

MOTHIRAM J

PROJECT DETAILS

Client: Banfield - Delivery Metrics Dashboard (Product)

Duration: Jan 2022 – Apr 2022

Role: UX Designer

Delivery Metrics Dashboard. The dashboard lists the tabular data from Azure Dev Ops to a graphical representation of all the projects in a single page overview. Where we can find out the projects in progress and their stage.

Roles:

- Gathering information from insight projects on going.
- Brain storm meetings conducted and got the concept with use-cases.
- IA creation and user journey map with user flows.

Responsibilities:

- Visualizing concepts based on the value from ADO.
- UX laws and UX principles covered.
- User centric design with usability testing and accessibility testing.
- Adding additional components in Power BI through JSON

Environment: Power BI Visualization, Adobe XD, HTML / CSS .

Client: Kohler - Global Brand Harmonization

Duration: Nov 2021 – Dec 2021

Role: UX Designer

Kohler-UI. Kohler, is an American manufacturing company based in Kohler, Wisconsin. Kohler is best known for its plumbing products, but the company also manufactures furniture, cabinetry, tile, engines, and generators.

Roles:

- Getting all the brands followed by the existing site.
- Creating wireframes with functional prototype.
- Approved wireframes are converted into Mocks and assets are provided to dev team.

Responsibilities:

- Following the standards and closely working with dev team for visualizing..
- Creating New Styles and Importing into AEM.
- Scope and sprints are followed in agile environment.
- Testing the same with design and development are pixel perfect.

- If any component is not feasible with development. Trying to follow up with other methods to please the customer.

Environment: Adobe Experience Manager, Figma and Photoshop.

Client: PBM - Medimpact

Duration: Mar 2020 – Oct 2021

Role: UX Designer

Medimpact-UI. MedImpact provides a comprehensive suite of business intelligence, clinical, and cost analytics to empower the clients to make the best care and cost decision and “own” their future..

Roles:

- Revamping the internal site to a new standard with whiteboard.
- Gone through the existing site and gathered information about the revamp clarity based on the UCD within their organization.
- To create an appealing style for the product with all UX standards to be followed.

Responsibilities:

- Consult stakeholders, business analysts and developer on best practice brand with user guidelines.
- Building wireframes and getting them frozen after few iteration process.
- Prototypes and Template designing with AAA compliance.
- Designing for all views like mobile to kiosk.

Environment: Adobe XD, HTML5, CSS3, SASS and Angular.

Client: William Sonnama

Duration: Oct 19 – Mar 20

Role: UX Designer

Williams-Sonoma, Inc. is one of the United States' largest e-commerce retailers with some of the best known and most beloved brands.

Roles and Responsibilities:

- Concept design with wire frame and prototype.
- Converting their offline format to digital format.
- Consult stakeholders, business analysts and developer on best practice brand with user guidelines.
- Converting the visual design into HTML 5 responsive design with cross browser compatibility.

Environment: Adobe XD, HTML5, CSS3, SASS, React Bootstrap and ReactJS

Client: Internal Dashboard

Duration: Oct 18 – Oct 19

Role: UI and UX Designer

Internal Dashboard Photon internal dashboard including staffing and other relation with time-sheet and project allocation tools.

Roles and Responsibilities:

- Concept design with wire frame and prototype.
- Consult stakeholders, business analysts and develop on best practice brand with user guidelines.
- Converting the icon into web-fonts and using entire website.
- Changing old modules to Angular Version.

Environment: Adobe Photoshop, Figma and Angular Material Design.

Client: Vments

Duration: Feb 18 – Oct 18

Role: UI and UX Designer

Vments is the Enterprise Digital Banking (EDB) core platform and ecosystem for the future of banking.

Roles and Responsibilities:

- Concept design with wire frame and prototype.
- Block-chain and Hyper-ledger technologies.
- Consulting with users and stakeholders to follow all the UX process has the project is being developed from scratch.
- User research was done in quantitative manner and the personas was created.
- Based on the personas user journey map and problem statement defined with user stories.
- Compared competitor sites and understating the requirements to create other features left out.

Environment: Adobe Photoshop, Figma Illustrator and Invision.

Client: Fortress – Drive Shack
Duration: Jan 17 – Feb 18
Role: UI and UX Designer

Drive Shack Inc. is a leading owner and operator of golf-related leisure and entertainment businesses. Drive Shack Inc. is managed by an affiliate of Fortress Investment Group LLC.

Responsibilities:

- Lead strategic thinking to ensure intuitive and simple user experiences are followed.
- Responsible in creating visual designs that embody the product goals and enhance brand appeal.
- Consult stakeholders, business analysts and develop on best practice brand with user guidelines.
- Converting the visual design into HTML 5 responsive design with cross browser compatibility.
- Converting the icon into web-fonts and using entire website.

Environment: Adobe XD, HTML5, CSS3, SASS and Angular JS

Client: TOYRUS
Duration: Jun 16 - Jan 17
Role: UI Designer

Toys"R"Us is the leading kids store for all toys, video games, dolls, action figures, learning games, building blocks and more.

Roles and Responsibilities:

- Created and optimized graphic prototype and application interfaces.
- Collected assets for Native development for IOS and Android.
- Designed dynamic and browser compatible pages.

Environment: HTML5, CSS3, SASS and Adobe Photoshop.

Client: WETPAINT
Duration: Dec 15 - Jun 16
Role: UI and Graphic Designer

It's all about breaking celebrities and entertainment news, photos, and videos about all your favorite Hollywood stars from **Wetpaint**

Roles and Responsibilities:

- Different Layouts created for customer requirements.
- Selected suggested and Layout and performed the design (Mockup).
- Designed dynamic and browser compatible pages. Hybrid to adapt Mobile devices.

Environment: HTML5, CSS3, SASS and Photoshop.

Client: BASSPRO

Duration: Jan15 - Dec15

Role: UI Visualizer

Bass Pro Shops is a privately held retailer of hunting, fishing, camping and related outdoor recreation merchandise, known for stocking a wide selection of gear. Bass Pro Shops supports and sells merchandise for the National Audubon Society.

Roles and Responsibilities:

- HTML for Hybrid and Mobile Applications.
- Gathered all information and assets collection from the customer.
- Designed for specific devices based on the end user population.

Environment: HTML5, CSS3 and Photoshop.

Client: BAYER

Duration: Jan 14 - Jan 15

Role: UI Designer

Bayer is a pharmaceutical based out in US. In our project we worked on multiple website development for the client using HTML, CSS and jQuery technologies. The sites developed with Teamsite environment.

Roles and Responsibilities:

- Understanding the client requirements for the product.
- Responsible in creating engaging visual designs that embody the product goals and enhance brand appeal.
- Ensuring quality of work in spite of working with tight deadlines.
- Handling Style Guide issues and holding standards review meeting; responsible for style guide up dates and giving inputs for style guide.
- Designed business applications using web technologies like HTML, and CSS based on the W3C standards.
- Created web forms for uploading multiple files to share point document library.
- Performed client side validations using AA checker.

- Delivered the best design aesthetics under tight deadlines, while effectively managing trade-offs between businesses needs and portal user benefit.

Environment: Adobe Photoshop, Illustrator and Teamsite

Client: Cholamandalam (D2D)

Duration: Aug 13 - Jan 14

Role: UI and Graphic Designer

D2D Drive to Decide India's first Test drive mobile application, a short drive in choosing your dream car.

Roles and Responsibilities:

- Designing for Mobile devices
- Converting vector icons into fonts for better resolution across the devices.
- Testing across the device included browsers.
- Browser specific code was written on detecting the device.

Environment: Adobe Photoshop, Visual Studio and Angular JS.

Client: Wallgreens

Duration: Jan 13 - Aug 13

Role: UI and Graphic Designer

The **Walgreen** Company is an American company which operates as the second-largest pharmacy store chain in the United States behind CVS Health.

Roles and Responsibilities:

- Responsive and Adaptive design combination.
- Page specification for the Modules covered.
- Cropping images for Adaptive design to suit the appropriate devices.
- Web accessibility testing.
- Uses Achecker.ca for all the pages before deliverable.

Environment: HTML5, CSS and Photoshop.

Client: Makeup.com

Duration: Sep 12 - Jan 13

Role: Software Engineer

Makeup.com, look to inspire, empower and help all women see the value in beauty with the best tips, tricks and tutorials from the pros. From hairstyling how-tos to the best way to care for your colored locks and product picks are right at your fingertips.

Roles and Responsibilities:

- Creating for Sitecore e-commerce.
- Responsive design for all the resolutions.
- Widget related HTML for placing and removing when intended.
- Converting the visual design into HTML 5 responsive design with cross browser compatibility.

Environment: HTML5, CSS and Sitecore.

Client: Western Union Money transfer

Duration: Jan 12 - Sep 12

Role: Software Engineer

Transfer money online with the same convenience of checking your email or surfing the web. Western Union makes it possible to send money online 24/7, from the comfort of your own home with several fast, convenient, and safe online money transfer options.

Roles and Responsibilities:

- Designed for both Hybrid and Native applications.
- Widget related HTML for placing and removing when intended.
- Coordinated with both the visual designers and back-end developers to deliver a quality output.
- Created and maintained Cascading Style Sheets for Web and mobile applications.

Environment: Adobe Photoshop, HTML5, CSS and Drupal.

Client: VWR

Duration: Oct 11 - Jan 12

Role: Software Engineer

VWR enables science for customers in the pharmaceutical, biotechnology, industrial, education, government and health-care industries. In this project we created an internal tool for equipment management.

Responsibilities:

- Created and maintained Cascading Style Sheets for Web and mobile applications.
- Defined and developed the application's presentation layer using HTML, CSS meeting W3C standards
- Designed and developed several UI Screens.
- Created and maintained Cascading Style Sheets for Web and mobile applications.

Environment: Adobe Photoshop, HTML5, CSS and CMS.

Client: MBLAST
Duration: Mar 11 - Oct 11
Role:Software Engineer

mBLAST's Media and Marketing Relationship Management (MMRM) solution gives Marketers a powerful set of tools to help them reach the Influencers that affect the buying decisions of the customers..

Responsibilities:

- Creating a Wire frame and mock-up for the existing mBLAST site.
- Develop CSS & Table based User Interface Prototype which are browser neutral
- Cross Browser compatibility testing and fixes (Including IE7)
- Making the html code compatible with XHTML 1.0 transitional & CSS standards.

Environment: HTML5, CSS and Photoshop

Client: EFTOURS
Duration: Mar 10 - Mar 11
Role: Software Engineer

EF organizations centered on language learning, educational travel, cultural exchange and academic programs. EF Educational Tours allows educators to enrich their classroom teaching through international travel. EfTours allows users to check out what are tours available, enroll on a tour, maintain global reward points and travel details of Pax and GL.

Responsibilities:

- Visualizing concept and designing
- Performed all the Requirements gathering
- Assets validation from client and developers
- Testing of the Completed Modules
- Communicating with clients for requirements gathering
- Maintained design issues

Environment: Photoshop, Visual Studio 2003 and Zeplin