

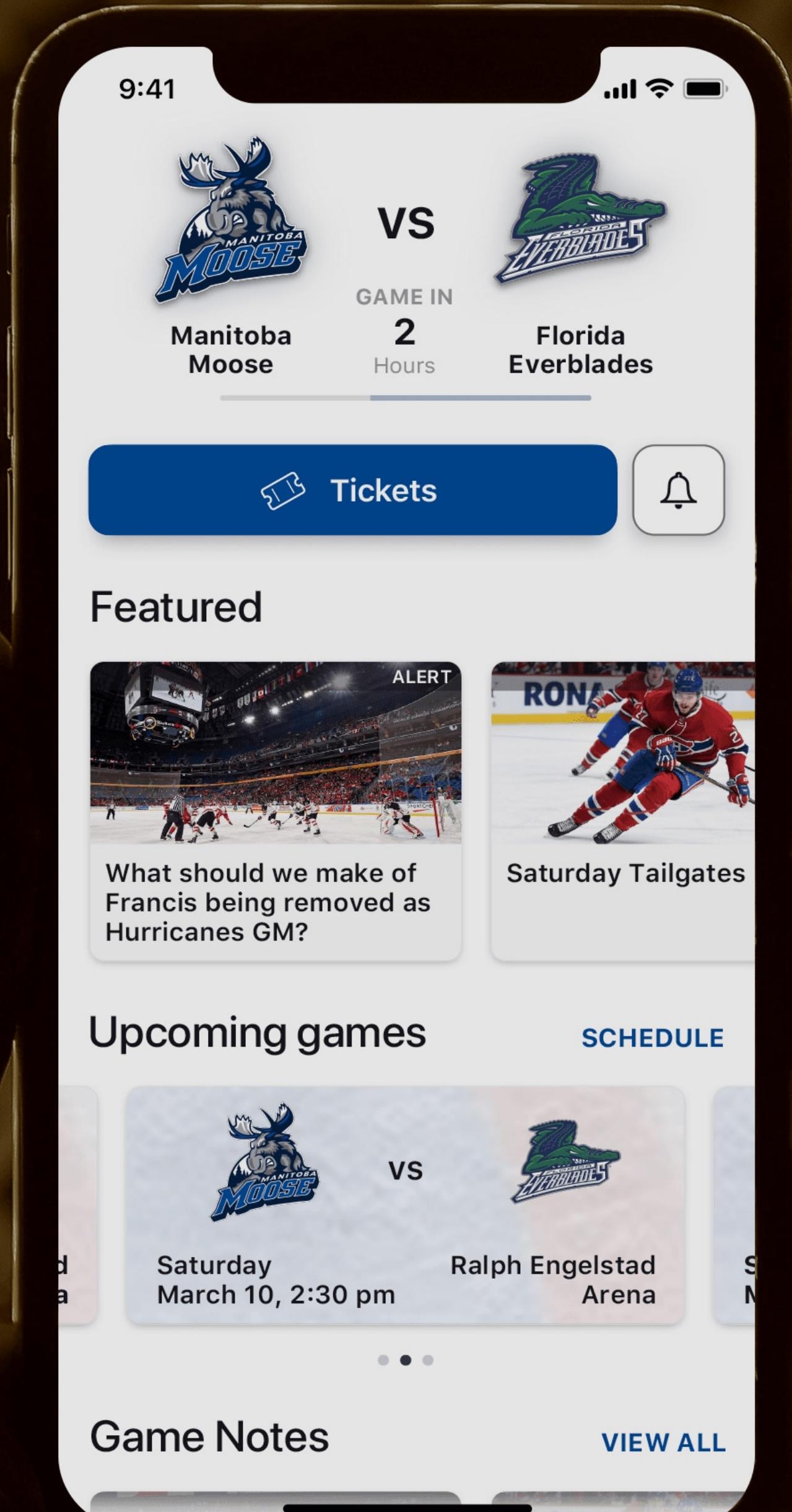
# Alexander Hladkyi

## Designer / UX + UI + Interaction

alex@astroastro.works



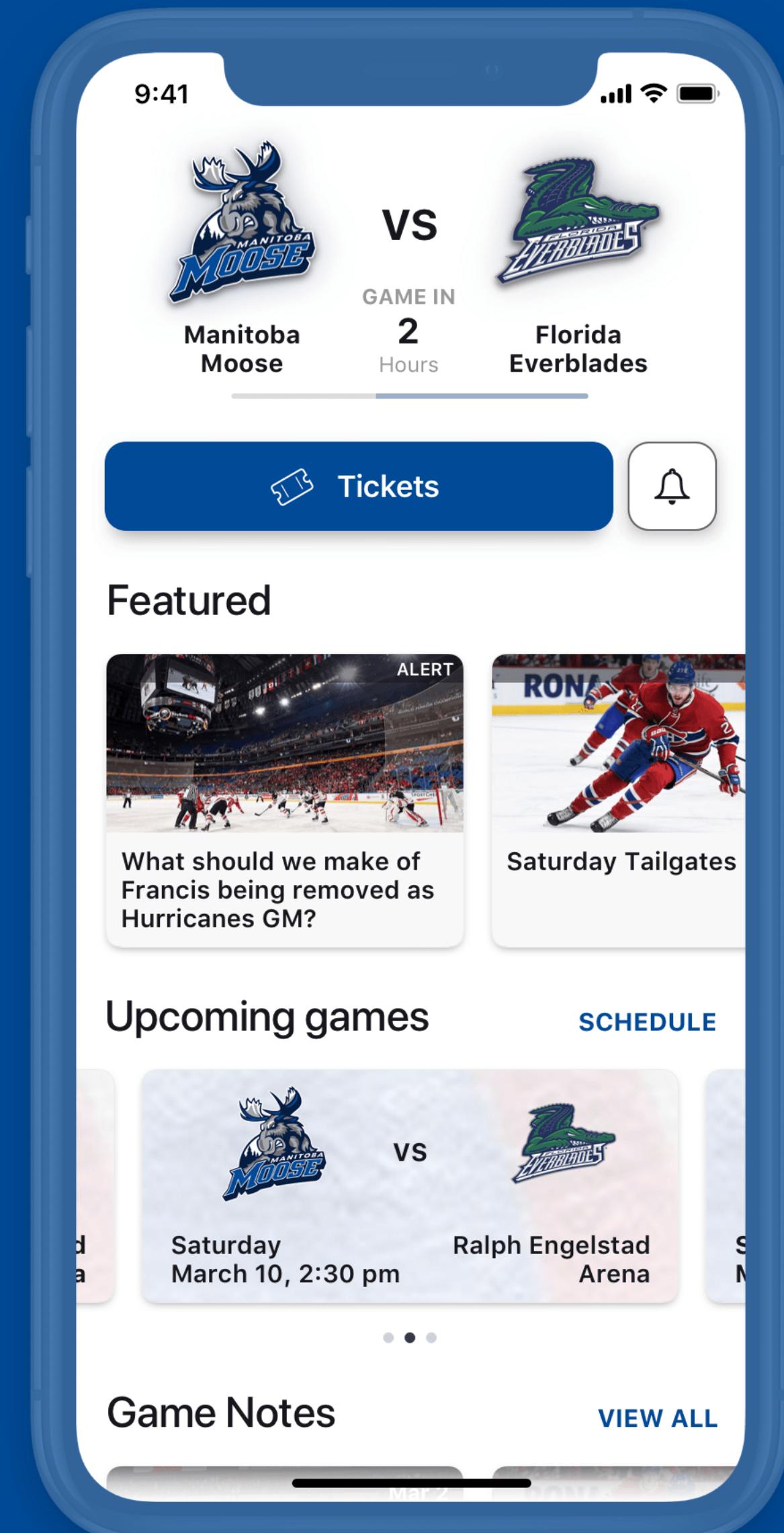
# An app to connect sports teams and their fans



# About the project

The scope was to design a universal app that would bring forward information buried on secondary screens in the original app.

I was in charge of the complete design. From initial flows to wireframes, to prototypes and final mockups.

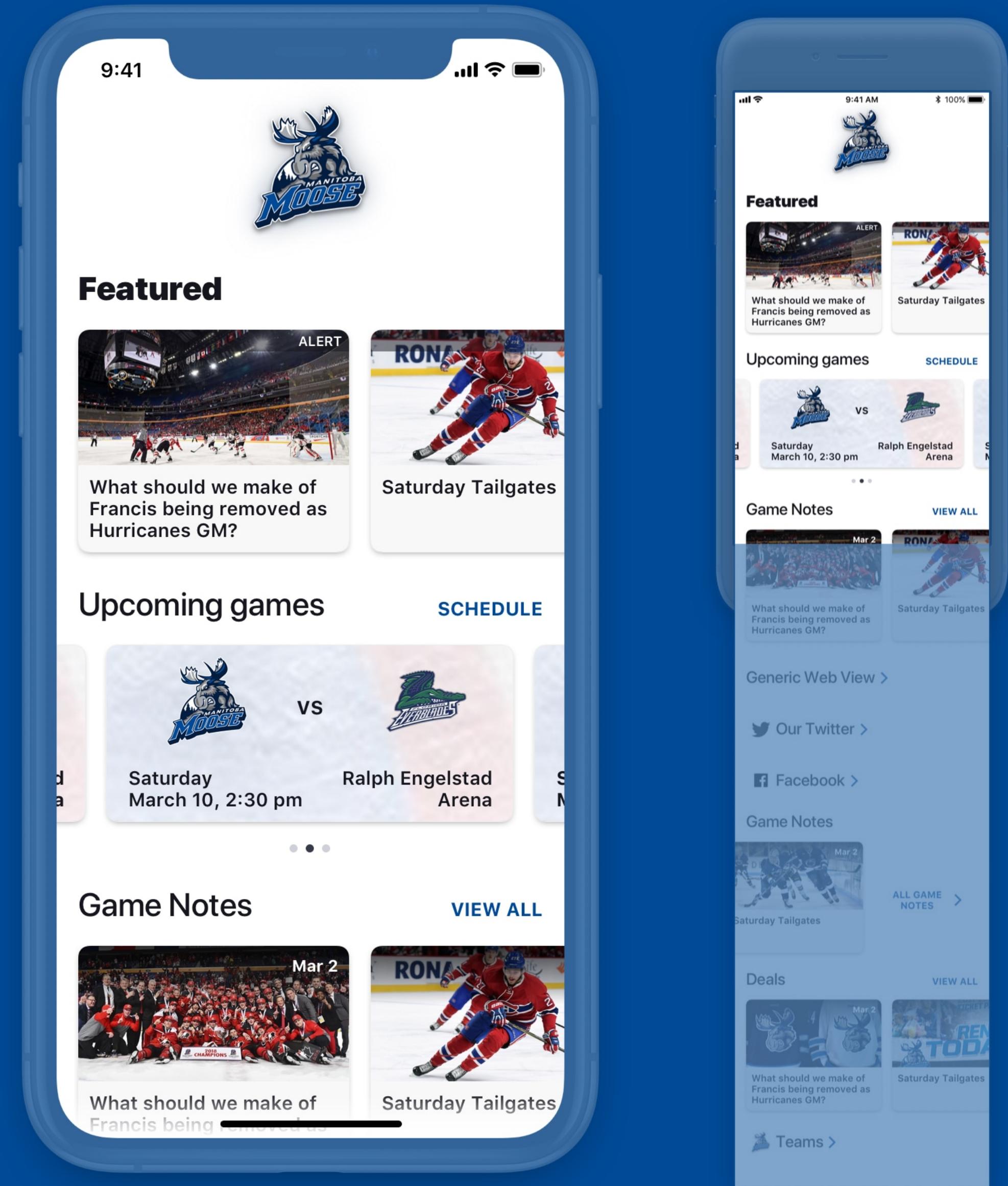


Fannex provides interactive entertainment to attending spectators and fans of sporting events.

# Main screen

After testing a few navigation patterns, I settled on a feed-like screen as it was the most fitting for the type of content the app provided.

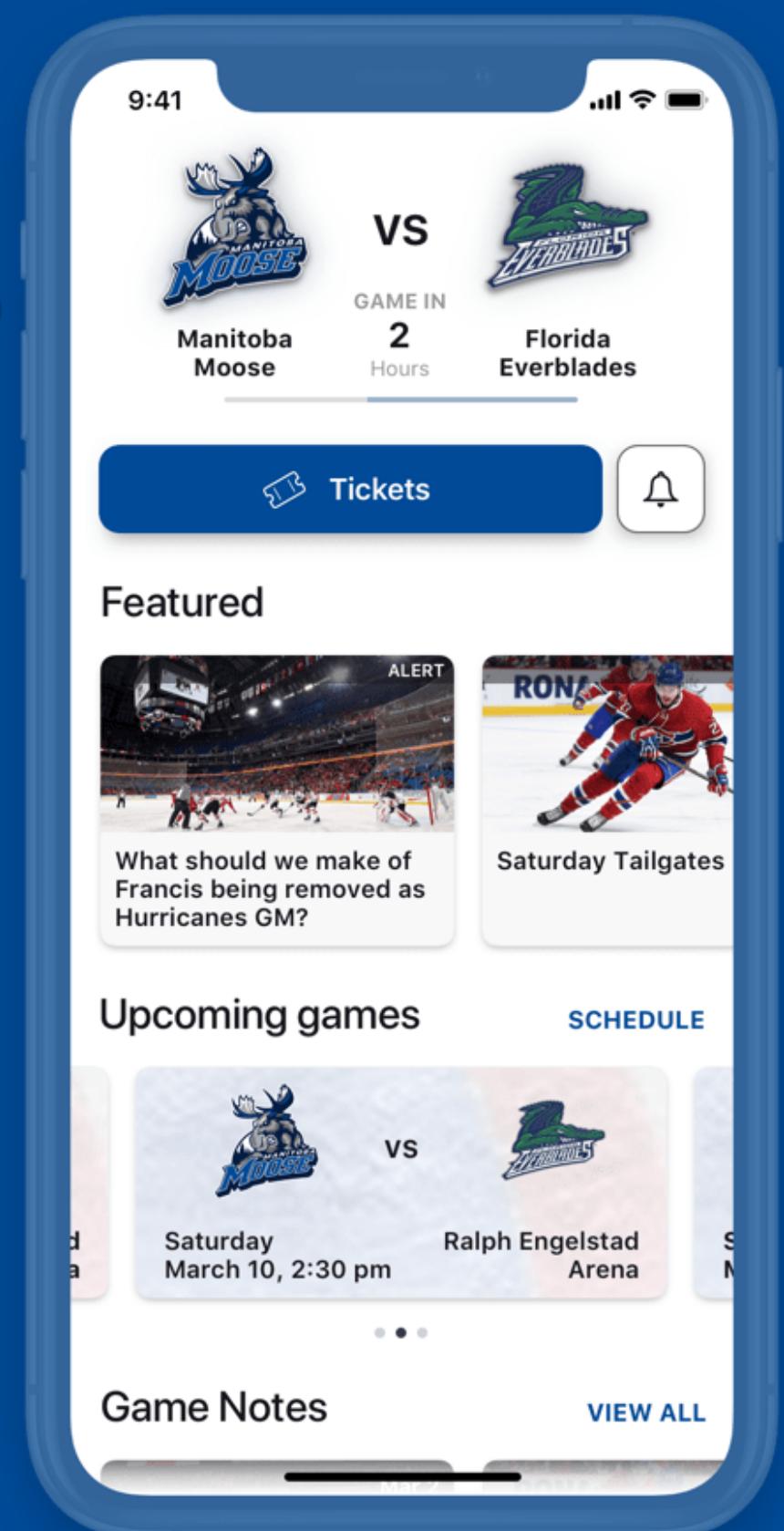
Articles, notes and other content, that previously was under layers of additional navigation, is now pulled to the main screen to appear as cards for the most recent ones.



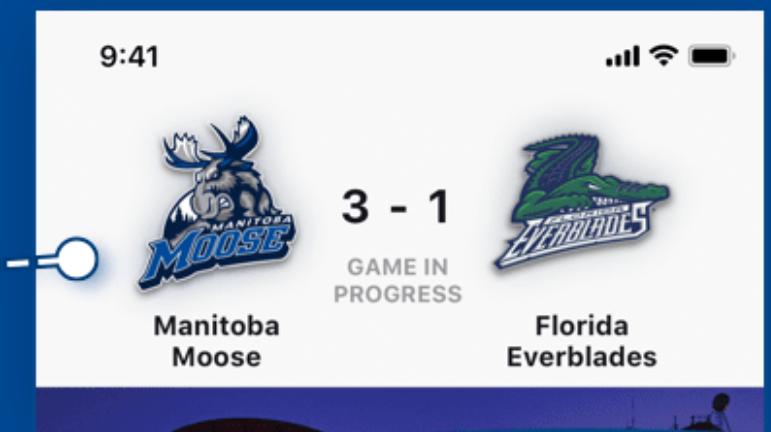
# Header section

On the main screen, a dynamic header section was introduced. Depending on whether there is a game announced, the user is at the venue or checked-in, header adjusts its content to better suit the context.

*Regular header*



*Gameday header*

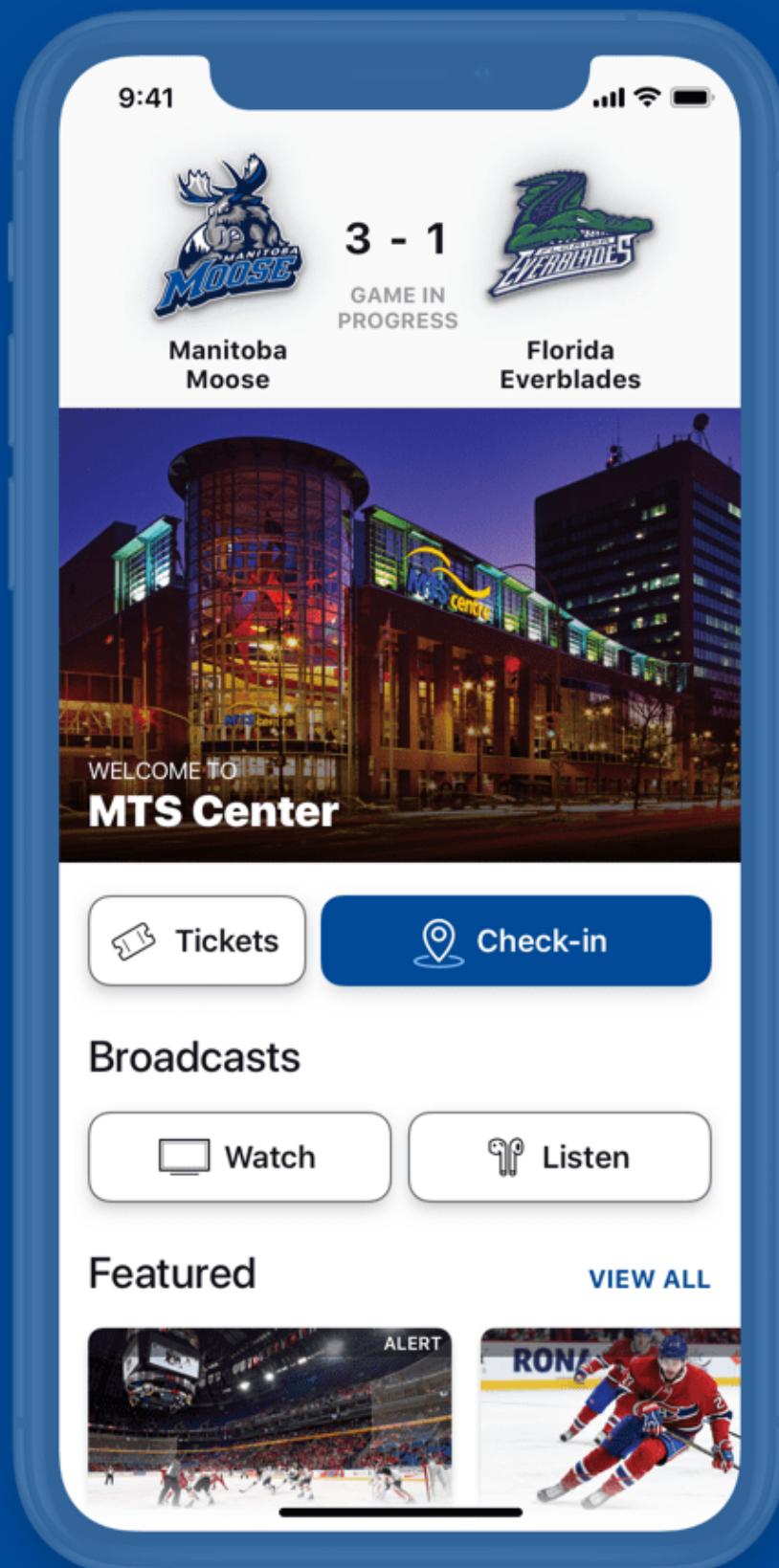
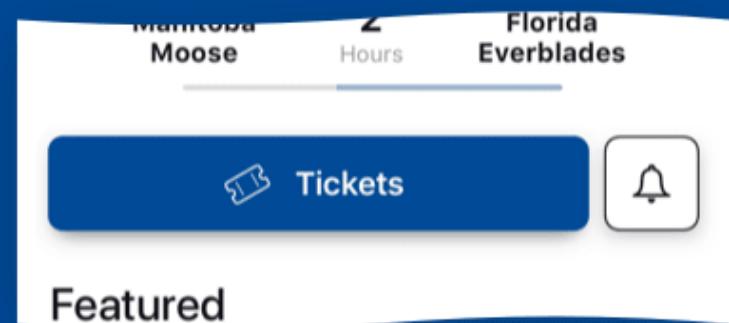


*Header during live games*

# Gameday section

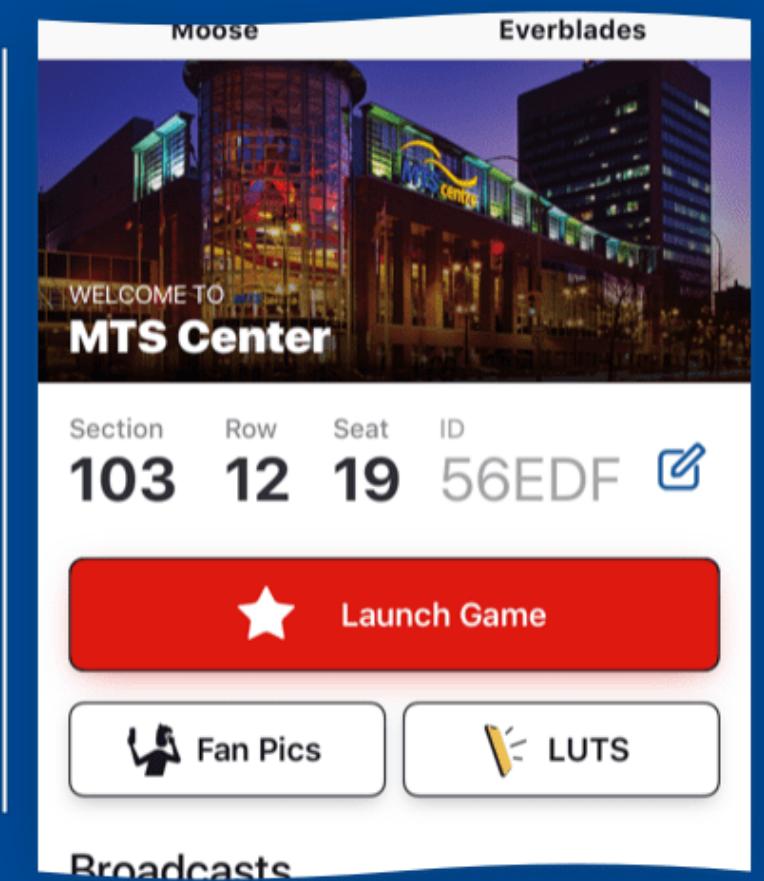
Along with the header, gameday section changes its content to suit the situation.

*Gameday section during  
the day of the game*



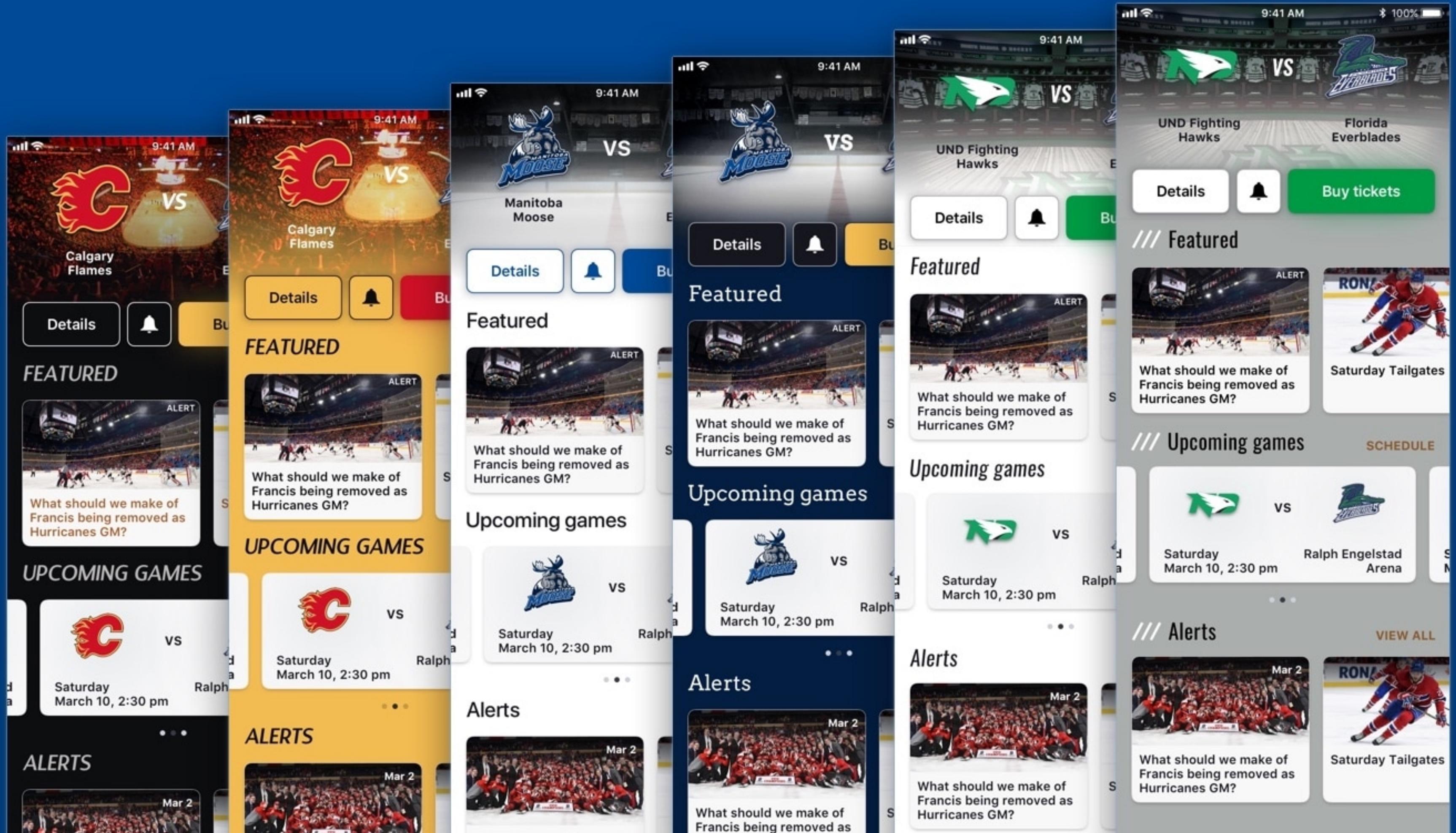
*Gameday section when  
at the venue during live games*

*Gameday section when  
checked in during live game*

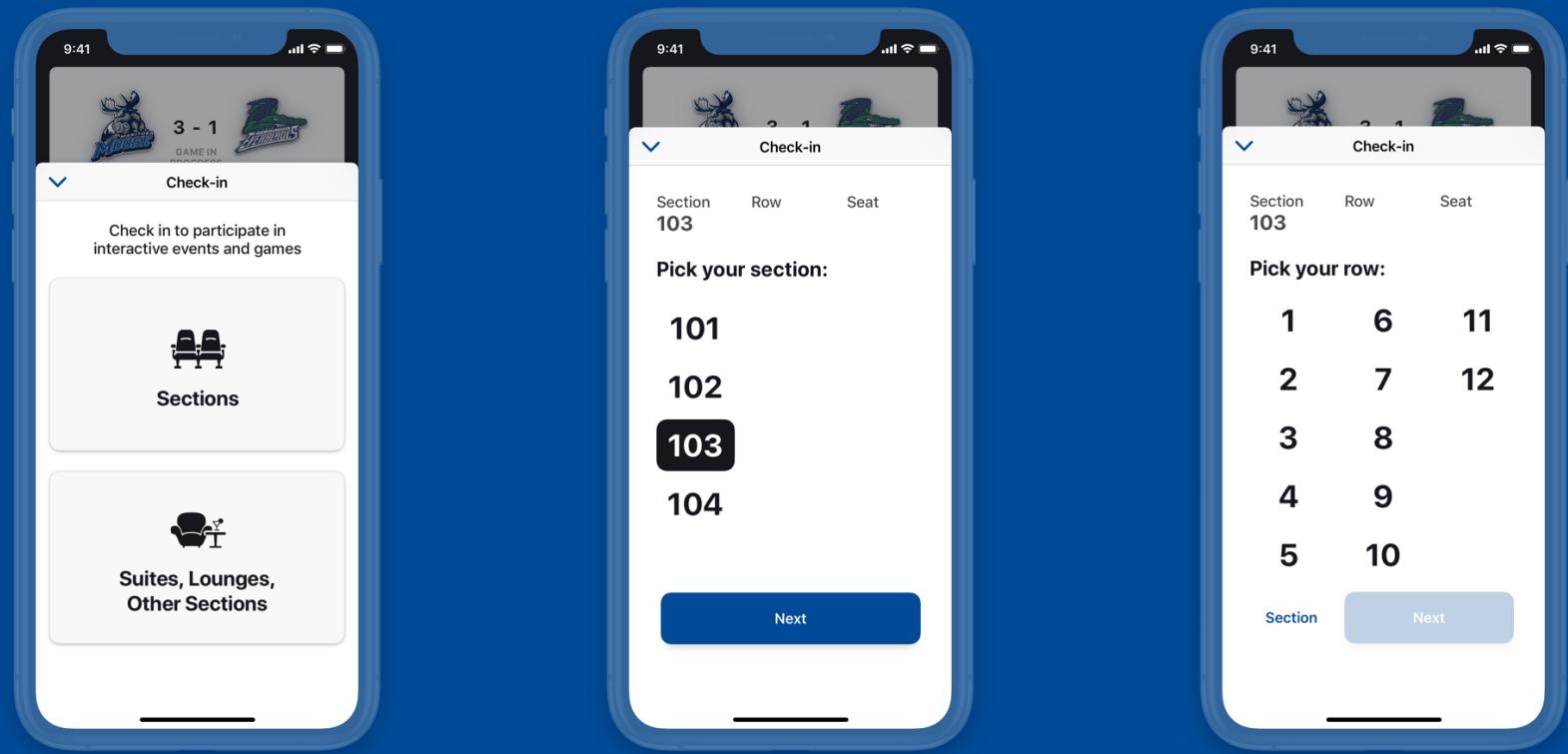


# Customization

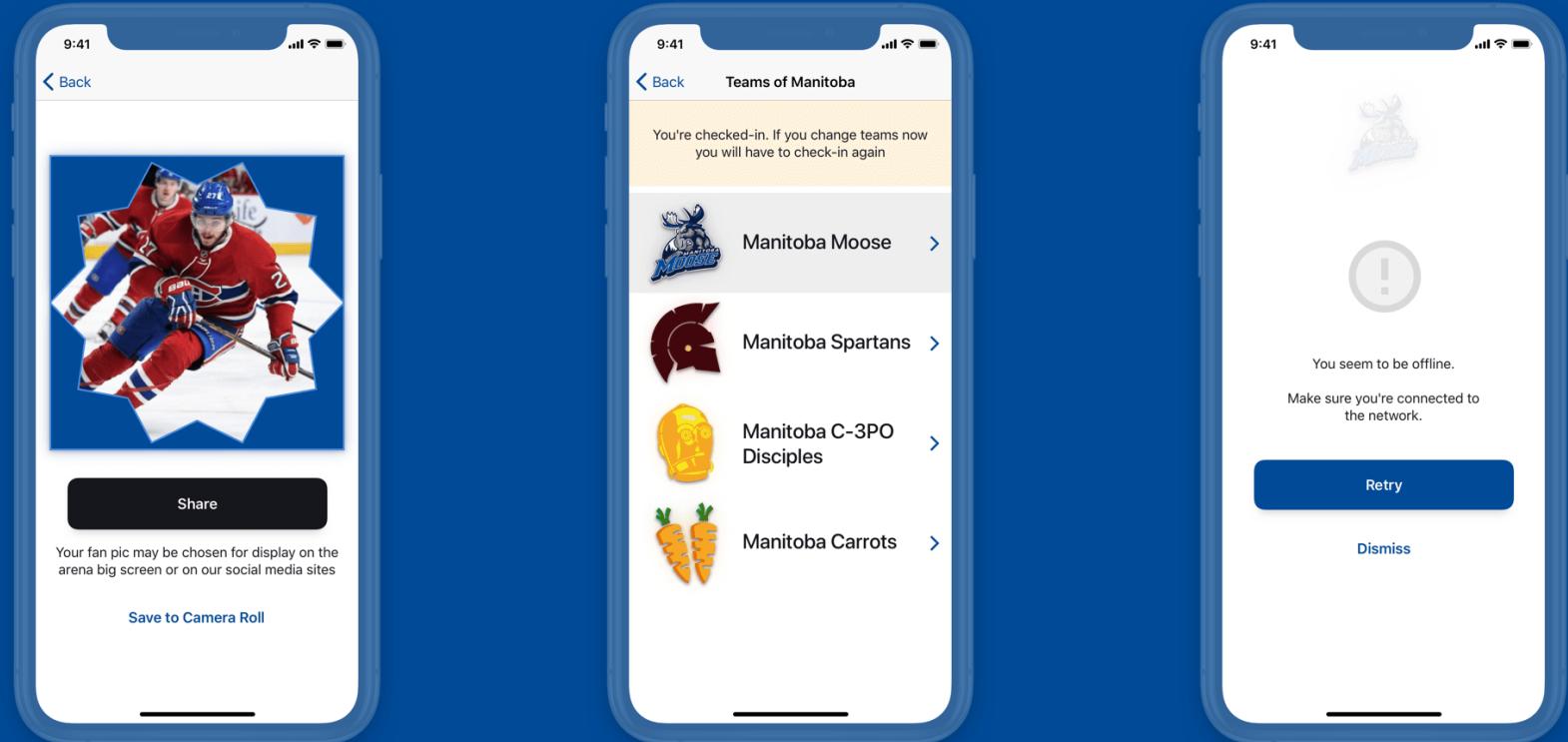
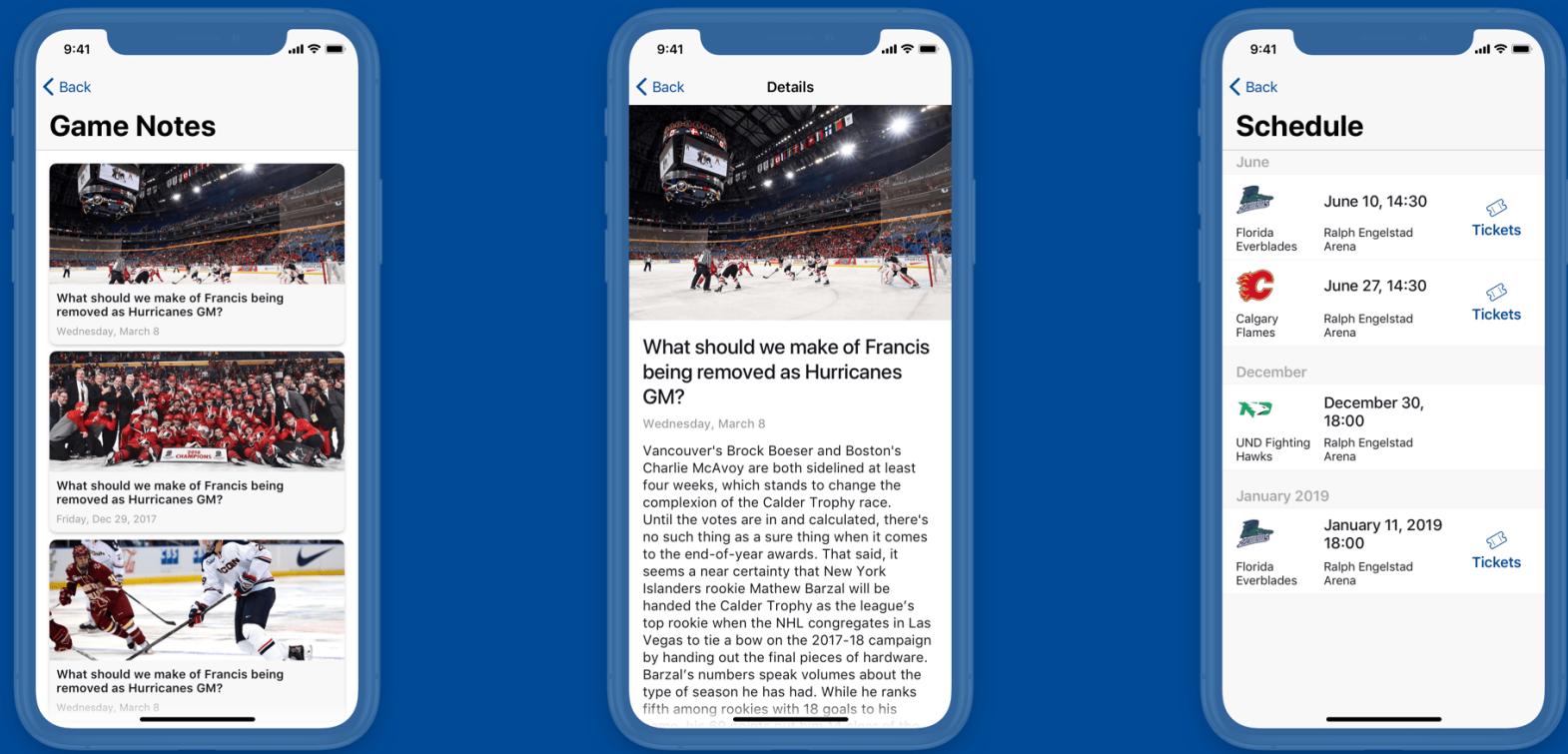
The design was made to handle some limited customization like colours, fonts, icons to allow sports teams to better represent their brand.



# Venue check-in



# Secondary screens



# Attorneys on Demand

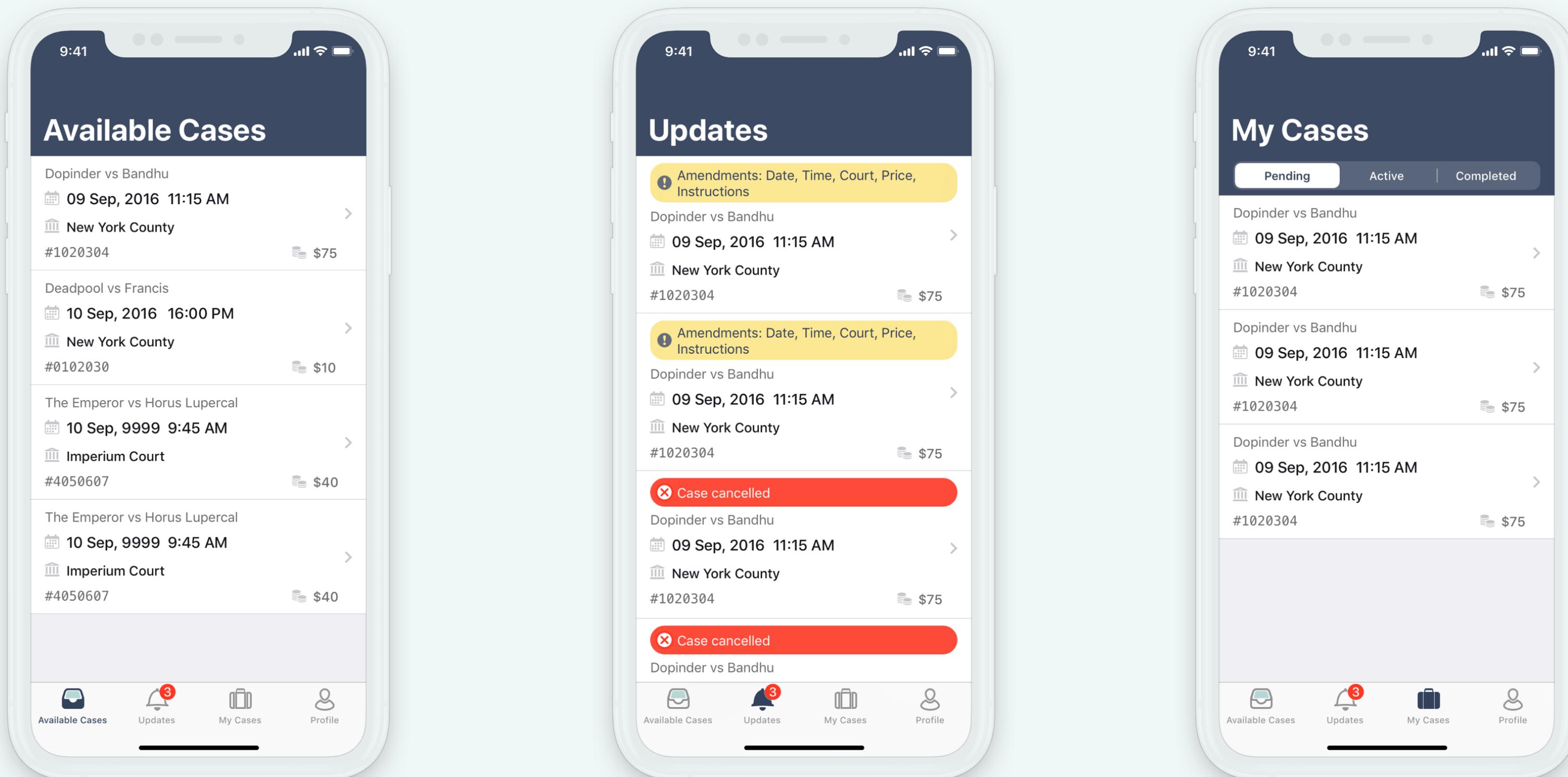


Project's scope was to design a native app that would bring the main features of the web-based service to mobile.

I was responsible for all design aspects of the application.

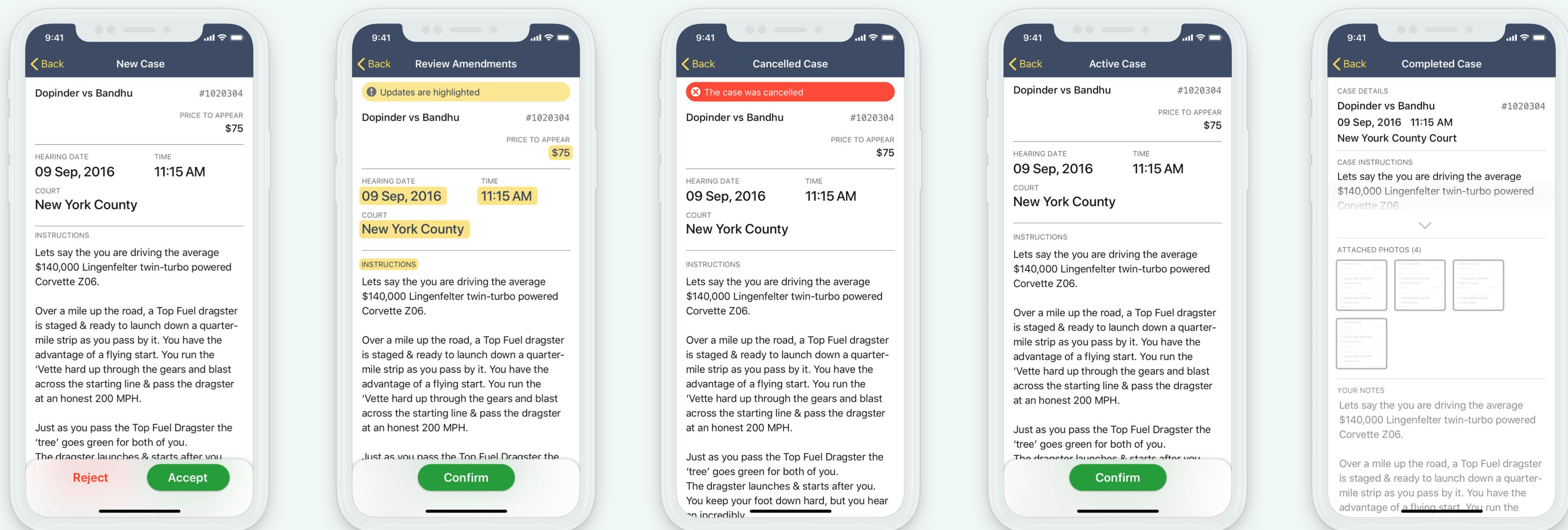
# Available, updated & accepted cases

The app focuses on a couple of main use cases where an attorney ignores, accepts or rejects an available case and then receives updates on the cases he has accepted. With these use cases in mind I introduced a tabbed navigation.



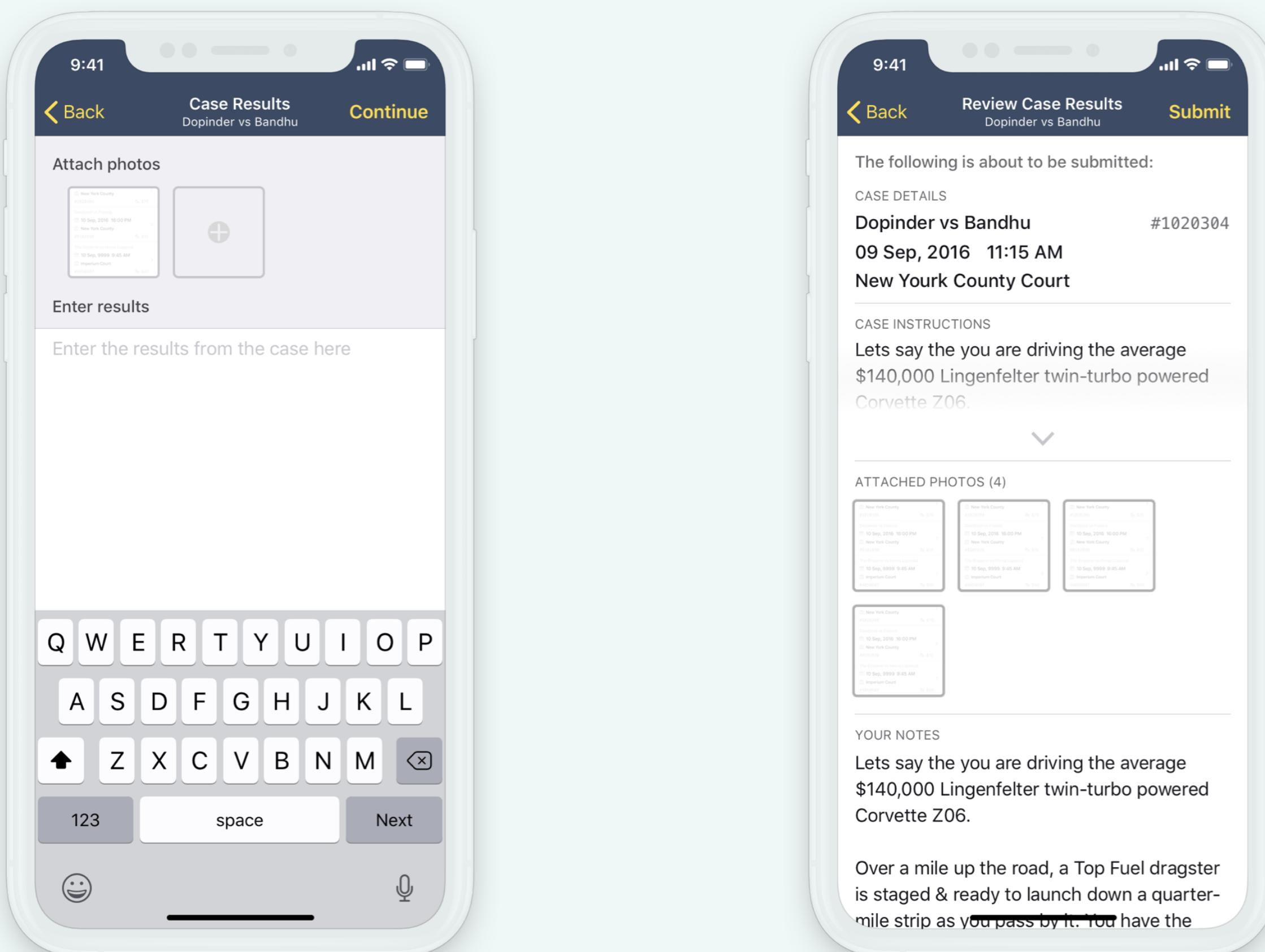
# Working on cases

Case details show additional information about a case. Main actions were placed at the bottom for easier reachability. Updates are highlighted until the attorney acknowledges the changes.



# Completing a case

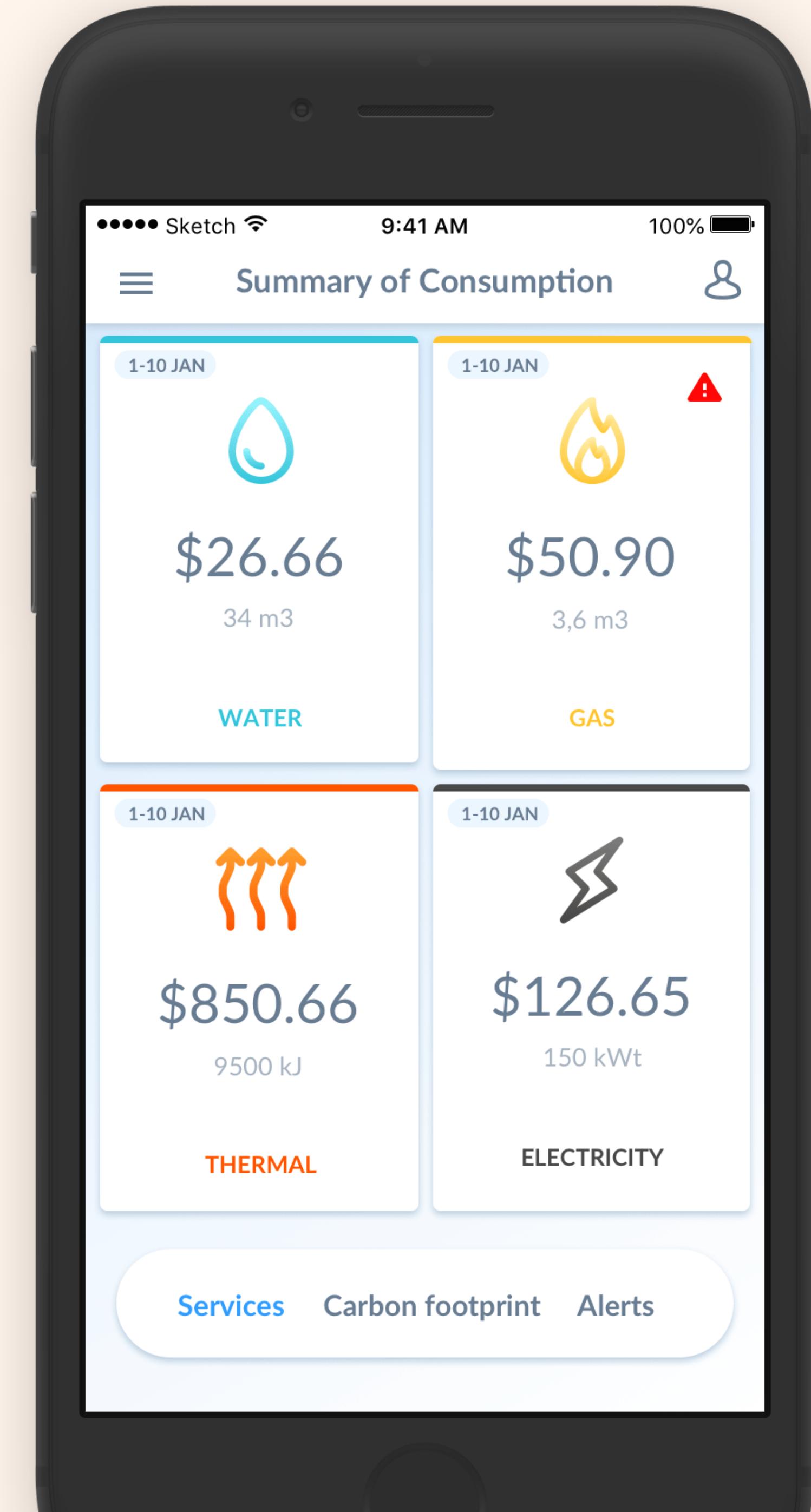
Attorneys attach notes and photos of the documents when completing a case. Because user input is invaluable, the app saves everything the attorney adds to a case he's working on.



# Mobile app for Sub-metering Provider

The project consisted of designing a client-facing mobile application that would show the users their metering data, alert them about irregularities and more.

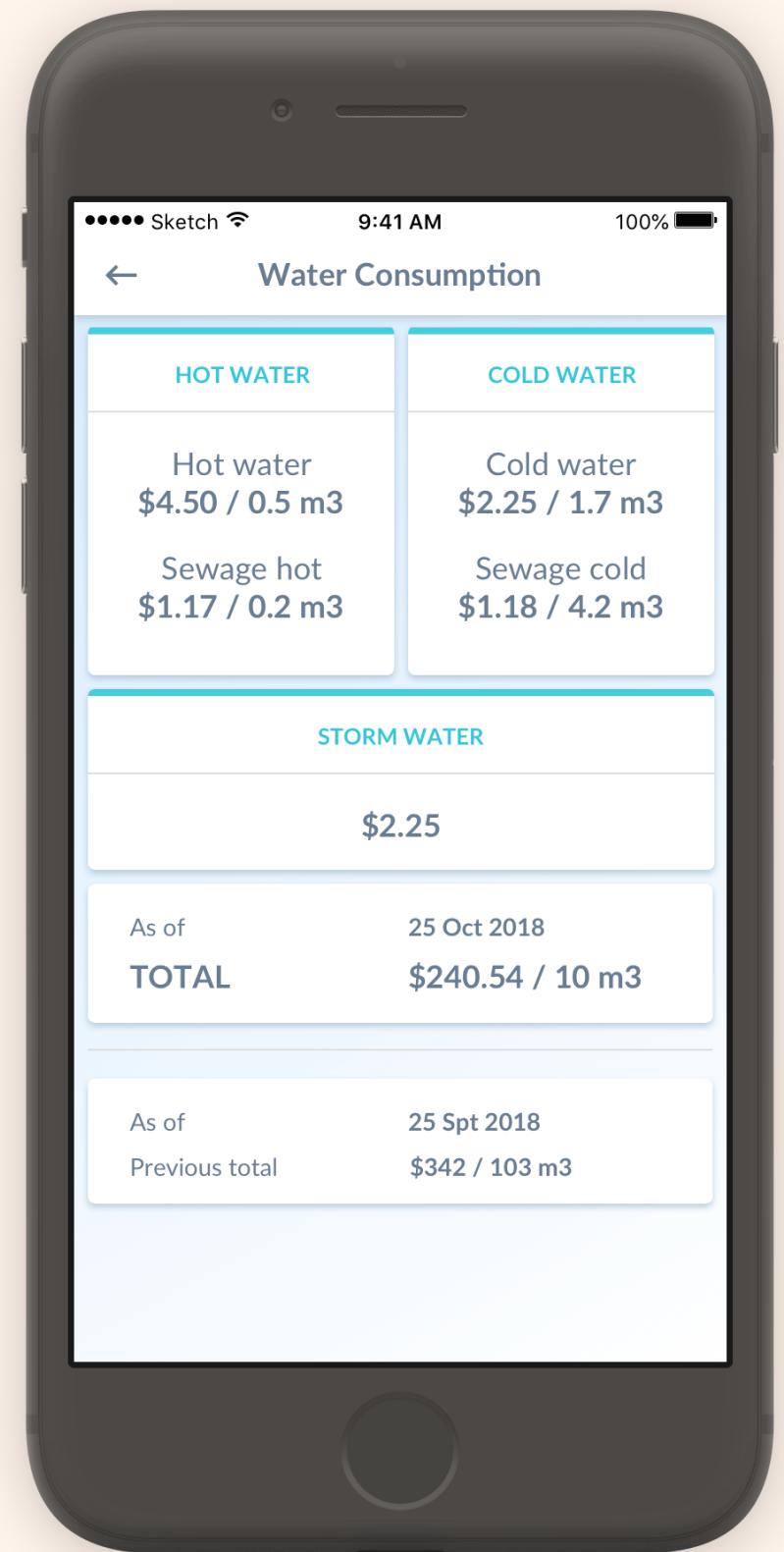
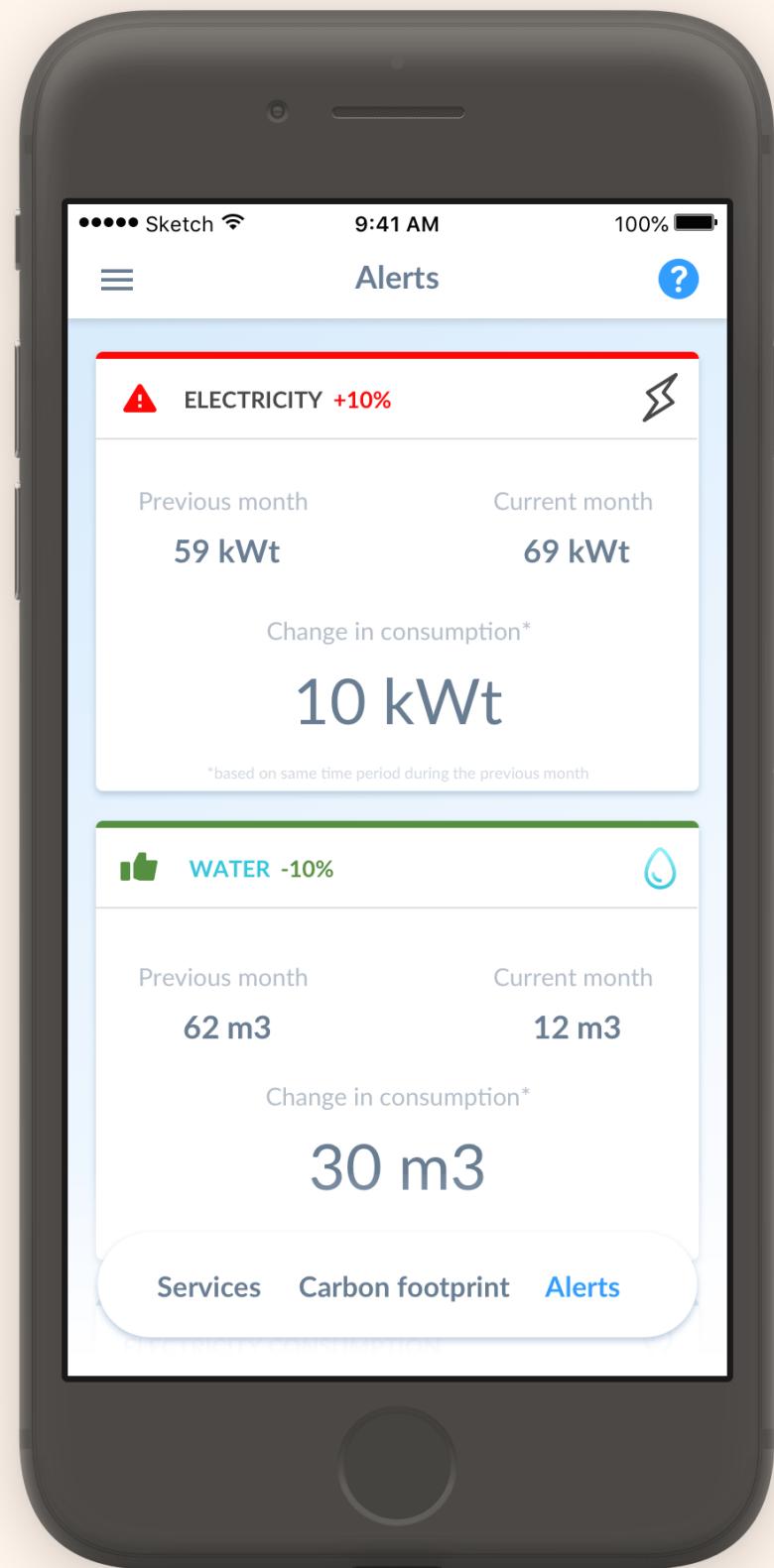
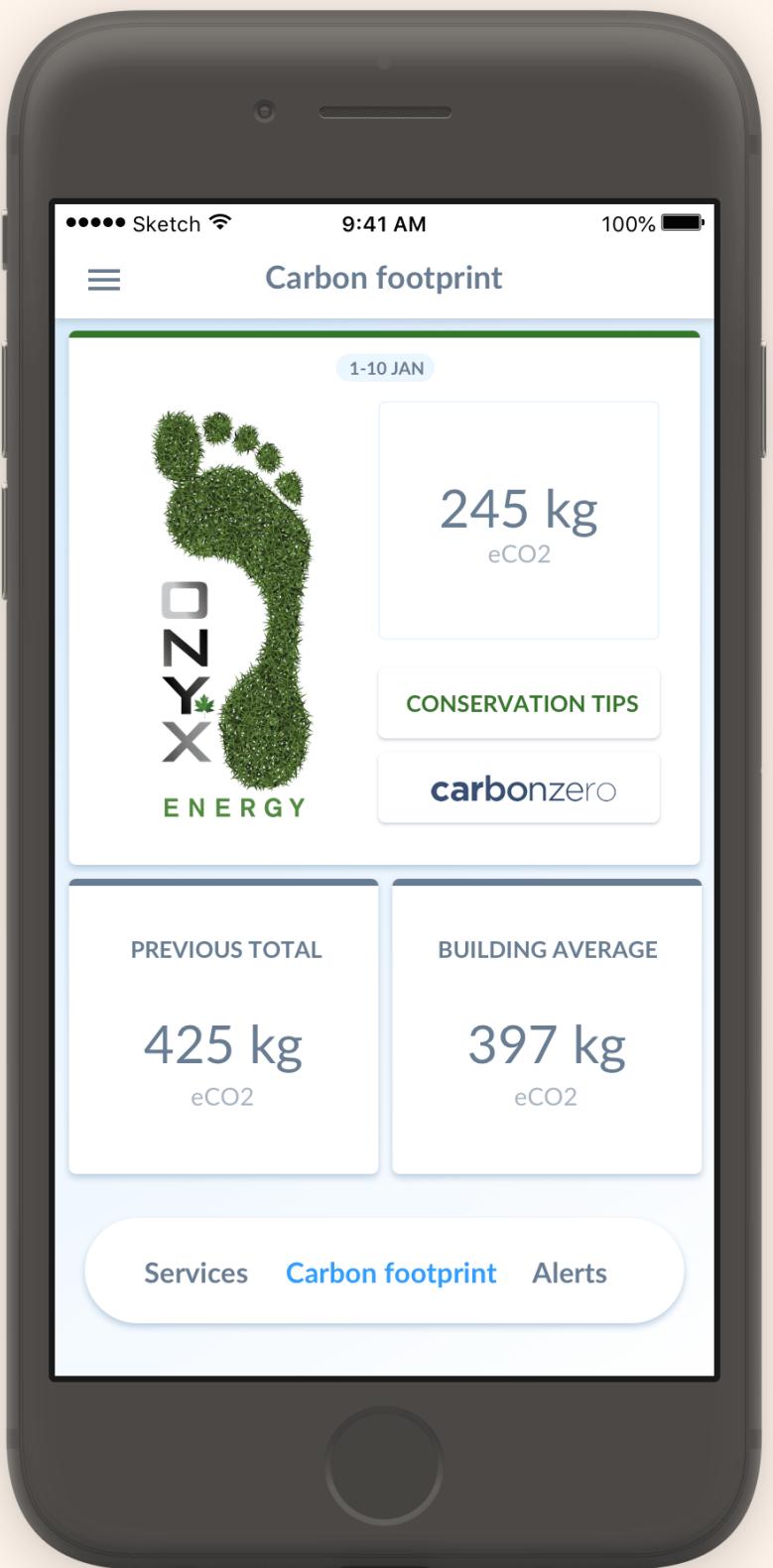
I was in charge of the design of the app.



# Main screen

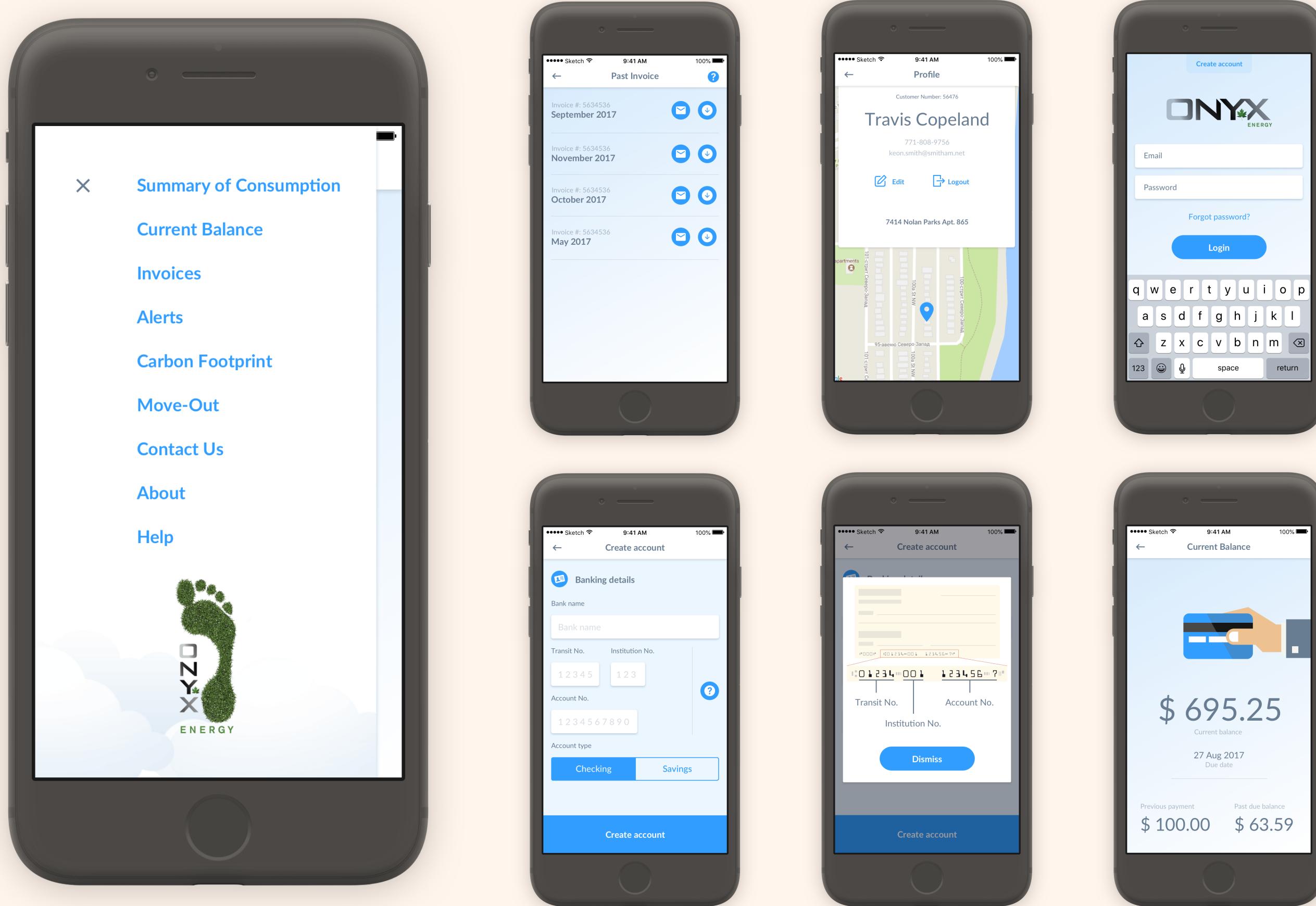
The two features the client wanted to concentrate on was to provide their users with a single place where they could view all their utilities and get alerts about them.

I designed the app around a three tabbed main screen, plus a detailed screen about a particular utility. This provided a quick at-a-glance view of the consumption levels.



# Secondary screens

Since we were also able to pull some additional data from their service, I introduced a side menu that would give users an option to view this data from within the app.

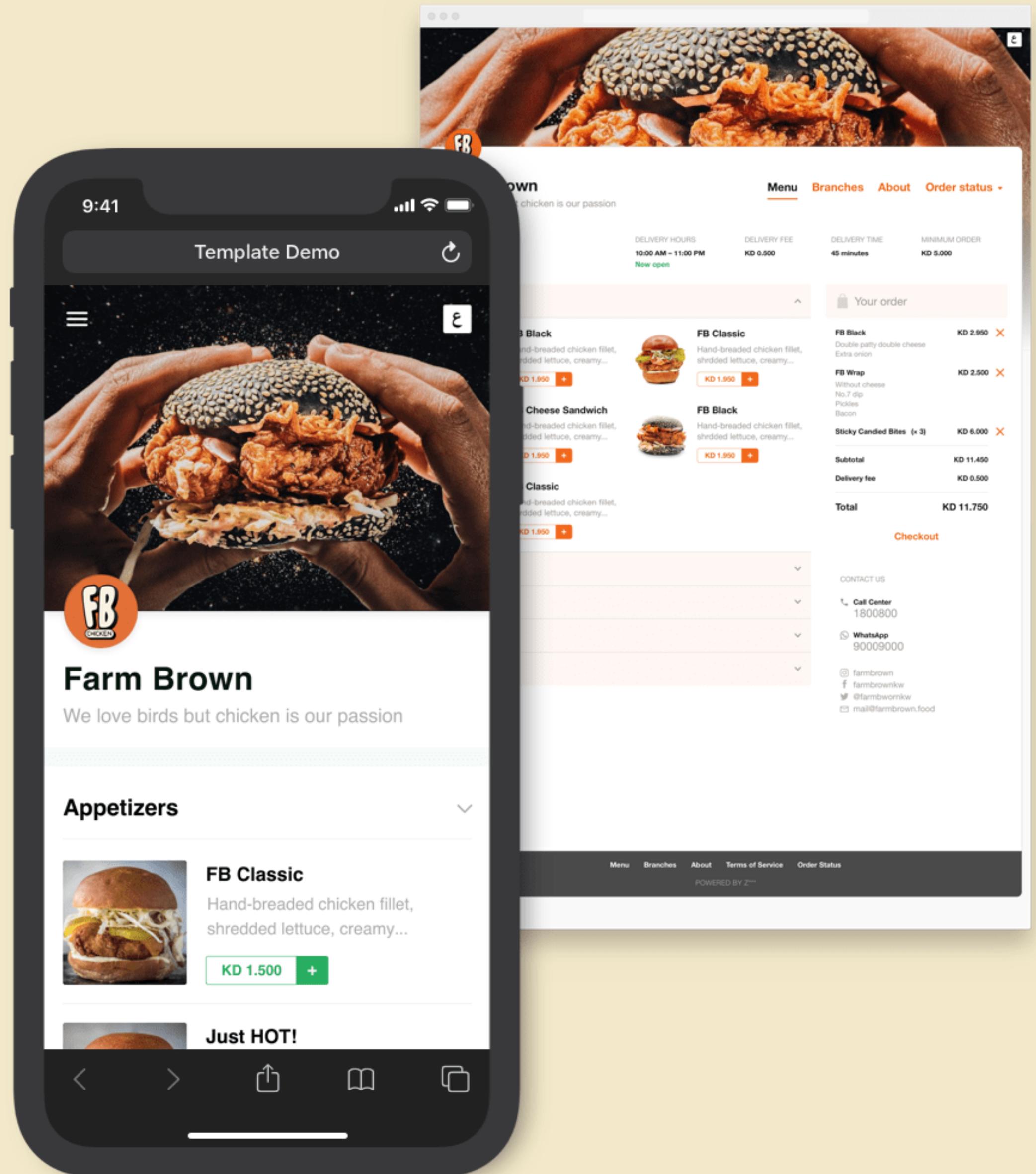


# App Icons



# Online storefront

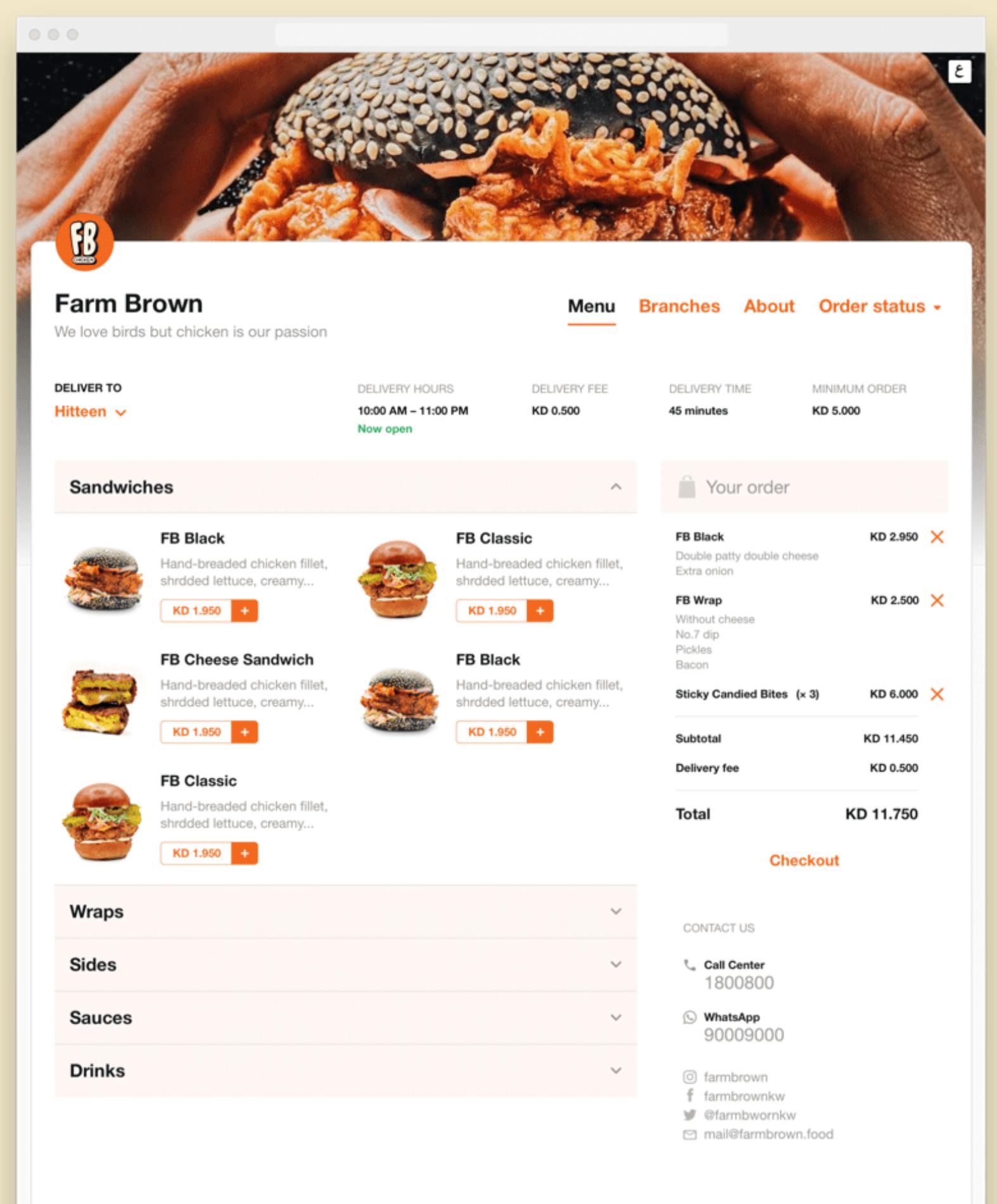
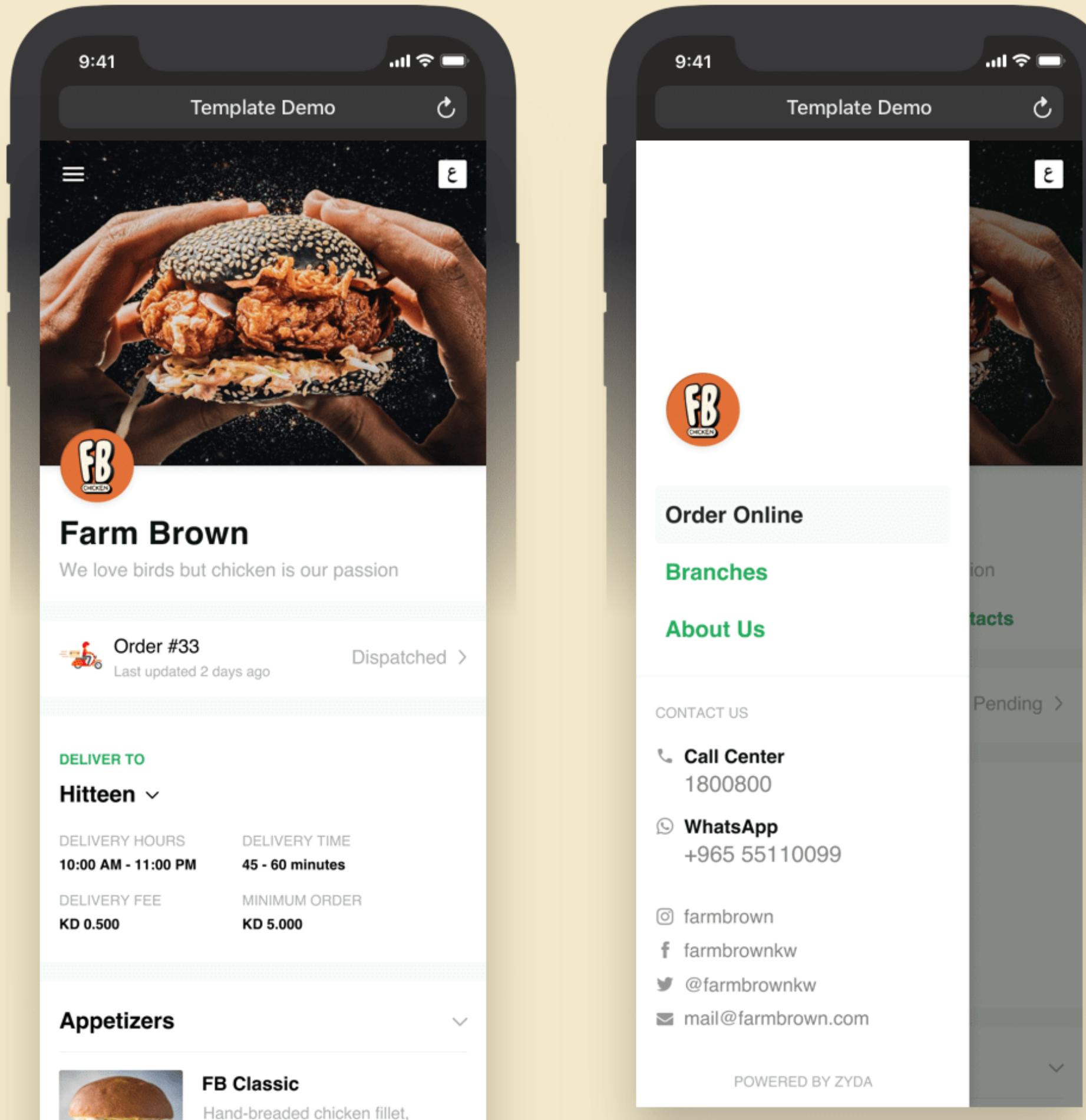
The project consisted of designing a storefront template for a service that provided small businesses with a complete online shop solution. One of the requirements was to use the Material Design system.



# Adjustability

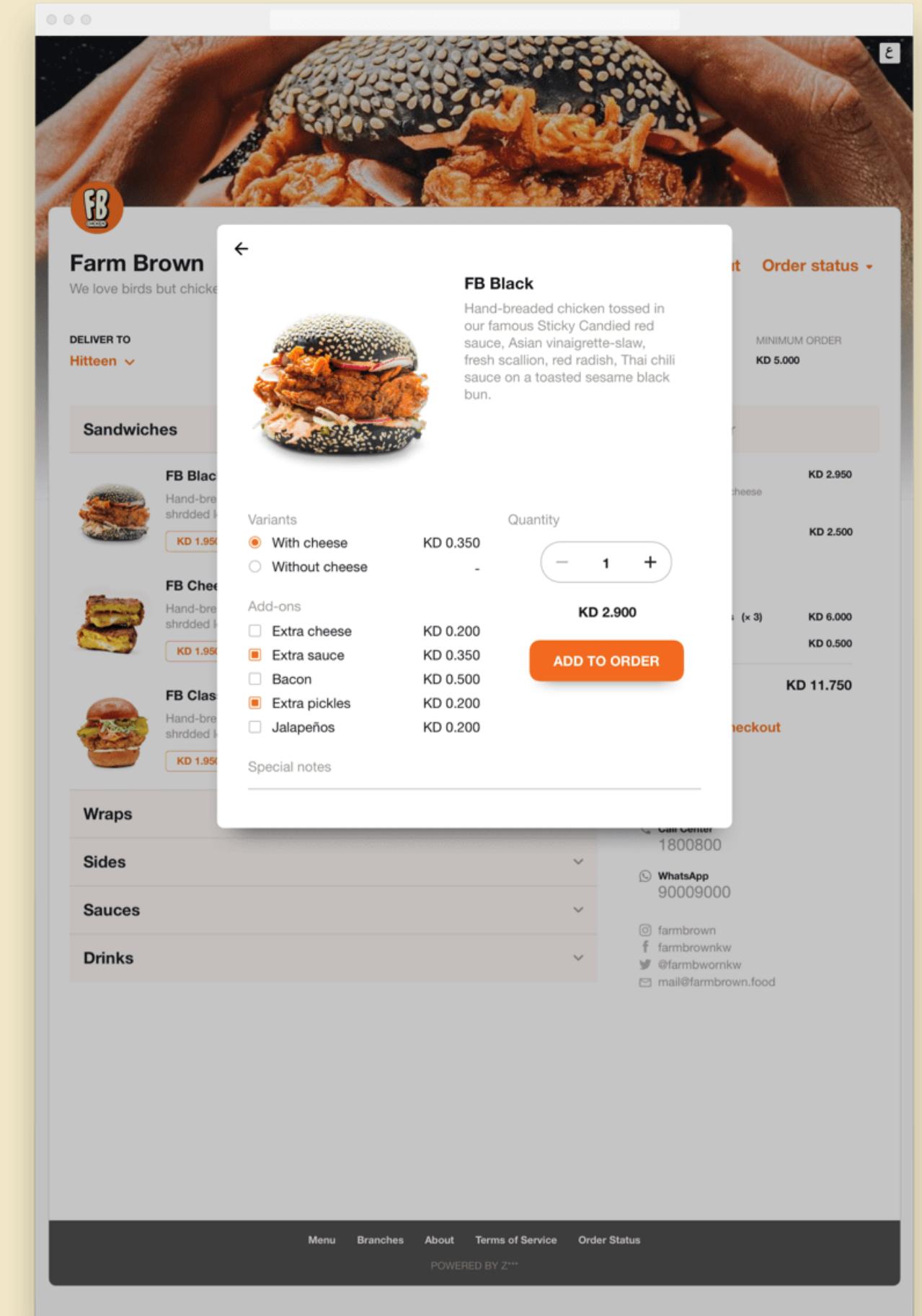
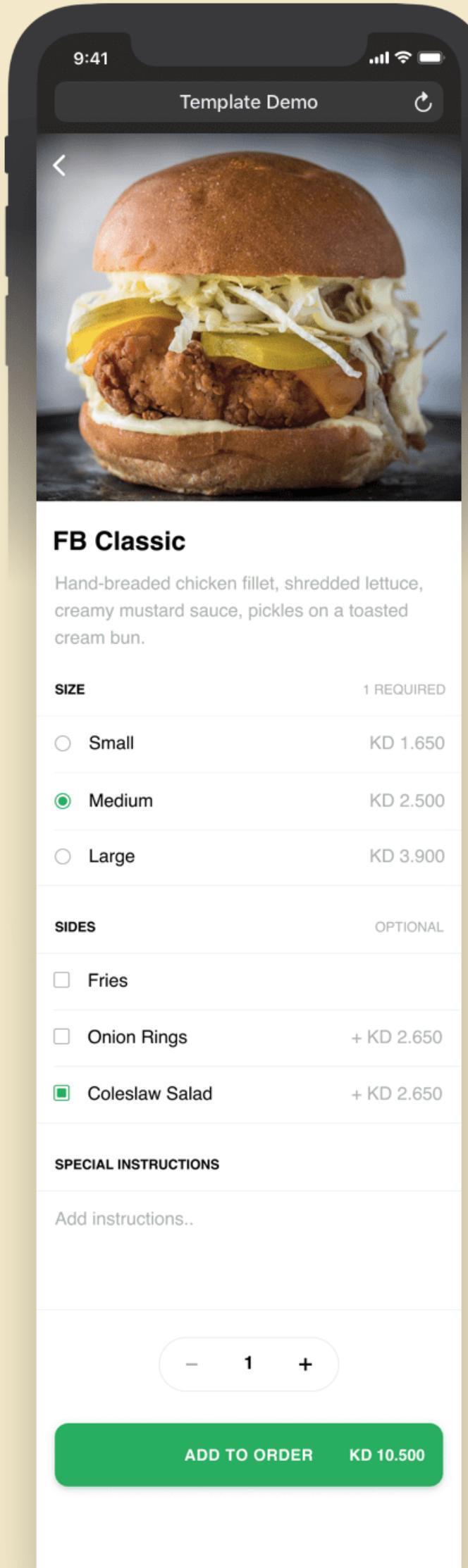
Since the design was going to be used by multiple businesses, some adjustability was necessary.

After discussions with the client, I limited the adjustability to a header image, a logo and an accent colour.



# Product page

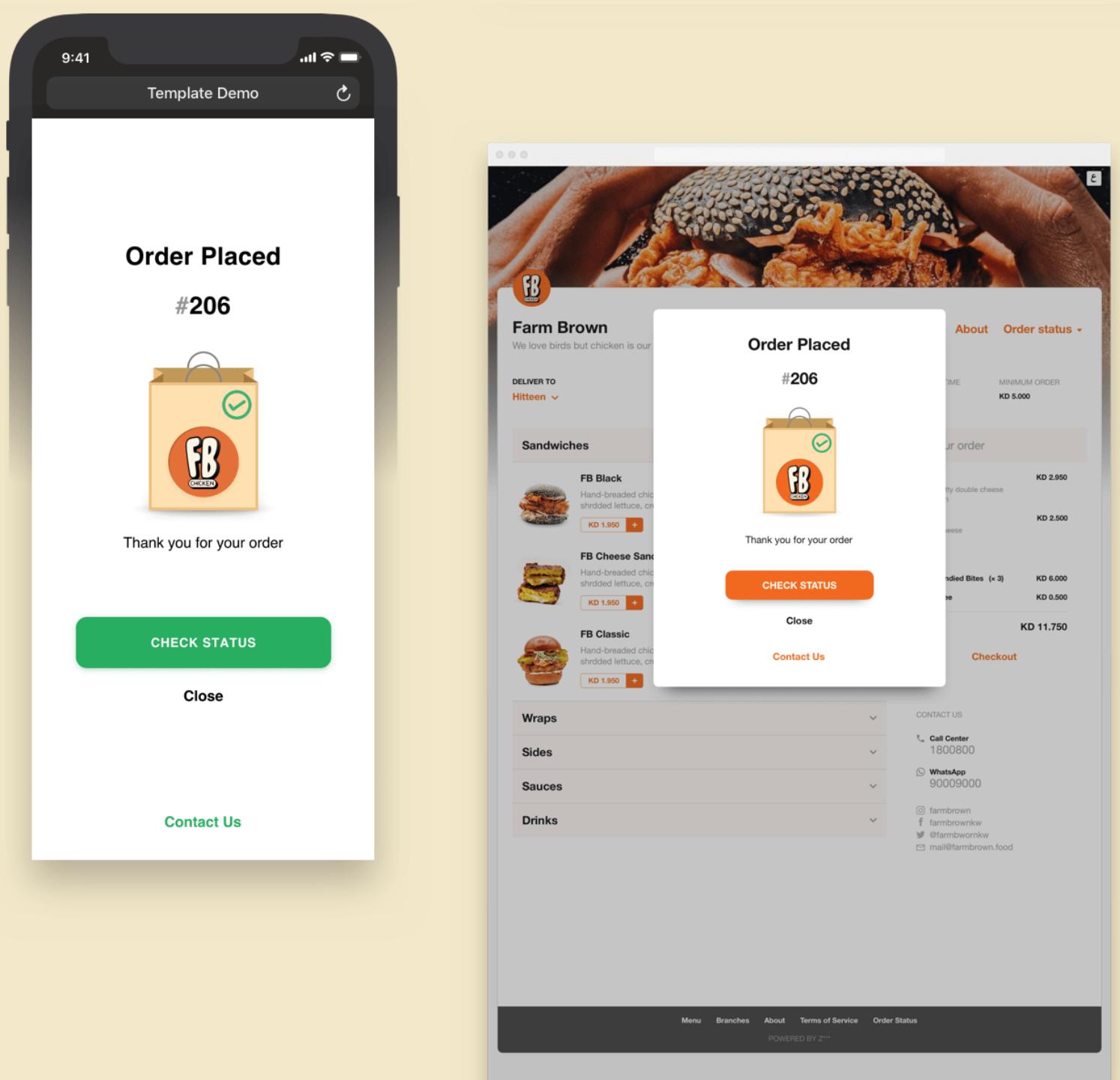
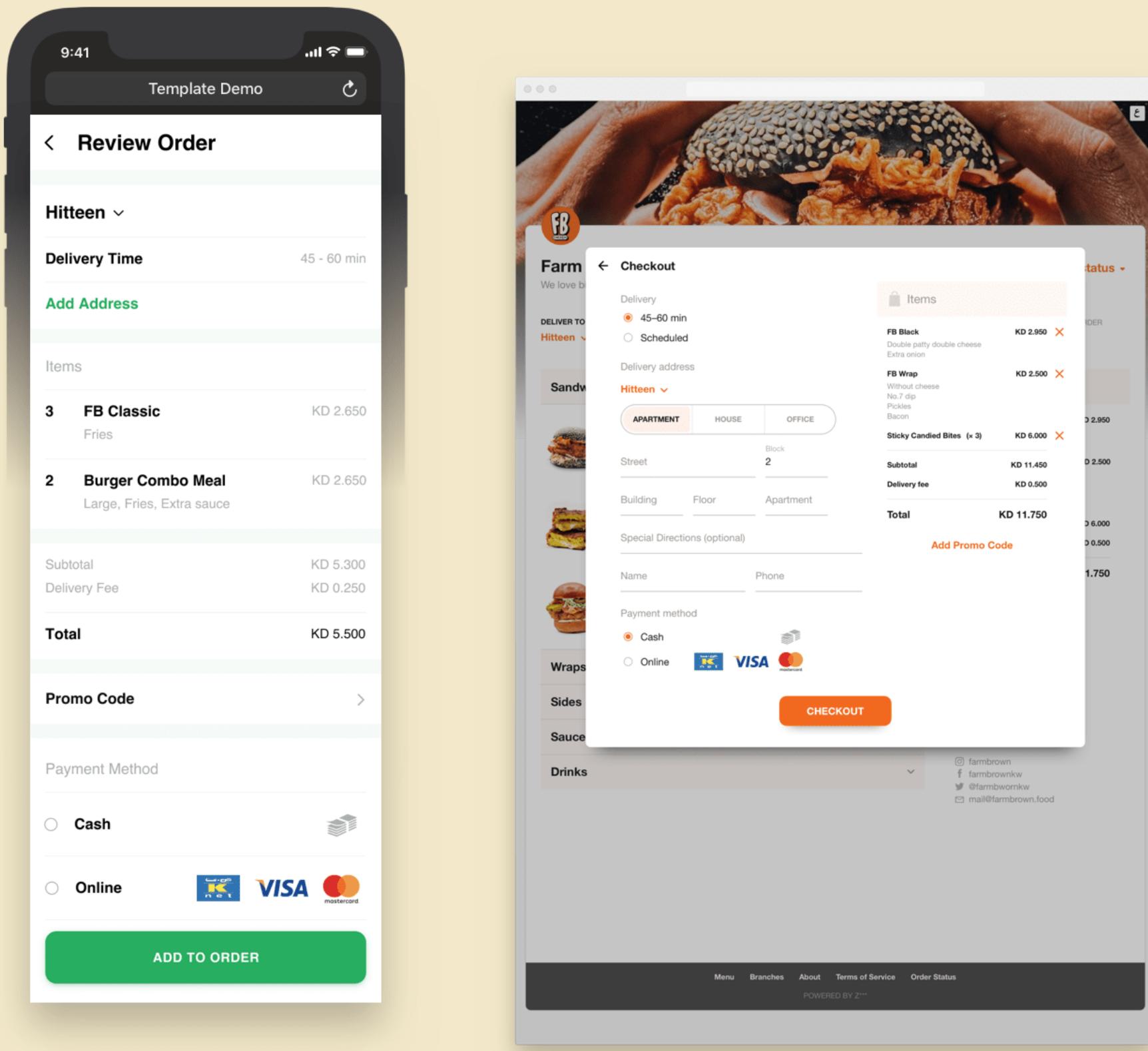
The service gives its customers the ability to have additional options added to the products. This feature is reflected on the product page.



# Order overview and feedback

One of the pain points in the old template was a lengthy checkout process. In a new version, I combined the order review, address and payment method into a single screen. The new checkout was perceived as being shorter.

Added a feedback screen to let the customers know their order was received and a button to check its status.



# Techapalooza festival

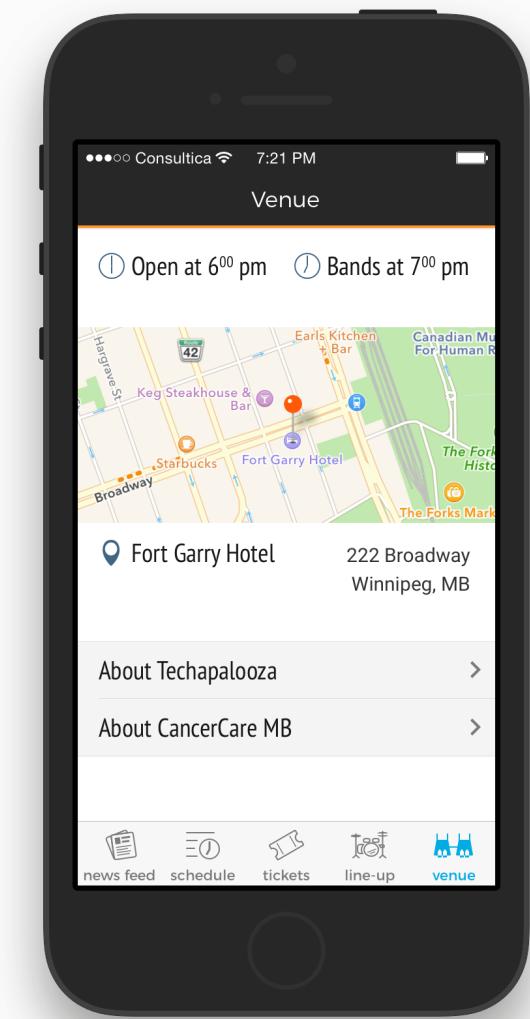
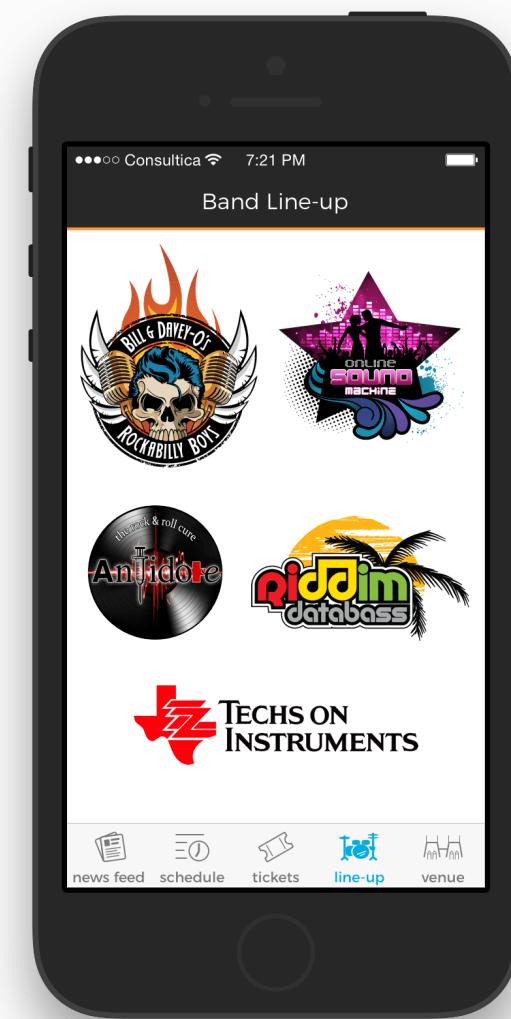
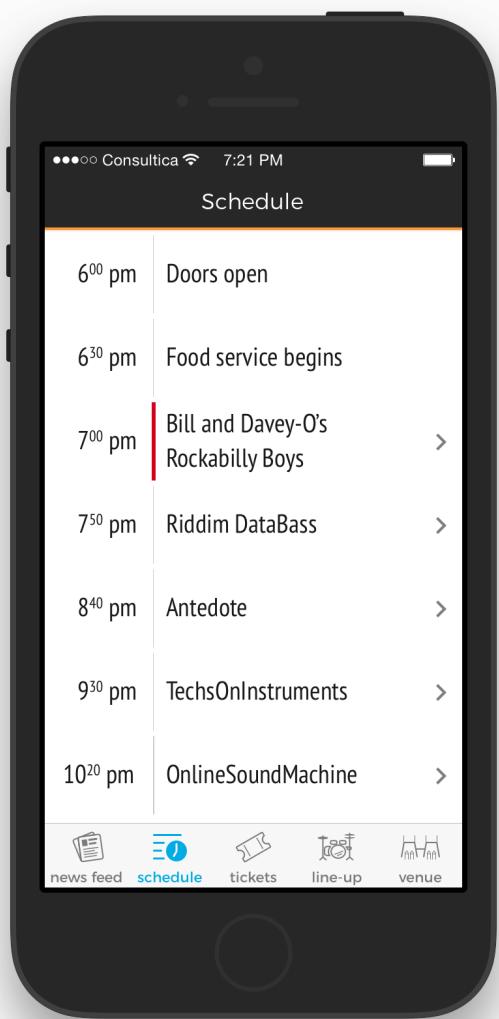
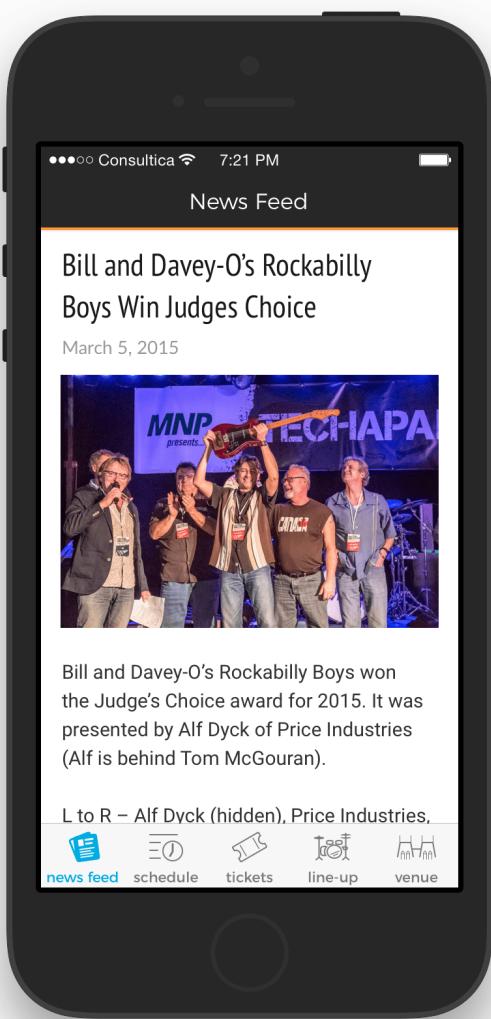
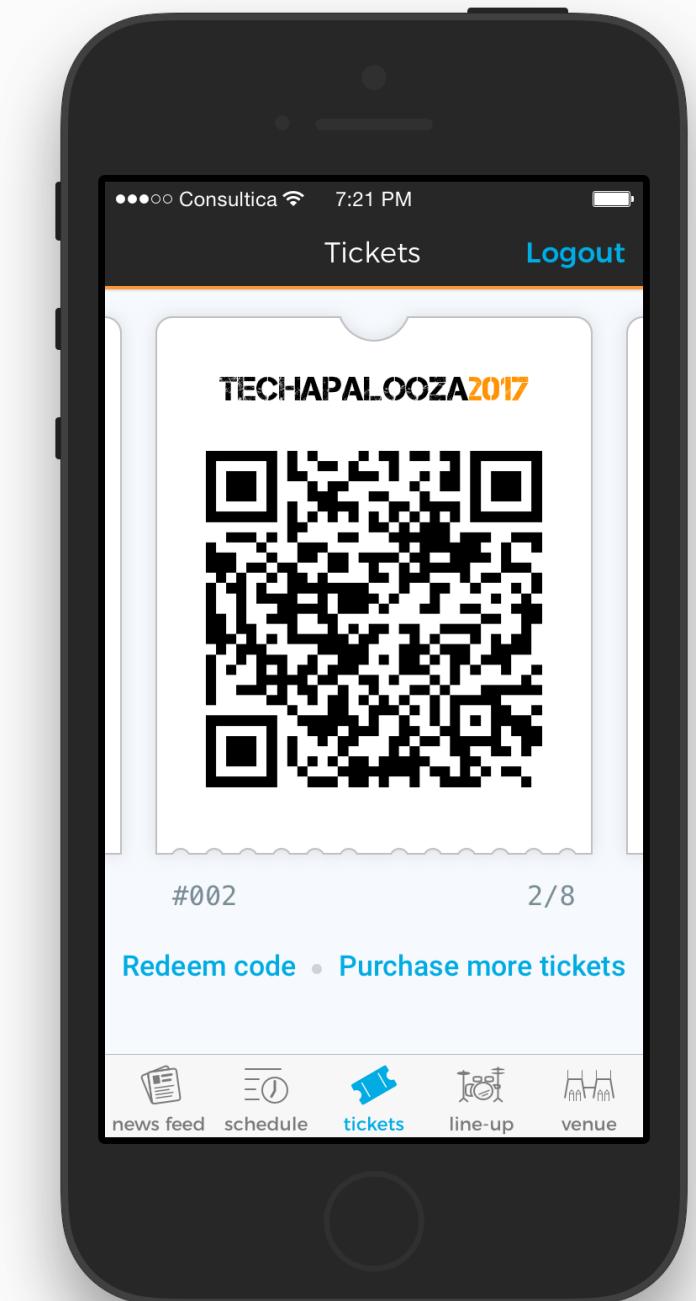
I was tasked with creating the designs of an app, a simple admin panel and a ticket purchase web-page for an annual charity festival.



# Mobile app

The organisers wanted the app to be a single place for news about the event, its schedule, tickets purchase and storage, information about performing bands and the venue.

With this in mind, the app was designed around tabbed navigation.



# Control panel for the app

Designed a simple dashboard that would control information inside the app.

The dashboard consists of four main sections:

- News:** A form for adding news items with fields for Band logo, Band name, and Band description, along with an Upload logo button and a Save band button.
- Bands:** A list of bands with their logos, names, descriptions, and edit/delete buttons.
- Schedule:** A form for adding events with fields for Event time (set to 07:00 PM), Event name or band (Custom name), and an Event name input field, followed by a Save event button.
- Voting:** A section titled "Voting results" showing three items: 1. Bill and Davey-O's Rockabilly Boys (254 votes), 2. Online Sound Machine (180 votes), and 3. Antidote (100 votes).

Created a separate ticket purchase web-page for people who did not want to use the app.

The ticket purchase process is shown in two steps:

- Step 1: Email** - An input field for "example@mail.com" with the placeholder "Email is required".
- Step 2: Select a band** - A list of bands:
  - Bill & Davey-O's Rockabilly Boys (radio button)
  - Online Sound Machine (radio button, selected)
- Step 3: Number of tickets** - A slider set to 3, with a multiplier of \$35.
- Step 4: Payment** - Credit card input fields for CARD NUMBER (4314 3724 0011 1296), VALID THRU (11/16), and CVC CODE (6021).  
A second payment section shows identical fields for another transaction.



## Alexander Hladkyi

A seasoned digital product designer with experience encompassing all design stages from initial discovery to information architecture and other user experience aspects to finalised designs that are ready for development.

## Contacts

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**Thank you for your time**