⚔️ Portfolio

Portfolio process outline:

Purpose:

This will be a portfolio project. We will be creating 2 breakpoints, mobile, and computer. The purpose of this project is not only for us (UX designers and Developers) to sharpen our skills and gain collaboration experience but also to represent the client's work ethics and skills to hiring managers.

UX designer's work outline:

UX/UI designer: Samantha Padilla
Double Diamond Method

Discover:

Competitive Analysis:

Competitive Analysis will help me view our "Competitors." See what works for them or what doesn't. It is the best way to gain some inspiration.

- I will provide 2 to 3 possible competitors. I also want the Developer/Client to participate in this process by providing 2-3 competitors. We will review the competitors and choose between 2-3 to do a Competitive Analysis.

  - The Competitive Analysis will begin: TBA.

- Date for the meeting: TBA

- Duration: 2-3 Days

User Interviews:

User Interviews are where I interview 3-5 people who are the targeted viewers of our product(hiring managers, customers, etc.). Their answers will help us understand how our viewers feel about our competitors and show what they want from us.

- If you know any hiring managers or potential customers, don't hesitate to contact them or send me their information and ask if they are willing to be interviewed.

  - How long will this take? It all depends on finding people to interview and their schedules.

  - Begin: TBA

  - Duration: TBA

Define:

User persona:

Because there are so many points of view in the user Interview and a lot of information from competitive Analysis, it is hard to pinpoint what the user wants. So we create a User Persona. A User Persona is a made-up person based on the information we have collected from the user interviews and Competitive Analysis.

- I only will create two user personas.

Create a problem/ HMW:

Using the information from the competitive Analysis and User Interview, I (the UX designer) can point out possible problems, which will help us focus on what the users expect.

- With the Developer/Client, we will choose 1-2 problems that we need to focus on during this project.

    - Begin: TBA

    - Date to meet: TBA

    - Duration: 1 day

Task analysis:

- Task analysis is the possible actions that our user persona takes when using our product. I can create this with the User personas information and problem statement. This gives us an idea of how our users will act and use when using our product.

    - Begin: TBA

    - Duration: 1 week

Sitemap/ Card sorting:

- This will be the blueprint of the Wireframes. It gives us an idea of what place leads to what page. But before I create it, I will conduct card sorting, which is having people participate in organizing what feature/page goes.

    - Begin: TBA

    - Duration: 1 week and a half

Develop:

Low-fidelity:

- I will provide each wireframe page of the low fidelity one by one. That way, you can get started right away. Or I can give it to you when I complete all the wireframes. (Let me know what you think).

- Begin: TBA

- Duration: 5 days

Mid fidelity:

Same as the low-fidelity, let me know how you would like to receive the wireframes.

- When the mid-fidelity is complete, I will conduct a Usability Test—an opportunity to get feedback on what needs improvement before working on the Visuals. I will only need 5 participants.

  - Begin: TBA

  - Duration: 2- 3 weeks (depending on the participant's schedule)

High Fidelity:

Before I start on the High-Fidelity, I will do a mood Board and an A/B Test. I will create 3 different mood boards. The mood board is like an idea of what colors, fonts, images, etc., will be shown on the final prototype. I will also conduct an A/B test presenting two of the same wireframes with different visual representations. This will help me see which format or color is more visually pleasing,

- After that is complete, I will send out a style guide and handoff features.

  - Begin: TBA

  - Duration: 2-3 Weeks

Scope:

Basics:

About me

Gallery of Projects

3D Animations

Animations

The filter of tech being used