**Title**

Roles:

Company:

Date:

Blurb:

**Project name**

Blurb:

Problem:

Validating usability:

Outcome:

Retrospective:

My contribution to this project laid the design foundation for how our clients may be able to integrate Community into their Android apps. If I had more time, I would perform usability tests on the interface to ensure that the end-users are able to use the core functionalities of the app.

Furthermore, I'd love to test out the accordion pattern with more people to see if it could be a reliable solution for browsing deeply nested information structures on mobile.

**Project name**

Blurb:

Problem:

Understanding context:

Improving glancability:

Outcome:

Other projects:

Overview:

At Visier, I was introduced to a domain of design that prioritized using visual and interface design to support sizeable functionality and complex workflows for expert users. To achieve this, I worked with the design team, developers, and data engineers to create countless iterations of sketches on paper and whiteboards and mockups on Illustrator. As a result of this 12-month work term, I gained a new appreciation for designing with intention and precision.

Workforce Planning

Workforce Planning (WFP) is a powerful application that allows users to project and analyze labor supply and demand based on economic factors by creating plans. During my 12-month work term as a UX Design Intern at Visier, I spent the majority of my time dedicated to designing features with the PM and Design Lead of WFP.

Problem:

In many use cases, there are multiple users within an organization who need to collaborate across teams to make decisions about a workforce. WFP needed a feature that allowed users to manage both sharing and editing rights in a plan.

Understanding Constraints

Upon speaking to the development team, I learned that WFP could not allow multiple users to edit simultaneously edits to a plan because a single edit generate changes to values across the grid. Unsurprisingly, this constraint added a new layer of complexity to my mental model of the application’s behavior.

made for the plan sharing outline how the application manages different users with both sharing and editing rights, and more specifically, how a user shares their plan, how rights of the shared users are specified, and how multiple users with editing rights determine the sole current editor.

“What might this look like if it were easy?”

This was a common question I asked myself during my work term at Visier. Since I was consistently facing new data or metric related concepts that I did not understand, I used this question to unshackle myself from the complexities and regain my bearings. In this case, if designing the sharing feature were easy, a plan would, at the very least, would need the following things:

1. Ability to give another user editing or reading access to a plan
2. Simple method for an editor to start and end editing
3. Clear indicator of who the current and only editor is

After identifying these components, I was able to use that as a jumping off point and create a mind map and another iteration of the interface sketch.

A later reiteration is introduced in this sketch which eliminated the toggle from before. The buttons shown here also double as a status indicators. This design was developed in the mockups attached, and was implemented into the platform.

Retrospective

Through the process of completing UX concepts and specifications for new features, I have learned the importance of finding the most feasible UX that supports the necessary functionality. To achieve this, I learned to be meticulous by questioning each moment in user interaction. Does this method require the least affordances? How can I make this new functionality more accessible? Can I reuse an existing piece of UI or do I have to make a new one? If I propose a new interface, is it worthwhile for the developers to code? Can it reused? During the start of the work term, I often failed to ask these questions. As a result, I had to make many more iterations of the mockups to achieve the completeness I would have had if I considered the previous questions.