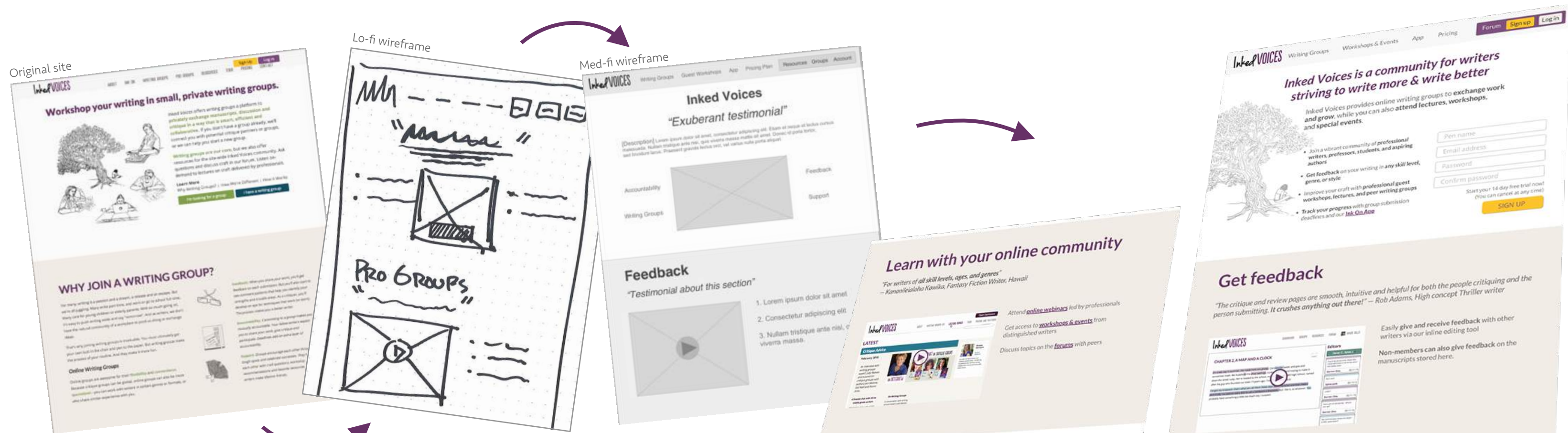
Card Sorting & Information Architecture

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.

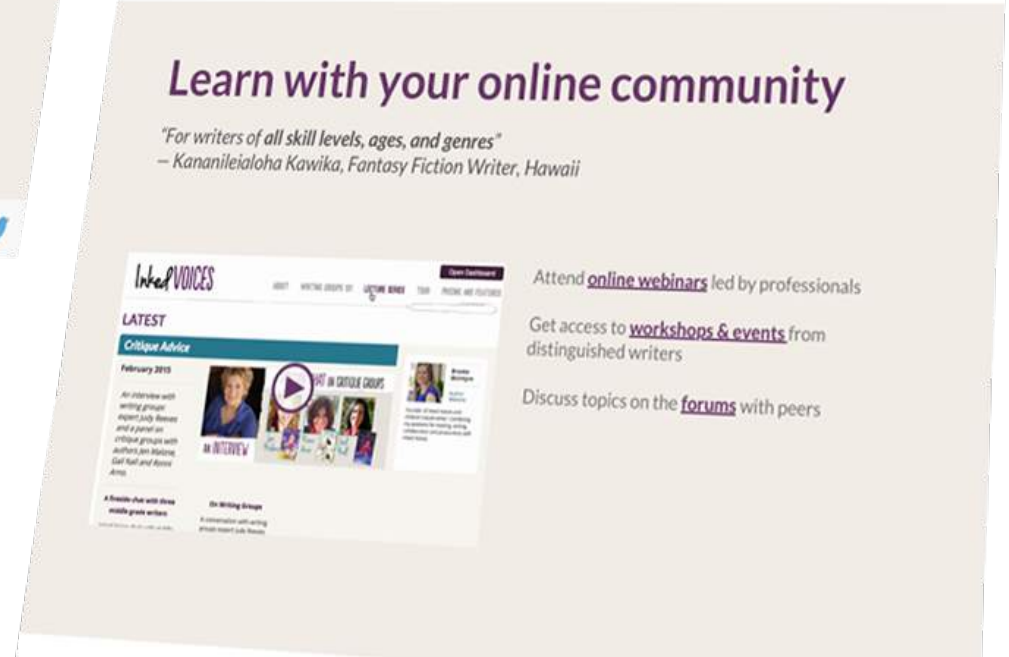
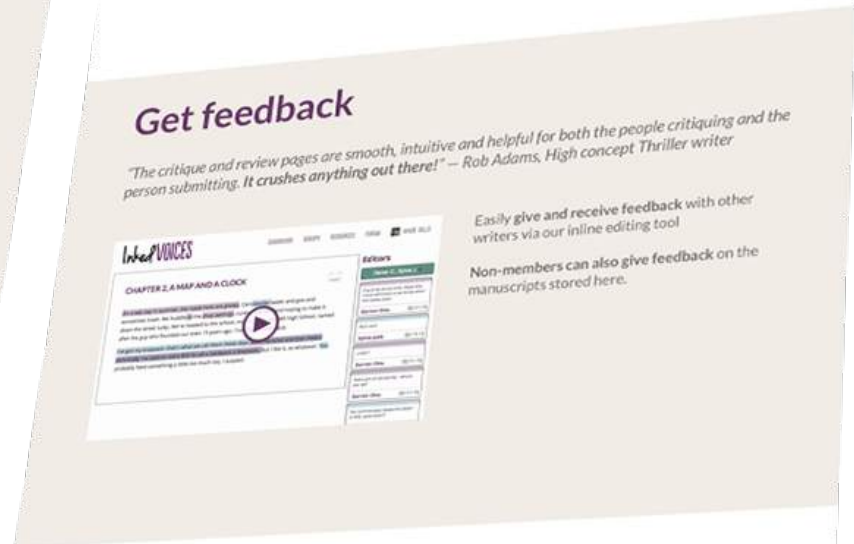
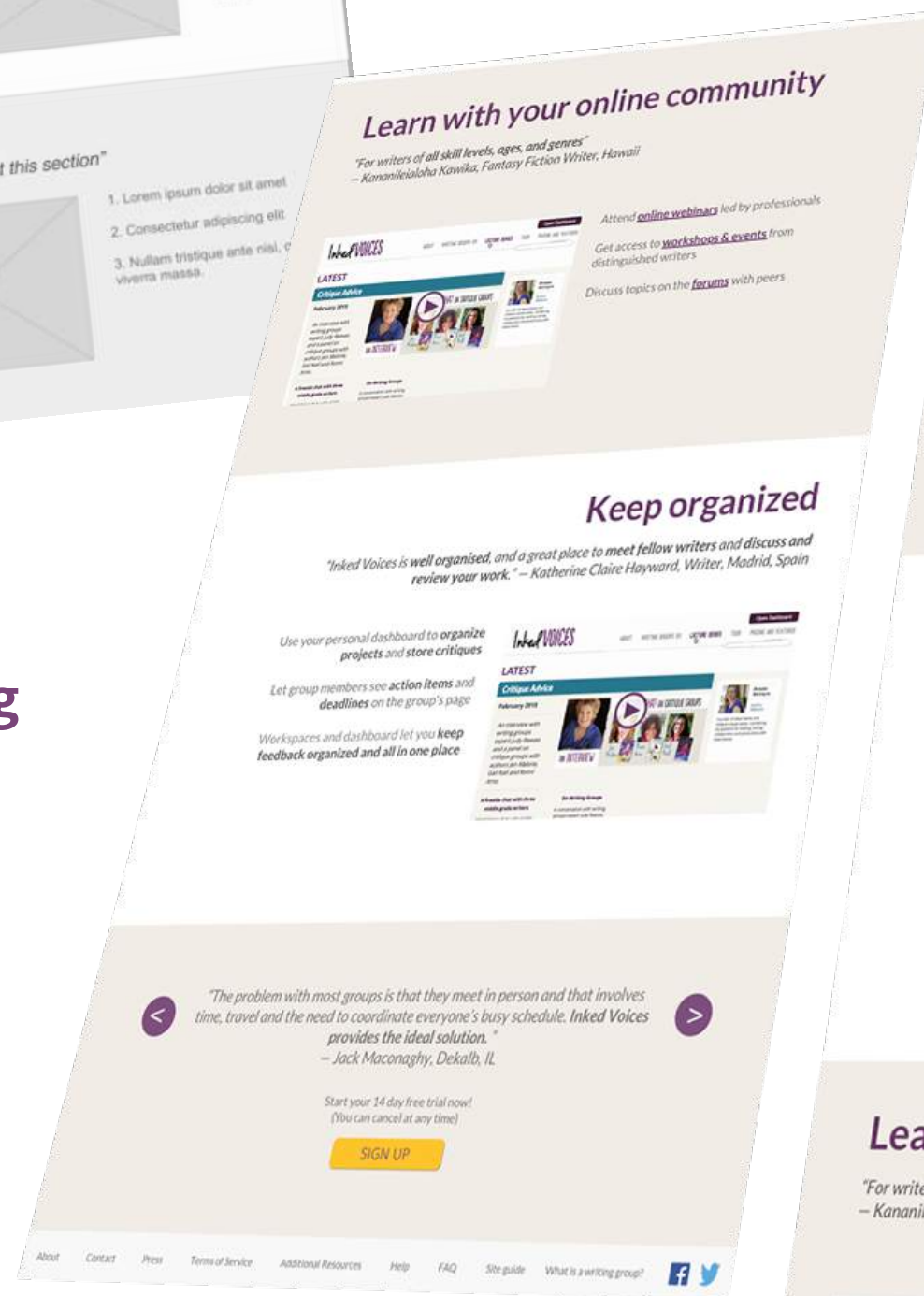


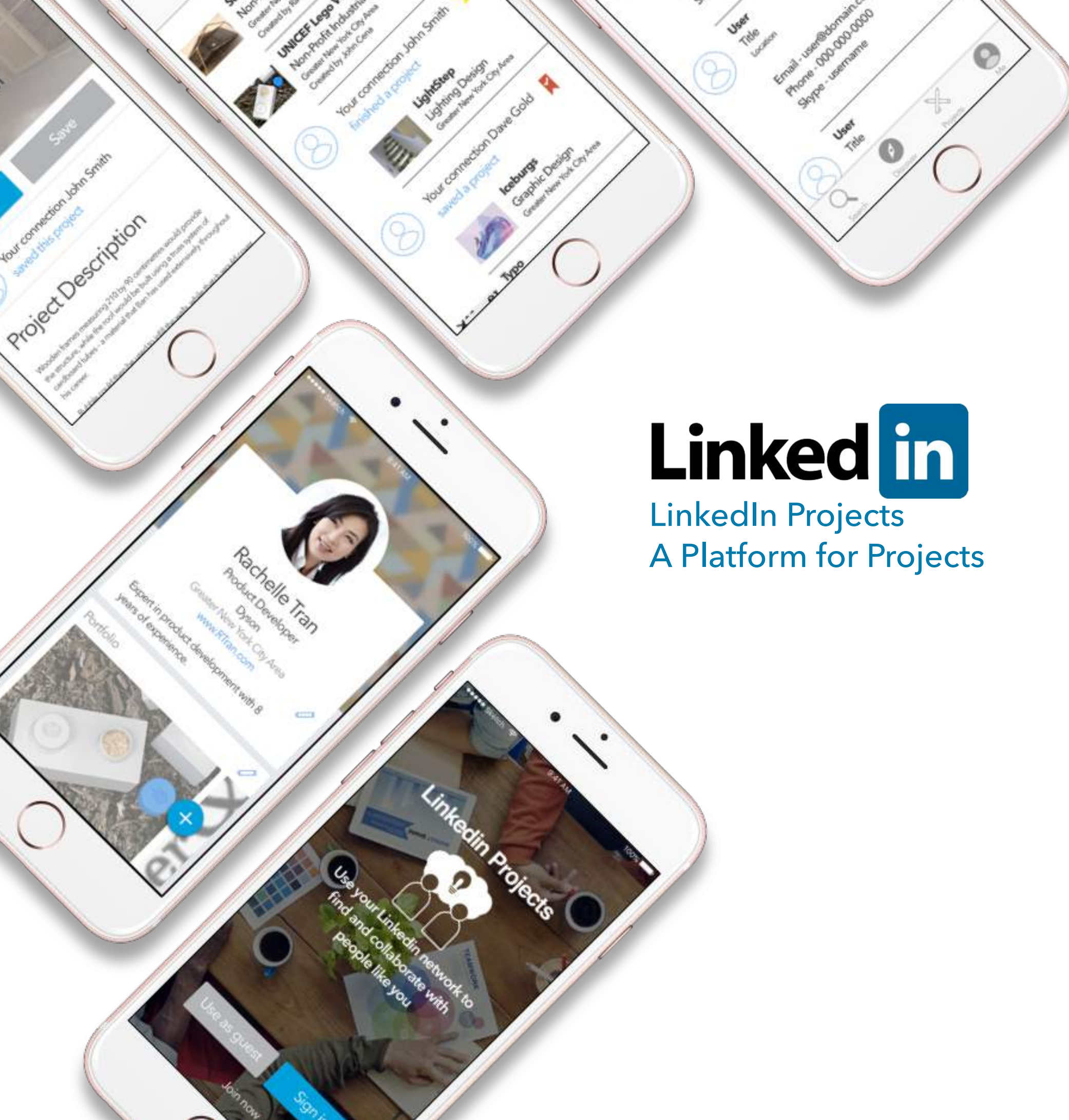
Wireframing, Prototyping, Testing, and Iterating

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 finally 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.





LinkedIn

LinkedIn Projects

A Platform for Projects

Problem

People who want to gain professional skills don't have many options besides 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.



Attributes

APPLICANT

Discover Projects and People

Portfolio

Béance

COROFLOT

Search Projects, Work in Progress, People, Teams (studios like Adobe). Can also search Creatives To Follow, Galleries and Collections

Search people, projects

Yes

Search by keyword, location, field, or company

Search with location, keyword, specialty, company search

Hit apply and it redirects you to companies application

Attributes

MENTOR

Onboarding

Find a Menthe

Find the right program

Types of mentorship

Retrospective Reviews

Location Finder

Mentoring.org

College Mentors For Kids

MENTOR

Application form/ E-mail/Local mentoring programs

Program coordinator assigns mentee after interview process

Interview with program coordinator

Career, education, social

Relationship with

User Sign up

Apply to be mentor or volunteer (community council, college mentors, raise funds, special projects, committees)

Apply at college mentor for kids chapter at your college

Attributes

Onboarding

Interest Categories

Introduction Method

Skills Validation

Messaging

Shapr

Sign in with LinkedIn or email

Add interests using keywords, anything from Photography to Private Equity

Receive daily batch of people according to preference and can swipe left or right to dismiss or meet this person

Pulls LinkedIn overview, past jobs, URL, schooling, interests

In-app

Grip

Sign in with Facebook and LinkedIn

Join communities for Seed Investment, Mobile Developers, Copenhagen Startups, etc.

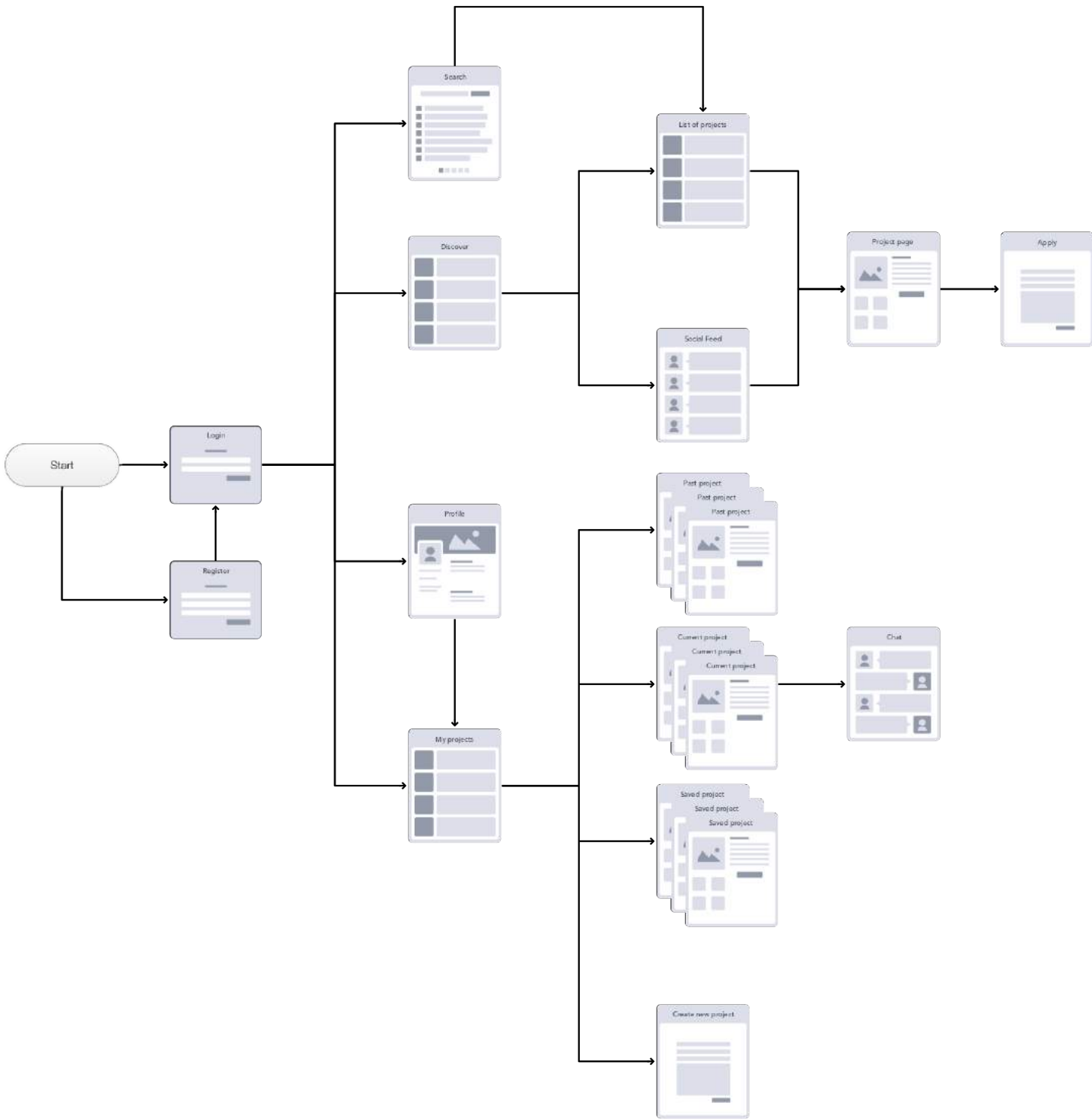
Swipe left or right through people within a community

Pulls LinkedIn overview, job titles, "grip strength"

In-app

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.



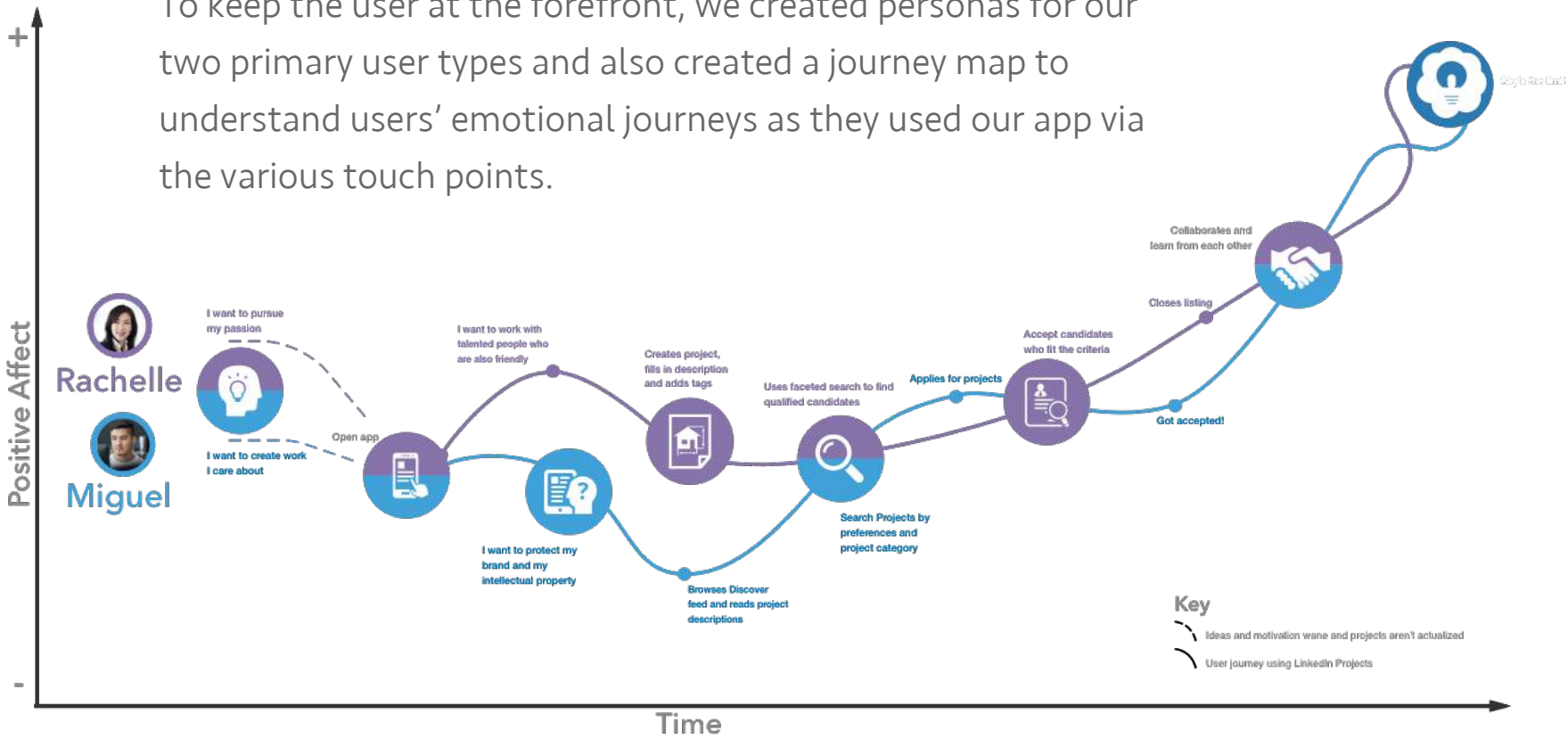
Feature Prioritization

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

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

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

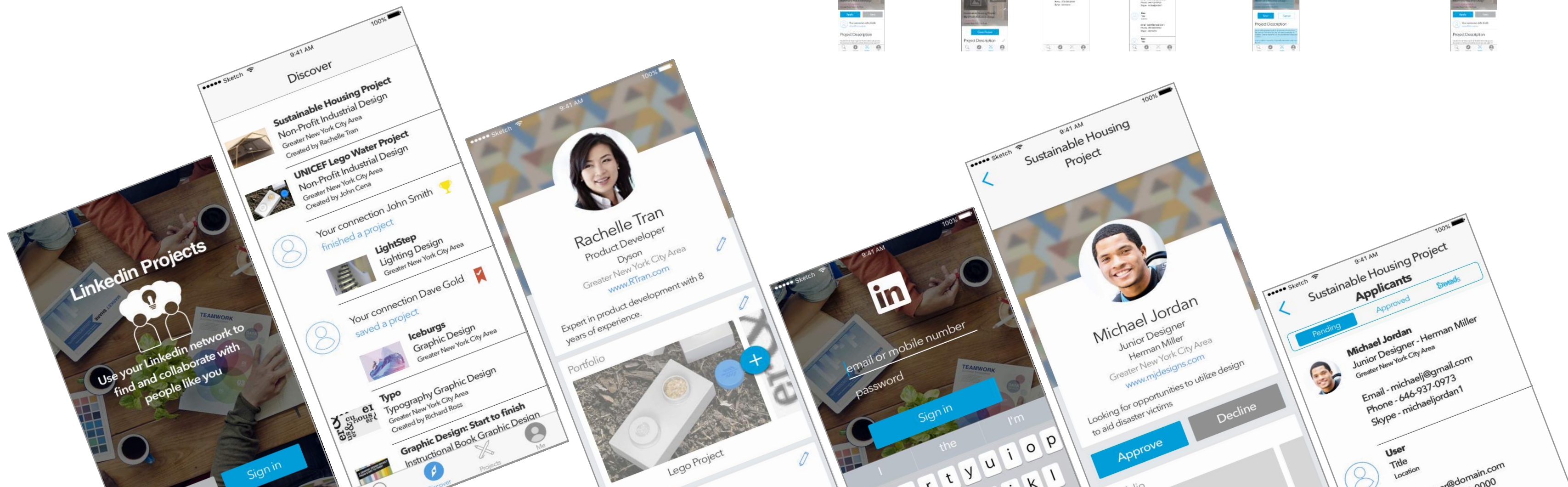
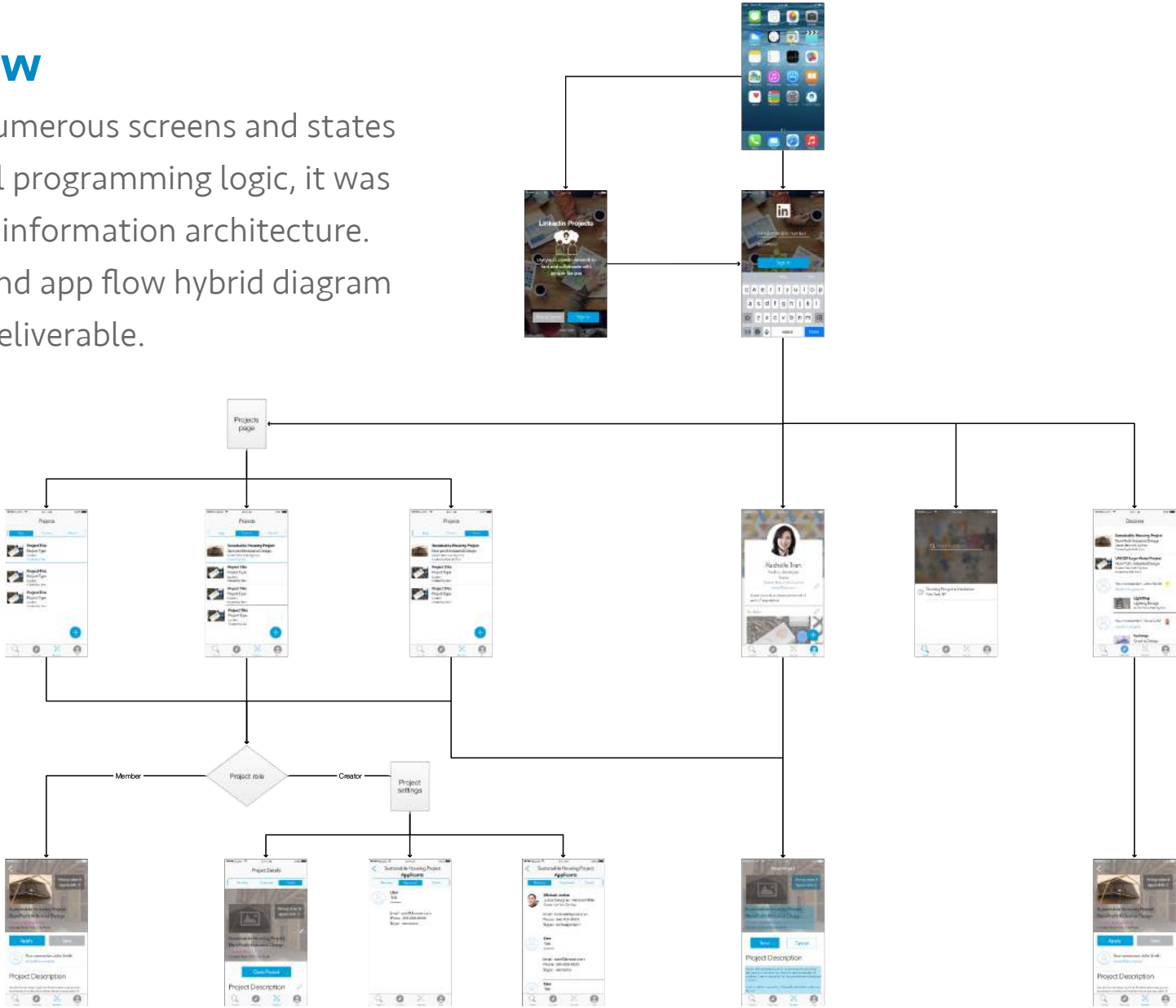
Using our medium fidelity wireframes to prototype in InVision, we conducted usability tests with users, iterating to make various UI and functionality changes. We repeated this process with high fidelity mockups and finalized the screens when the kinks were worked out.

See the prototype video!

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

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.



How I use...



My Evernote Workflow

I am a diehard 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

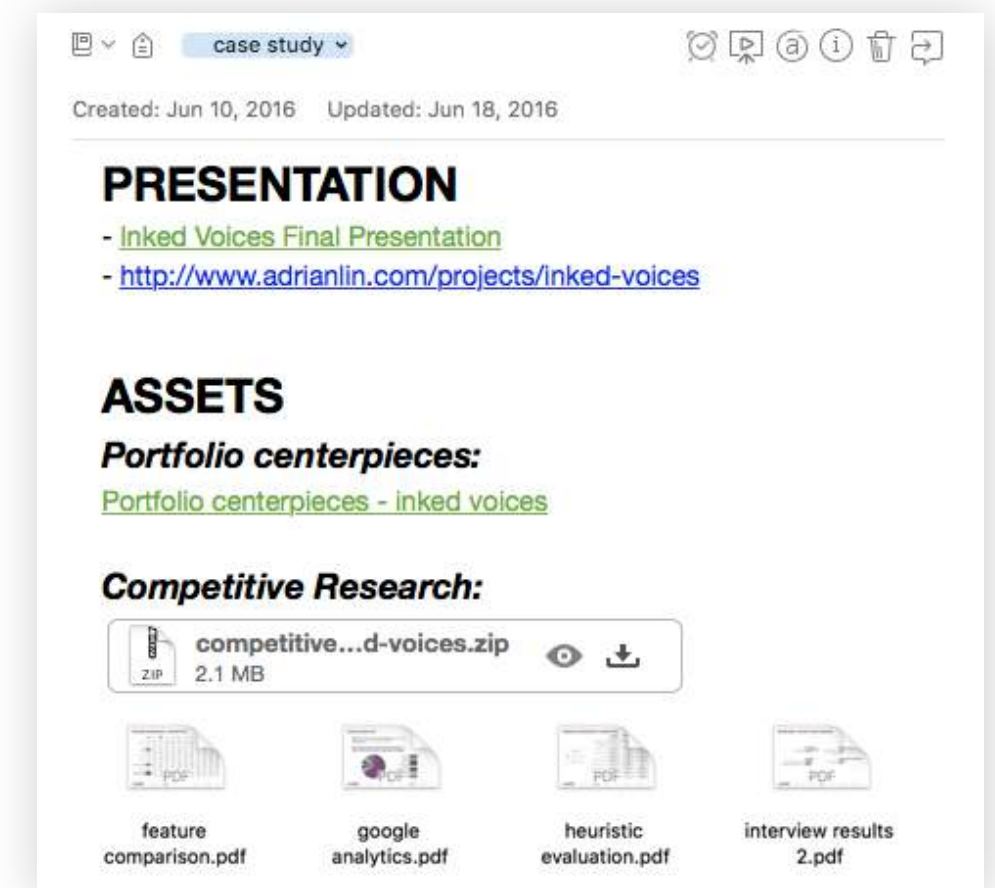
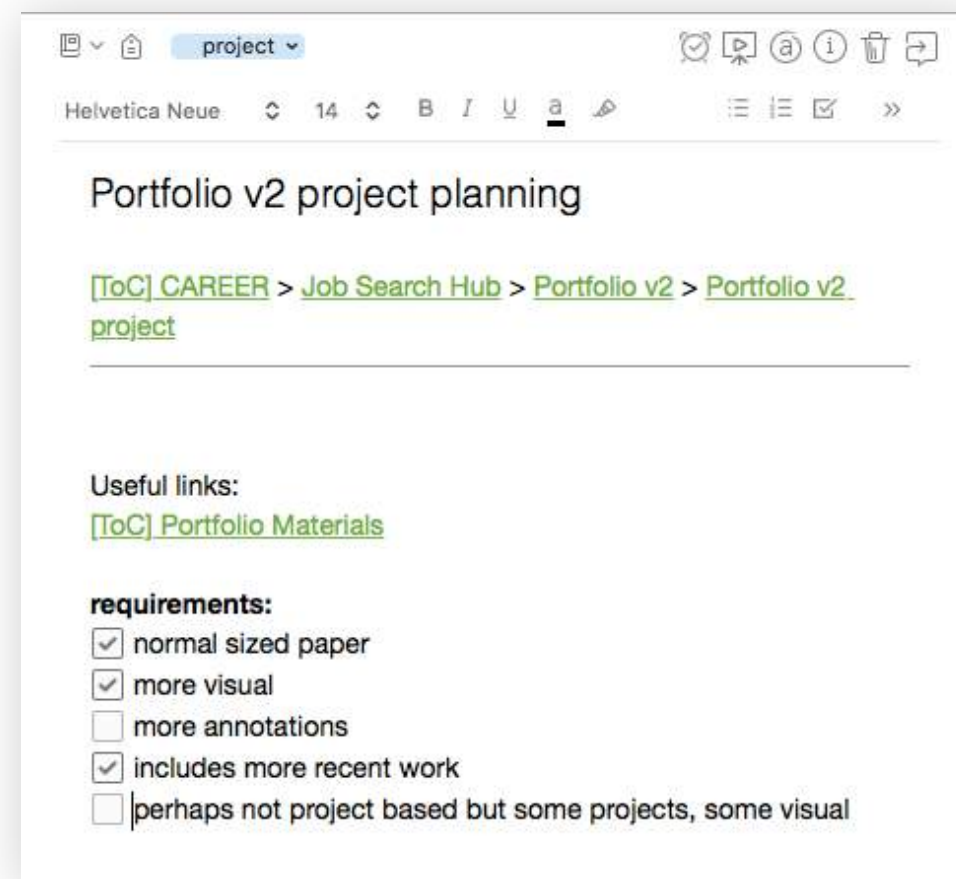
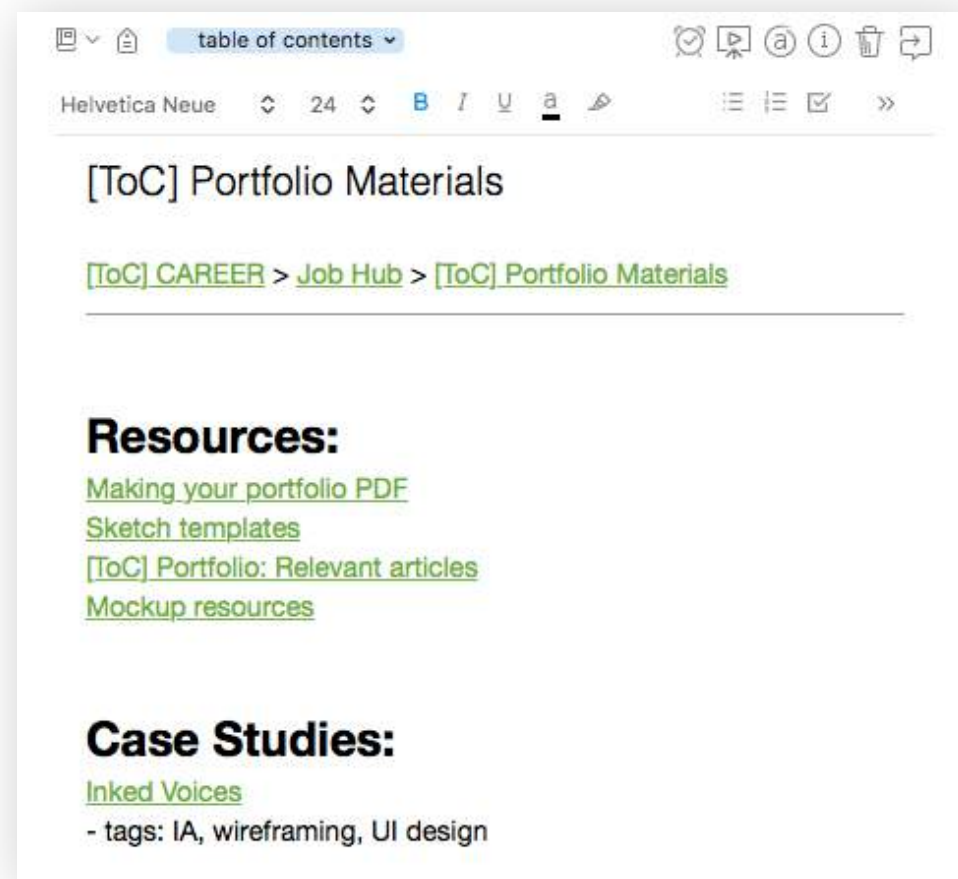
I start each project with an overview note containing links to other notes for each stage of the project I also sometimes add breadcrumbs in case I get lost.

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

I post all relevant information, ideas as well as files such as images, text documents or PDFs to project notes. This allows me to access relevant information and files.



How I use...



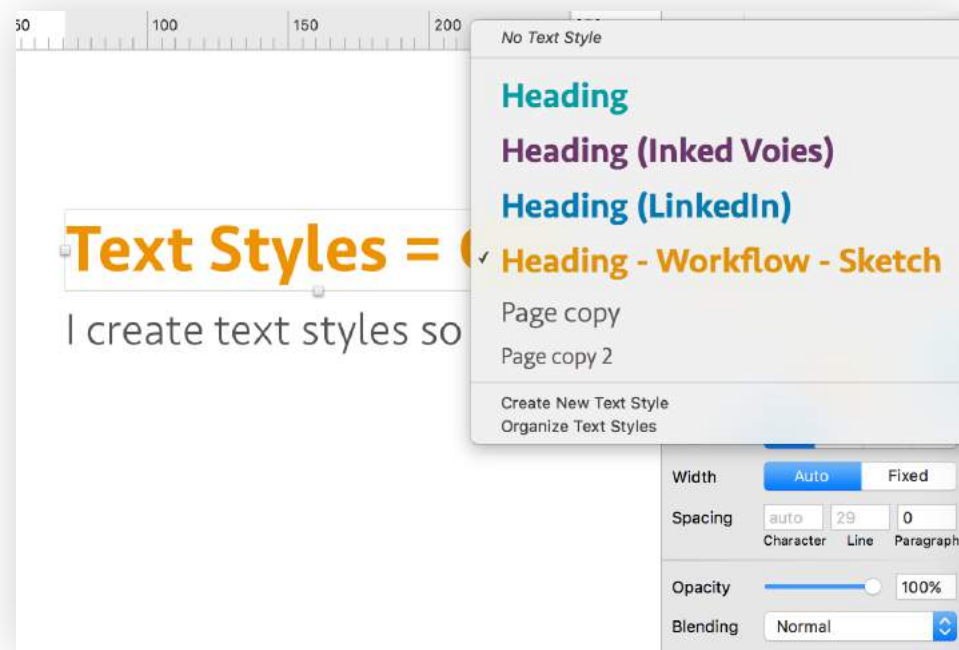
Sketch³

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.

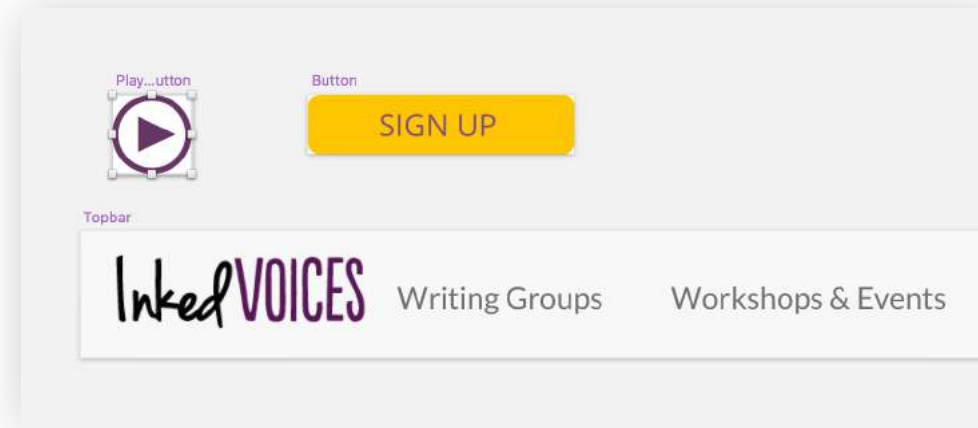
Text Styles = CSS classes

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.



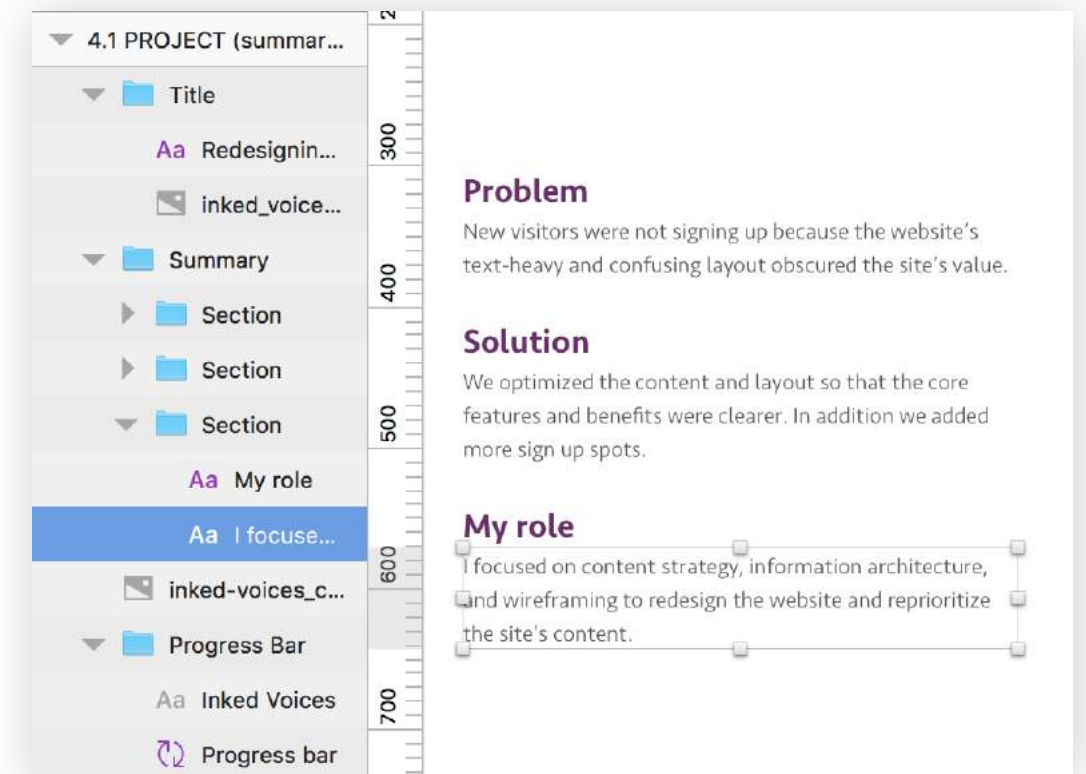
Symbols = D.R.Y. UI elements

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.



Labeled groupings = semantic HTML

I organize and label my groupings meaningfully. The file is structured how the 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.



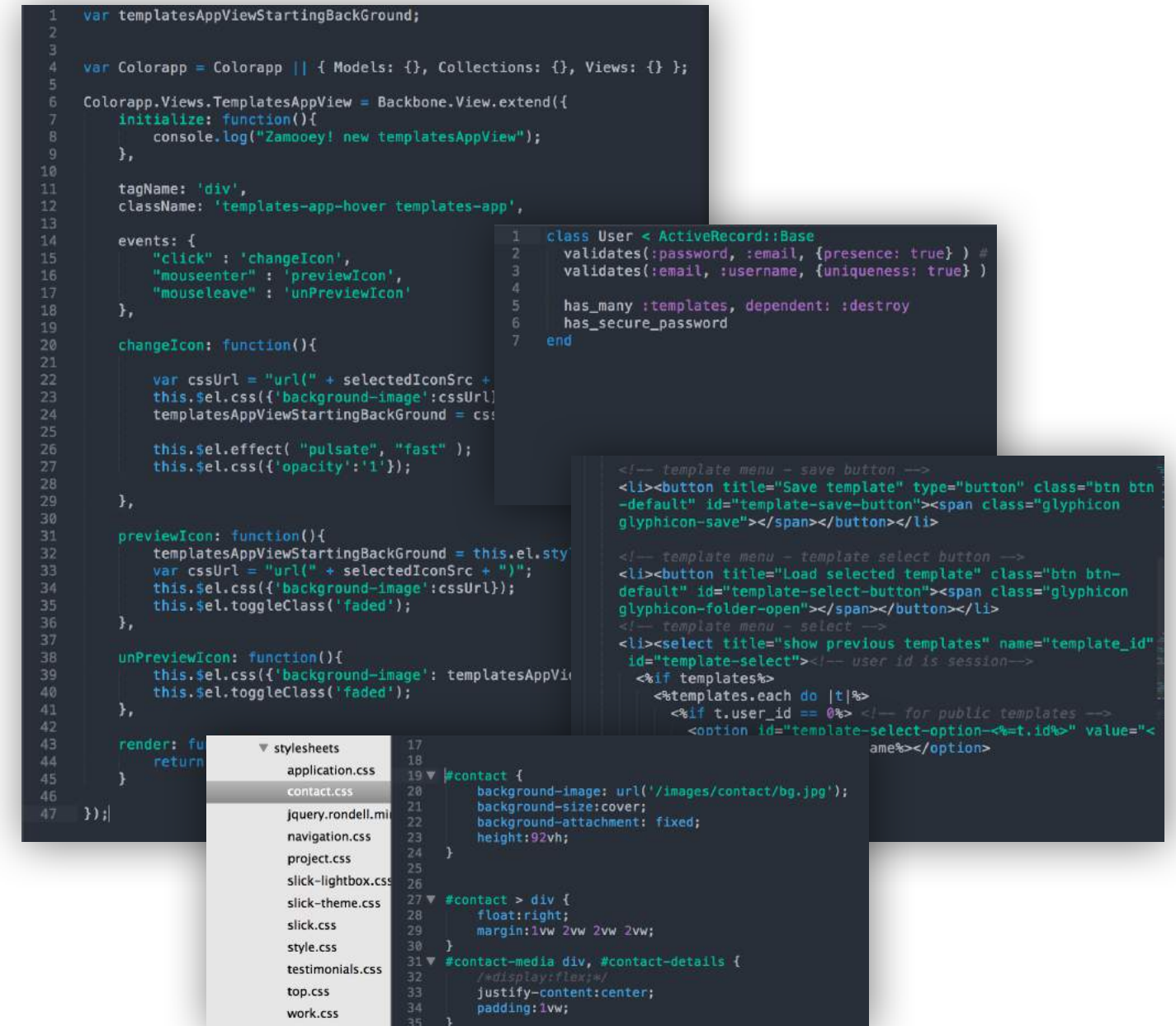
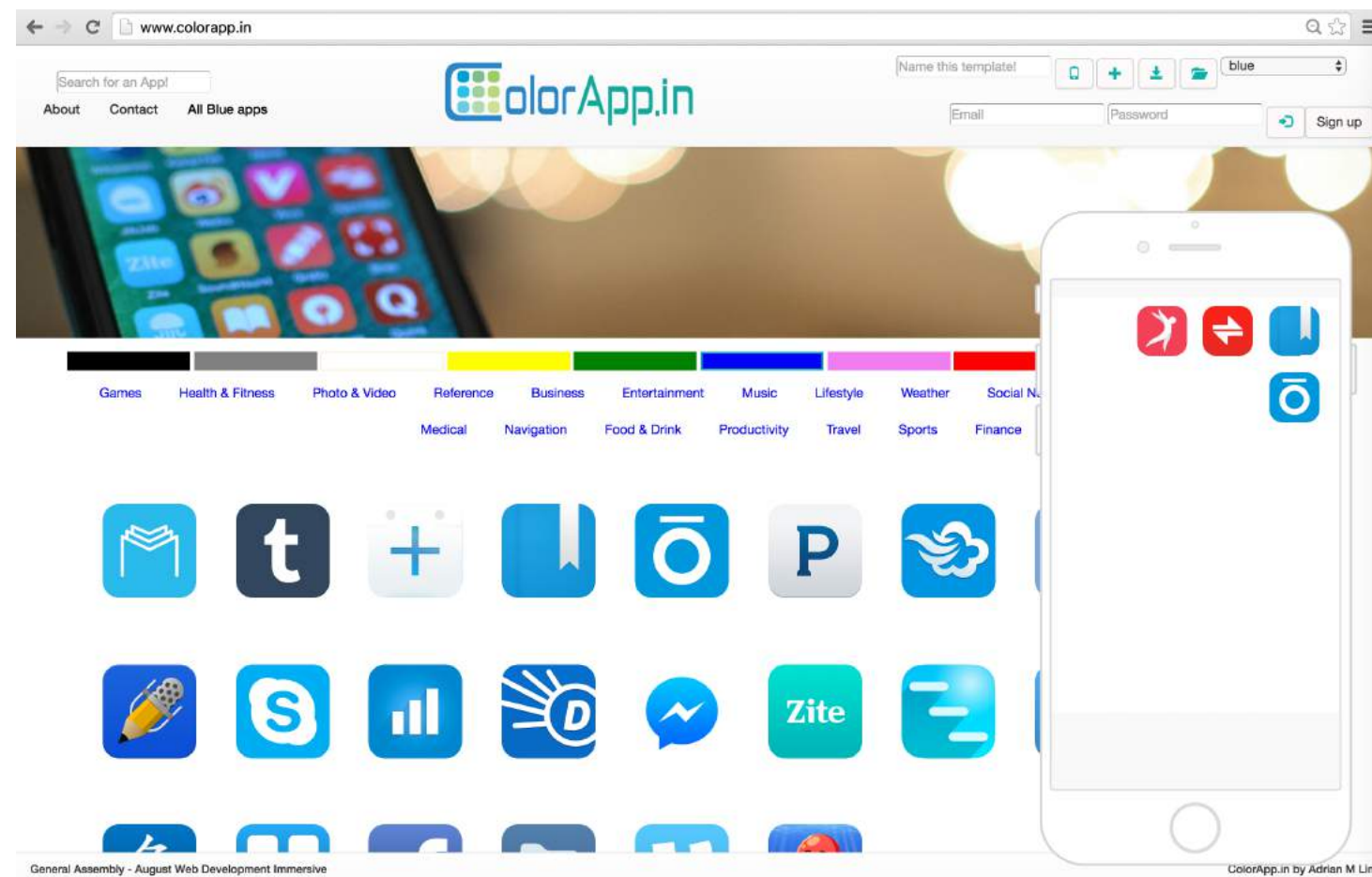
I also do...

Web Development

In addition to UX design, I have experience in web development. I work mostly with front end development, using mostly 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've been trying to learn 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 but it turned out okay. 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!

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