

Professional Portfolio

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UX Designer and Software Engineer

Selected projects

- Retail banking
- Mobile car wash
- Kleiderbar
- Payment entry
- Payment tracking
- Retail investments
- Design System

RETAIL BANKING

PROJECT BRIEF

Client

Credit Suisse AG, Zurich, Switzerland

Scope

Problem statement

The mobile banking solution for retail clients lacks in many respects performance and user expectations.

Goal

To envision and visualise a possible solution how the retail mobile banking could look and function.

Deliverables

iOS mobile design • Interactive Origami prototype

Activities

Wireframing • Visual design • Origami prototyping • Usability testing • Stakeholder presentation

Schedule

31.10.2019 - 14.10.2019

Team

I was working together with one other senior UX Designer

RETAIL BANKING

STARTING THE PROJECT

Challenges

In this short project we faced with three major challenges:

1. What concepts should we include into the solution from the user and also from technological point of view.
2. We needed to use a different visual language as the existing one. How to invent a new and appropriate visual language?
3. In what form will we present the solution to the stakeholders?

Proposed solutions

1. We interviewed our key stakeholder to understand their expectations. Additionally, as we continuously researched in this problem space, we already developed proposals as well. Finally it was decided to focus on these key features: personal financial manager, payments, accounts overview and cards.

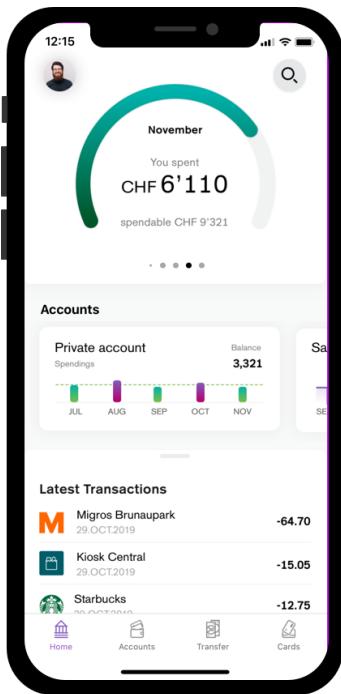
2. It was required to have a different look and feel as the current app was developed out of desktop guidelines. We used the standard iOS guides, like the swiping cards, to make the app more mobile friendly. We respected the timeline and therefore kept the visual elements at minimum, so that we could develop them properly.
3. The project was about setting a vision, to find out what is possible to on mobile. Because mobile devices are highly interactive compared to big screens, we handed over a test device to the stakeholders, instead of preparing presentation slides.

On the test iPhone we preinstalled the app prototype using Origami prototyper. This allowed to our audience a closer interaction and better understanding.

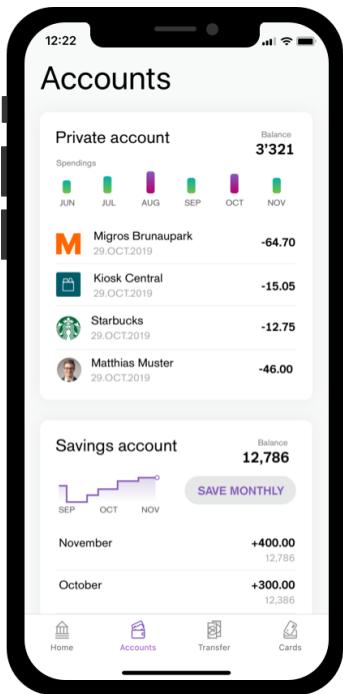
RETAIL BANKING

APP SCREENS

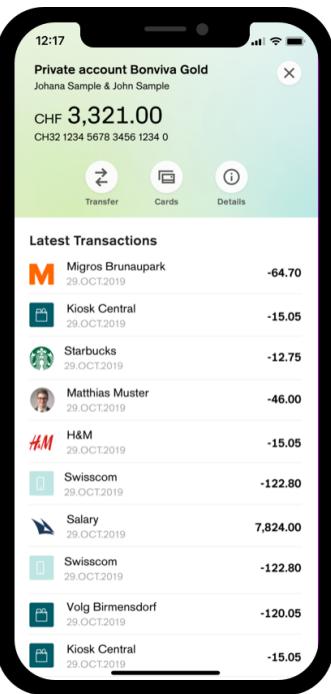
Retail banking (3/5)



Home tab, user can browse the most relevant information here



Accounts tab, showing latest transactions and graphs to easier understand trends

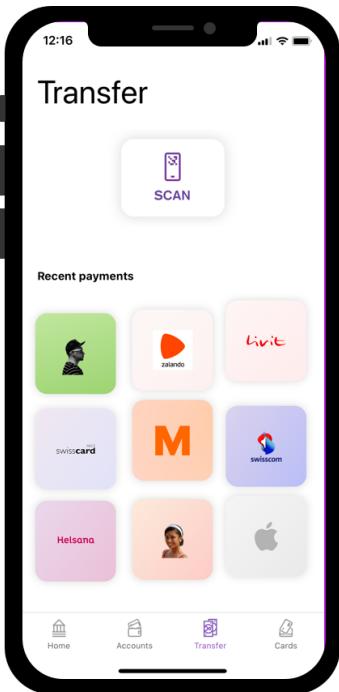


Account details, apart from transactions, relevant actions are included here

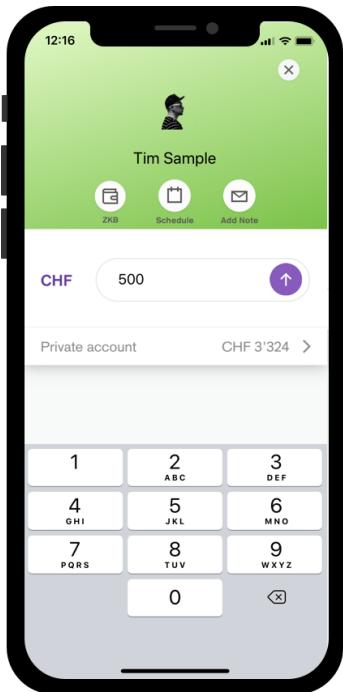
RETAIL BANKING

APP SCREENS

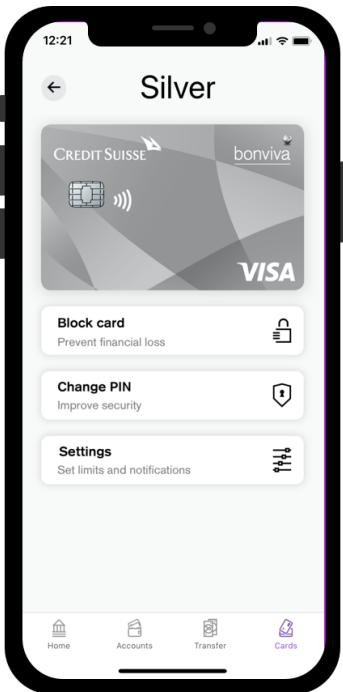
Retail banking (4/5)



Transfer tap, a minimalistic recent payments list and scanning option



Making payment, apart from the amount, every other detail is pre selected to smart default.



Cards tab, contains the cards with the most relevant actions

RETAIL BANKING

RESULTS

Feedback from the presentation

- The mobile prototype was a great success. It inspired the higher management to invest more into the mobile solution.
- Thanks to the almost realistic features they could experience and give useful feedback on the design.
- This concept has been taken for further analysis from technical, business and legal point of view and budgeting is in discussion.

MOBILE CAR WASH

PROJECT BRIEF

Client

A startup called Greenwiperz

Scope

Problem statement

Greenwiperz is an environmental friendly initiative which aims to reduce water usage and take away the chore of car washing. The founders wanted an easy way to handle booking from the customers as well as from their side.

Goal

Design and develop a web app where customers can register and book the service. Additionally an employee can login and manage bookings.

Deliverables

Full stack web application

Activities

Wireframing • Usability testing • Web app development

Timeline

10.08.2020 - 24.11.2020 (not full time, as a side project)

Team

My role was to analyse and develop the solution. Two people from client side helped to clarify the requirements.

MOBILE CAR WASH

STARTING THE PROJECT

Challenges

1. Decide on infrastructure and technology
2. Problem with requirements
3. Integrate payment solution
4. Create a booking system

Proposed solutions

1. First I tried to use already existing CMS (Content Management System) tools like WIX or Wordpress. Due to the very custom requirements I decided to build it using Laravel the PHP framework. The framework offers many built in features which speeded up development.
2. The client has limited knowledge and interest about technology. Abstract discussions about requirements weren't useful. Instead I needed jump to create interactive prototypes.

3. We dedicated the first two weeks to research and find out how the customer will pay online. Due to the pandemic we wanted to go away from cash. The end result was to use Datatrans as a payment service provider.
4. They envisioned a booking system with a complex pricing and real time feedback about time reservation. I needed to be clear with my communication about effort and duration.

Lessons learned

In my opinion the web frameworks evolved to the level, where a developer can faster ship solution without the need for CMS. Headless CMS solutions can serve as addition for the people without technical background.

MOBILE CAR WASH

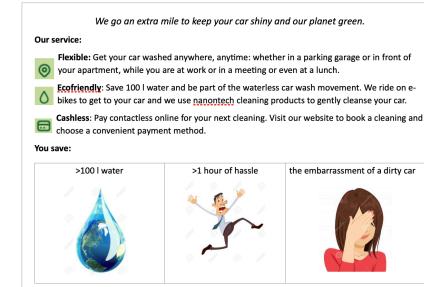
ITERATIONS ON LANDING PAGE

Landing page content

We started with a Word document. The content was shared with multiple people and we had several rounds of feedbacks.

Lessons learned

- I pushed the client to use google docs so that we can share feedback faster. It was a surprise to see the rejection, but I needed to accept the tools they were comfortable to use.
- We lost a lot of time using document and only text. Once I created the first visuals, everyone was able to give better feedback and we reached conclusion.



MOBILE CAR WASH

THE DESIGN SYSTEM

Mobile car wash

CSS Framework

I used Tailwind CSS to create the visuals. The framework offers out of the box components which I could easily adapt.

Desktop and Mobile

The web app is fully responsive. I optimised the forms, tables menus and filters for each form factor.

Order form for private clients (Destkop and Mobile)

Car wash bookings (Destkop and Mobile)

MOBILE CAR WASH

RESULTS

Feedback

We tested the system with several people. As I used simple components, we got a positive feedback on usability.

The startup at the time of this documentation is still in an early stage. Feedback from the first users was insightful. It will be interesting to see how the project develops in the future.

Key takeaways

- Thanks to my engineering background I could show and get feedback on interactive prototypes instead of showing static images. In systems with a lot of inputs, it make sense to spend effort to code prototypes.
- Clarity in communication is key to move the project forward. As each person is different, the first part of the project should be about finding the common way of talking to each other.

KLEIDERBAR

PROJECT BRIEF

Client

Owner of a children clothes second-hand shop

Scope

Problem statement

Paper only inventory system requires time and effort to maintain. This often leads to stress and loss of clients.

Goal

Create an inventory system which helps my client to easily receive, sell and return second-hand goods

Deliverables

Interactive native iOS prototype app with key features

Activities

User interview • Wireframing • Native iOS Prototyping • Usability testing

Schedule

The client had no specific timeline.

Budget

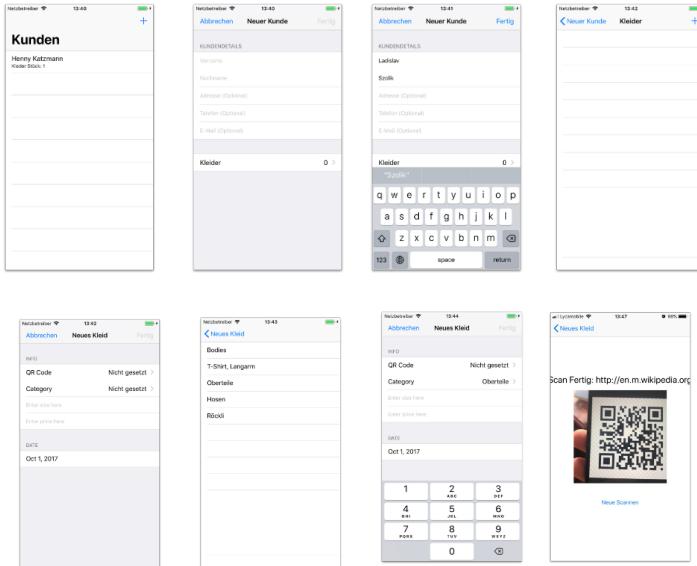
Pro-bono project

Team

I was a sole UX Designer and developer, responsible for product discovery together with the client.

KLEIDERBAR

EARLY DESIGNS



First version of the native app prototype

Kleiderbar (2/4)

Challenges

As the client was not used to digital tools, it was hard for her to imagine the mobile app as pictures in inVision. To gain insights I decided to leverage my coding skills and built a simple native prototype.

Proposed solution

In the first prototype I validated the followings:

- Manually enter customer details
- Add clothes types from list
- Scan the printed QR-code to pair it with the received clothes.

Lessons learned

It is not sufficient to print only the QR-code as clothes label. The client uses label information as navigation tool, e.g. date of arrival, size, customer.

KLEIDERBAR

ITERATIONS

Lessons learned

From the interviews and the usability test observations I learned that most important part of client's workflow is quickly recording all the received clothes. The number of newly arrived clothes can be really high (100). In the next iterations I was trying to make this step as easy as possible.

The first screenshot shows the initial state of the app. It has two tabs: "Neuer Kunde" and "Kleider". The "Kleider" tab is selected, showing a plus sign to add a new item. The second screenshot shows the "Neues Kleid" screen where a new item is being added. It includes fields for "Category" (set to "Oberteile"), "Enter size here", "Enter price here", and a date field set to "Oct 1, 2017". At the bottom is a numeric keypad with a grid layout:

1	2 ABC	3 DEF
4 GHI	5 JKL	6 MNO
7 PQRS	8 TUV	9 WXYZ
0	0	0

Iteration 1 - possible to add one item at the time

This screenshot shows a list of items under the "Clothes" tab. The first item is "1. Bodies" with a quantity of "10 CHF". Below it is another numeric keypad with the same grid layout as the previous iteration.

1	2 ABC	3 DEF
4 GHI	5 JKL	6 MNO
7 PQRS	8 TUV	9 WXYZ
.	0	0

Iteration 2 - multiple items, with easy editable price

This screenshot shows a list of items under the "Kleider" tab. Each item is represented by a small icon of the garment, its name ("Stück 2", "Stück 0", etc.), and its details (Price: 25.0, Status: new). The numeric keypad at the bottom is identical to the previous iterations.

1	Price 25.0	new
2	Price 25.0	new
3	Price 25.0	new
4	Price 25.0	new
5	Price 25.0	new
6	Price 25.0	new
7	Price 25.0	new
8	Price 25.0	new
9	Price 25.0	new
10	Price 25.0	new

Iteration 3 - using visuals to make it easier to add items

KLEIDERBAR

RESULTS

Problem with Mobile apps

In the end of the design process we learned, the client does not feel comfortable using a mobile phone for her business. It has multiple reason, one is the lack of trust in technology.

Simplified workflow

The client decided to use the printed label templates which we created together.

Testimonial

“It was an interesting procedure. I never thought that I will also learn so much about my work and to find problems about which I was not aware.“

Second-hand shop owner

PAYMENT ENTRY

PROJECT BRIEF

Client

Credit Suisse AG, Zurich, Switzerland

Scope

Problem statement

80% of the online banking usage is related to payments. This module faced the several problems:

- Costly maintenance due to two separated app for private and corporate users
- Difficult to find and use recurring payments
- High number of incomplete and duplicate payments

Goal

Improve the usability, merge the two user portals and decrease support calls related to payment entries.

Deliverables

Desktop • Tablet • Mobile

High-fidelity designs • InVision Prototypes

Activities

User interviews • Visual design • Prototyping • Workshop facilitator • Stakeholder management • Usability testing

Schedule

15. Jan 2018 - 5. March 2018

Team

I was a UX Designer working together with an agile team, on-and offshore. Additionally I had two UX Designers as support for validations and visual design.

PAYMENT ENTRY

STARTING THE PROJECT

Challenges

Before starting with the redesign project I faced with the following major challenges:

1. Payments is a highly complex module which consist of multiple systems.
2. High number of stakeholders due to the multiple systems.

Proposed solution

We organised several knowledge transfer sessions, kick-offs, brainstorming and sketching sessions.

Lessons learned

To fulfil every stakeholder's requirement is difficult. Workshops helped us to align everyone, additionally we created the "we are in this together" mindset, which improved our collaboration.



Whiteboard sketches from first workshops. The goal was to align stakeholders and to define information architecture.

PAYMENT ENTRY

PREVIOUS VERSION AND EARLY DESIGN

Zahlungen:

Inlandzahlung

IBAN: [REDACTED]

Bank: Verfügbar Daten werden vom System eingefüllt.

Begünstigter: [REDACTED]

Betrag: CHF 3'000.00

Datum: 04.07.2018

Belastungskonto: Privatkonto Boniva Silver CHF

Weitere Optionen

Abbrechen Bestätigen

1 Entry 2 Review 3 Confirmed

Enter domestic payment

Recipient
Enter IBAN

Recipient's address
Name
Address

+ Add more text

Reason for payment (Optional)
e.g. rent

+ Add more text

More options

Amount
Enter Amount

Currency
CHF

Debit account
Linnie Ballerd
CH Private Account Boniva Silver
84.215.36 CHF

Execute as
Single payment Standing order

Execution date
03.04.2018

Cancel Review →

Previous version in production.

Frequently reported issues:

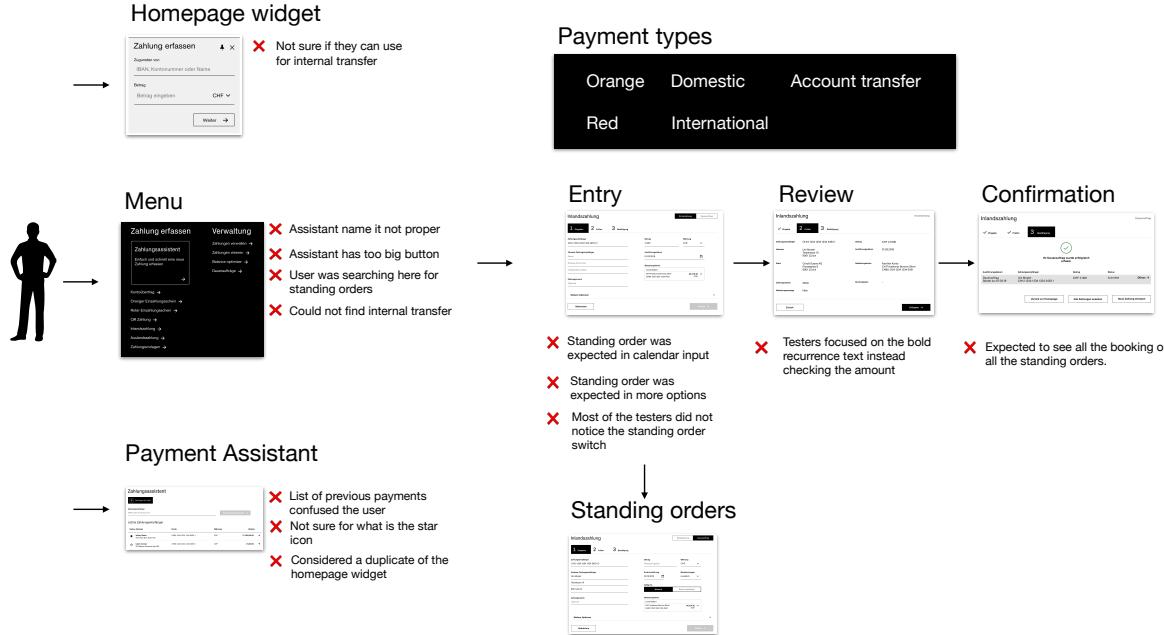
- Select debit account in case multiple exist
- Setup recurring payment
- Submit payment multiple times

Proposed solutions:

- New debit account selection dropdown
- Recurring payment as part of the entry page.
- 3 steps wizard to visualise process.

PAYMENT ENTRY

SUMMARY FROM USABILITY TESTING



Overview of usability findings. Slide from stakeholder presentation

PAYMENT ENTRY

ITERATION

Payment entry (5/6)

Oranger Einzahlungsschein

Einzahlung [Deuerauftrag](#)

Referenz-Nr. Bitte geben Sie die Referenznummer ein

Konto 65-

Einzahlung für Name des Begünstigten eingeben
Adresse des Begünstigten eingeben
 Zeile hinzufügen (optional)

Belastungskonto CHF

Periodizität Monatlich Gültig ab Juli 2018

Zahlung am 4 Gültig bis Auf Widerruf

Weitere Optionen



1 Entry 2 Review 3 Confirmed

Enter orange payment slip

Account Number e.g. 56-2299-1

Amount e.g. 120.0 Currency CHF

Payment to -

In favour of Enter Name

Debit account Linnie Ballard CH Private Account Bonviva Silver

Enter Address

Enter Address

+ Add more text

Execute as Single payment Standing order

First execution date 03.04.2018 Periodicity Weekly

End repeat On Date 03.04.2018 End date 03.04.2018

Reference number e.g. 34 00000 3455 12345 87356 34555

Hide options

Debit advice No Yes

Booking text (Optional) e.g. your reference or any key word.

Previous version in production.

Recurring payment input fields were hard to scan and understand for the users.

Proposed solution.
Simplified wording, shrink field size.

PAYMENT ENTRY

RESULTS

Production impact

- Hotlines reported decrease in recurring payment related calls.
- Production database showed decrease in double and abandon payments.

Testimonial

“The payment review page is very clear and easy to understand.”

Margarita from usability testing

“Once I selected domestic payment, I could directly see what goes where and here I see which is my debit account.”

Yan from usability testing

PAYMENT TRACKING

PROJECT BRIEF

Client

Credit Suisse AG, Zurich, Switzerland

Scope

Problem statement

As per today, once the payment is executed by the sender's bank, there is no additional information about delivery or issues from receiver bank. The transaction fees are deducted in bulk without detailed description.

Goal

Introduce a new tracking feature in payments module, which provides to the customer with additional information about their payments transaction status.

Deliverables

Desktop • Mobile

High-fidelity designs • InVision Prototypes

Payment tracking (1/7)

Activities

User interviews • Visual design • Prototyping • Stakeholder management • Usability testing

Schedule

27. May 2019 - 2. Aug 2019

Team

We were two UX Designers working with an agile team, on- and offshore. Our responsibility was to research client needs, validate ideas and deliver final concept.

PAYMENT TRACKING

EARLY DESIGNS

Payment tracking (2/7)

The image displays three vertically stacked screenshots of early payment tracking prototypes. The top two screenshots show a single step of the process, while the bottom one shows a detailed timeline view.

- Screenshot 1:** Shows a payment from 'International payment' to 'Deutsche Bank AG'. It includes fields for 'Beneficiary's Account number' (017380001), 'Recipient's address' (Thomas Sample, 1419 Westwood Blvd, Los Angeles, CA 90024-4911), 'Reason For Payment' (3400003459123456789), and 'Booking Text' (Message to CREDIT SUISSE (Switzerland) Ltd). A 'Show payment tracking' button is at the bottom.
- Screenshot 2:** Similar to Screenshot 1, but with a 'Bank's confirmation' section at the top and a 'Tracking number' (DE4342472209738932) and 'Show extended tracking' link below it.
- Screenshot 3:** Shows a 'Track international payment' interface. It lists the payment progress with two stages: 'In Progress' (Arrived at Deutsche Bank AG) and 'Arrived' (Arrived at Deutsche Bank, New York, United States). It details the 'Sender' (Tapis Fusion Commercial Bank, Los Angeles branch, City of Industry, CA, United States) and 'Recipient' (Thomas Sample, 1419 Westwood Blvd, Los Angeles, CA 90024-4911). It also shows the 'Bank' (Deutsche Bank, New York, United States) and 'Arrived' (05 Jun 2019 17:10:50 CET). A 'Back' button is at the bottom.

First prototype.

Payment view with tracking information.

Challenges

Tracking information is delivered by a time expensive service and it is not supported by all banks.

Proposed solution

- In the first prototype users needed to click a button on a payment detail page to see tracking information.
- We visualised detailed tracking information as the package delivery services.

Lessons learned

- Users did not notice and understood the CTA button.
- Minimal information had no added value.
- Timeline visualisation on detailed view was confusing.

PAYMENT TRACKING

SUMMARY FROM USABILITY TESTING (1/2)

Payment tracking (3/7)

How they understood the basic tracking information?

They understood "in Progress" as payment on the way. (as expected)



They were confused by seeing "Currently at Deutsche Bank" (they did not know there is a bank between).



They expected to see the estimated arrival time. (thinking arrival is more important than the total duration)



Misinterpreted "Deducts". They thought this is transaction fee



Did not find tracking number useful and important



Wanted to see more information (thinking the provided info was not helpful)



Ideas - add an overall progress bar.
- show if it is on track or delayed

Summary of usability test findings from the basic tracking information page.
Slide from stakeholder presentation.

PAYMENT TRACKING

SUMMARY FROM USABILITY TESTING (2/2)

Payment tracking (4/7)

How they reacted on the detailed tracking page?



They understood easily the grey boxes with bank information.

The screenshot shows a 'Track international payment' interface. At the top, it displays: 'In Progress', 'Arrived at Deutsche Bank AG', 'Total time period: 4th 30m', 'Deducts: 31.00 USD', 'Tracking number: 304342207220978932', and 'Instructed Amount: USD 1312.00'. Below this, the 'Progress' section lists three steps:

- Recipient:** Thomas Sample, Bank: Los Angeles branch, City of Industry, CA, United States, BIC: TMBUSAOL. Status: Arrived.
- Bank:** Deutsche Bank, New York, United States, BIC: DEUTUSW1. Status: Arrived 09 JUN 2019 17:10:00 CET, Departed.
- Sender:** Daniel Moller, Credit Suisse AG, Zürich, Switzerland, BIC: CREDITZH2XXX. Status: Arrived 09 JUN 2019 16:10:00 CET.

At the bottom left is a 'Back' button.



They expected the timeline opposite way



They were confused why is a bank inbetween.



Ideas Possibility to speed up the payment from this screen

*Summary of usability test findings from the detailed tracking information page.
Slide from stakeholder presentation.*

PAYMENT TRACKING

ITERATION ON BASIC TRACKING

Payment tracking (5/7)

The screenshot shows a payment tracking interface with the following details:

International payment

Beneficiary's account number: 9542121235

Recipient's address: Jordane GmbH, 83 Des Voeux Road Central, Hong Kong, China

Bank: Hong Kong Bank, Aberdeen Main Rd, Shop C, Hong Kong, China

Reason For Payment: -

Transaction no.: DNV1-1234512-CS-043342

Customer End to End ID: SP-423423423-0

Transaction Key: 1232043434

Booking Text: -

Fees to Be Paid: Division of Charges

Message to CREDIT SUISSE (Switzerland) Ltd.: -

Show history **Show tracking info**

Status: In transaction

Estimated Arrival time: 1-2 working days remaining

Charges: 28.00 CHF

Tracking number: 12111112212/2121222

In transaction

More details

Back **Copy**

Final design of the basic tracking information

Proposed solution

- In the next version I built on the payment's history tab.
- It is already a collapsible/expandable element so I added tracking information as the next tab.

Lessons learned

On the usability testing all users found the tab easily. They understood History and Tracking information as related information so it make sense to show them together.

PAYMENT TRACKING

ITERATION ON DETAILED TRACKING

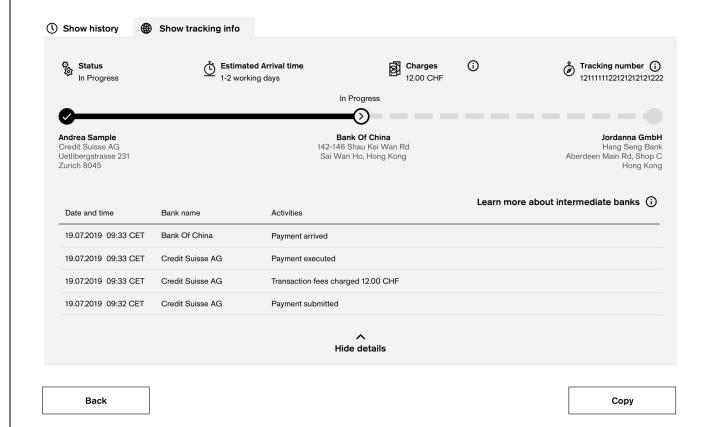
Payment tracking (6/7)

Proposed solution

- Detailed tracking information has become the extended version of the basic view. It is not a separated page anymore.
- Legibility of the timeline has been improved by removing unnecessary visuals and showing it as simple table.

Lessons learned

The “Show details” button was planned to be used only by corporate users, however we learned that some private users have similar needs. This information lead to our personas redefinition.



The image shows a detailed tracking interface for a payment. At the top, there are buttons for "Show history" and "Show tracking info". Below this, the status is shown as "In Progress" with an estimated arrival time of "1-2 working days". A "Charges" section indicates a fee of "12.00 CHF". A "Tracking number" is provided as "I211111221212121222". The main area displays a timeline with three stages: "Andrea Sample" (Credit Suisse AG) at the start, "Bank Of China" (Bank Of China) in the middle, and "Jordanna GmbH" (Hang Seng Bank) at the end. The timeline is labeled "In Progress". Below the timeline, a table lists payment activities:

Date and time	Bank name	Activities
19.07.2019 09:33 CET	Bank Of China	Payment arrived
19.07.2019 09:33 CET	Credit Suisse AG	Payment executed
19.07.2019 09:33 CET	Credit Suisse AG	Transaction fees charged 12.00 CHF
19.07.2019 09:32 CET	Credit Suisse AG	Payment submitted

Below the table, there is a "Learn more about intermediate banks" link, a "Hide details" button with an upward arrow, and navigation buttons for "Back" and "Copy".

Final design of the detailed tracking information

PAYMENT TRACKING

RESULTS

Payment tracking (7/7)

Conclusion

It was a challenging project not just because of the high number of stakeholders, but we needed to consider all the possible scenarios in the visualisation.

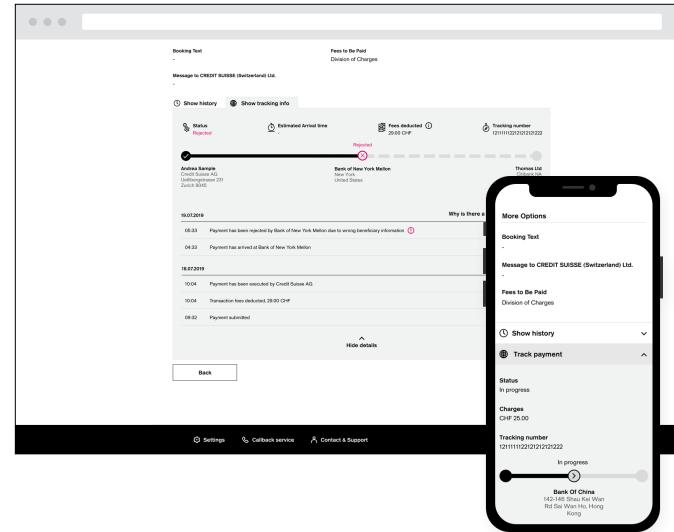
Testimonial

“I am really happy how this collaboration is running. I think this is how everyone should do it. It is a real co creation!”

Product Owner

“It is great! Now I will know where my money is. “

Klaudia from usability testing



Desktop and mobile designs representing different scenarios

RETAIL INVESTMENTS

PROJECT BRIEF

Retail investments (1/4)

Client

Credit Suisse AG, Zurich, Switzerland

Scope

Problem statement

As per today our retail clients can't invest with low amount of funds. Based on market research we learned that there is a need for this market.

Goal

To discover new opportunities in the field of retail investments, as a part of Credit Suisse Academy project, my team had a goal to develop a concept for an automated investment solution advisor for retail clients

Deliverables

- Targeted mobile devices
- Fidelity was native implementation

Activities

User interviews • Visual design • Prototyping • Stakeholder management • Usability testing • Native iOS Prototyping

Schedule

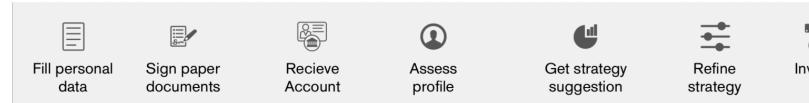
20. April 2018 - 32. Nov 2018

Team

I was a sole UX Designer and developer working with a team of SMEs from various financial domains.

RETAIL INVESTMENTS

COMPETITOR ANALYSIS



*Slide from stakeholder presentation.
Comparison of competitors' user flows.*

RETAIL INVESTMENTS

EARLY DESIGNS

Retail investments (3/4)

Challenges

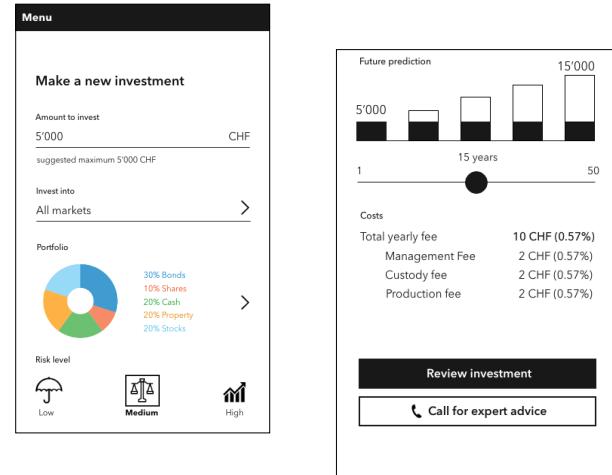
Our first challenge was to define what is the bare minimum to make a low budget investment.

Proposed solution

As I worked with people, who have more abstract thinking, to align them and start discussion, I came up with the simplest visualisation to get feedback.

Lessons learned

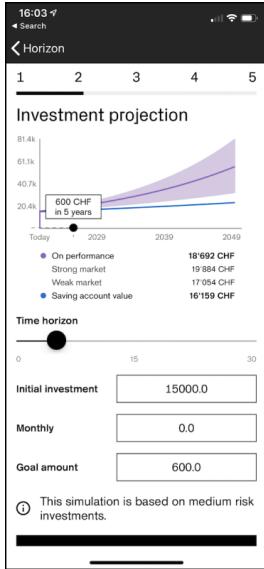
This simple screen helped team mates and stakeholders to provide meaningful feedback about constraints and legal aspects.



*Investment overview screen.
Result of initial ideation sessions.*

RETAIL INVESTMENTS

FINAL DESIGN AND CONCLUSION



1.



2.

Challenges

As an academy challenge the concept was rated by senior management. Our team needed to find a the best way to present the solution.

Proposed solution

I decided to go native and develop a prototype iPhone app which has hard coded data, so that they can try out few scenarios.

Lessons learned

The app raised awareness that in such a short period of time, we can produce a functional prototype and can be tested with our target audience.

Screens from the native interactive app.

1. Simulating possible investments 2. Reviewing the purchase.

DESIGN SYSTEM FOR ONLINE BANKING

BRIEF

Client

Credit Suisse AG, Zurich, Switzerland

Scope

Problem statement

- Existing design guidelines focusing mostly on print and marketing websites. Often these guidelines were not applicable for an online banking application.
- Designers and developers waste time to define these guides. The consistency suffers as these guides are not shared fast enough.

Goal

Define a commonly used design language so that teams become more efficient and they achieve higher level of consistency.

Deliverables

- Interactive UI library with example codes
- SketchApp UI library
- Detailed design definition shared on Frontify

Activities

Audience interviews • Testing • Coordinating with implementation team

Schedule

1. June 2018 - still evolving

Team

2 senior UX designers • 1 brand designer • 3 developers

DESIGN SYSTEM FOR ONLINE BANKING

EARLY STAGE

Challenges

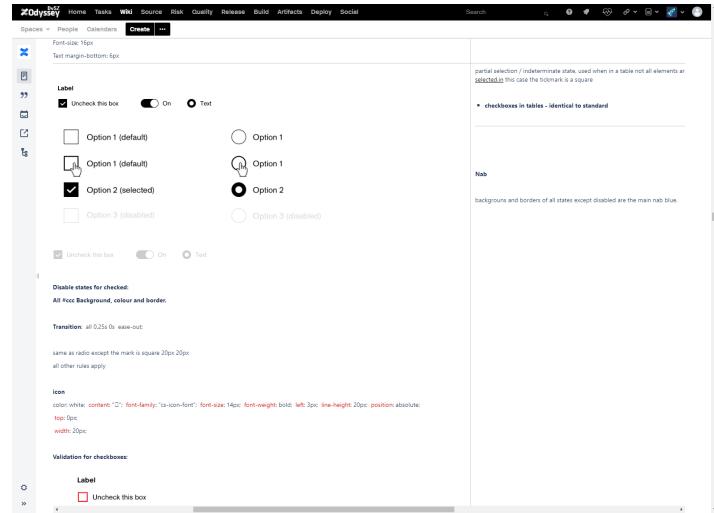
- Find out who is it for?
- How will be used by these different audiences?

Proposed solution

We created an initial version on Confluence by Atlassian. The system was a huge design elements table, consist of categories, sub categories, print screens and measurements. This site was accessible by everyone.

Lessons learned

- The simple site was accessible, but as the content grew, it became difficult to maintain and navigate with in.
- This version was an easy way to learn what the developers and designers care about.



*First version of the design system.
Print screen from confluence.*

DESIGN SYSTEM FOR ONLINE BANKING

ITERATIONS

The screenshot shows the Frontify interface with the following details:

- OVERVIEW**: Shows three wireframe examples of the 'Estimated forecasts' section.
- BRAND ELEMENTS**: Shows a color palette and logo.
- UI COMPONENTS** (selected):
 - Links
 - Tables
 - Tabs
 - Dialog window
 - First level menu
 - Pill
 - Forms
 - Progress indicators
 - Buttons
 - Sticky buttons
- EXAMPLES**: Shows a wireframe of the 'Own funds CHF 344'000' section.
- DOWNLOADS**: Shows 'Sketch assets'.
- DESIGN GUIDELINES**: Shows 'Mobile'.

Sticky button row anatomy

When the content is too large for the viewport, the button row gains a gray 1px border and becomes sticky at the bottom as the user scrolls.

Own funds CHF 344'000

① Border 1px #DADADA
② Button is positioned 30 px from top and bottom of sticky row.

Back

30px

30px

Last modified on Mon, 20 Jan 2020 16:55

UI COMPONENTS < > DOWNLOADS

Progress indicators Sketch assets

Migration to Frontify

Proposed solution

- We learned that our primary audience are designers, developers and scrum masters.
- Designers needed a quick way to reuse existing UI elements and usage guidelines. For that need we built a UI Library in SketchApp to host these predefined “symbols”. The guidelines we started to host on Frontify.
- Developers needed interactive examples with code snippets. With the collaboration of a development team, we built this component library.

Lessons learned

- SketchApp UI libraries worked for us perfectly. We found difficulties while upgrading UI element structures. In this case some projects needed to be revisited.
- We found out that the interactive UI library benefits not only the developers, but the junior designers as they can observe and study certain interactions.

DESIGN SYSTEM FOR ONLINE BANKING

CONCLUSION

Results

- The design system has been successfully adapted and became integral part of every product development for the online and mobile banking.
- Agile teams became more efficient as the number of guidelines related discussion meetings decreased.
- It allowed to the design team be more efficient and therefore perform more usability testings.

Next step

- The online banking supports 4 languages and we lose a lot of time with prototype translations. Therefore the next step is to create a system, which allows designers to quickly prototype in multiple languages.



Bird view on the Design System in SketchApp