

Works

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Medtech Benefits Portal

Context

- Large Medtech client
- Growing quickly, needed more hands
- Agile environment
- Users go through a complex Benefits Check for access to product

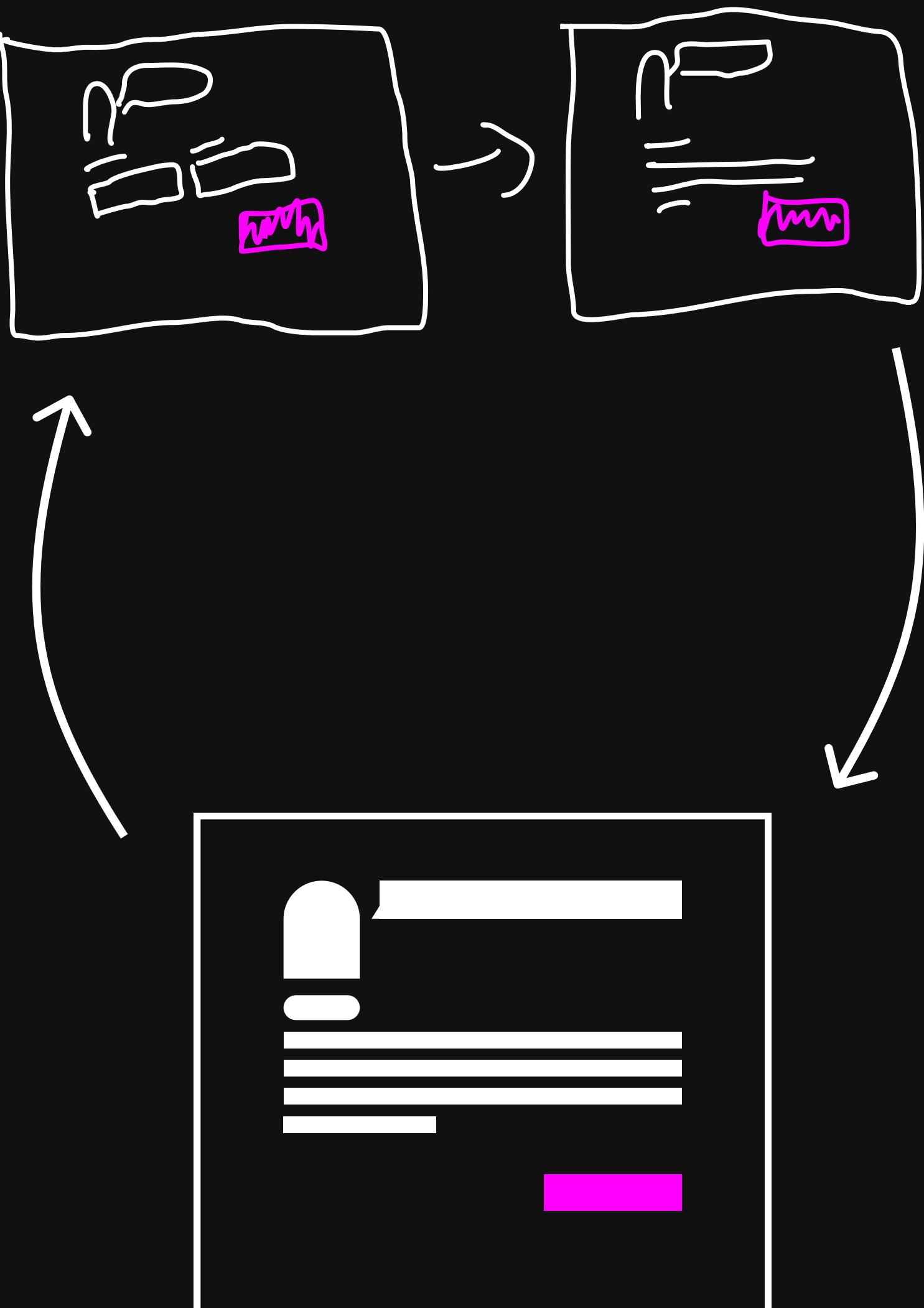
Process

Sketch out user flows based on requirements

Utilize the internal design system to fill in user flow steps

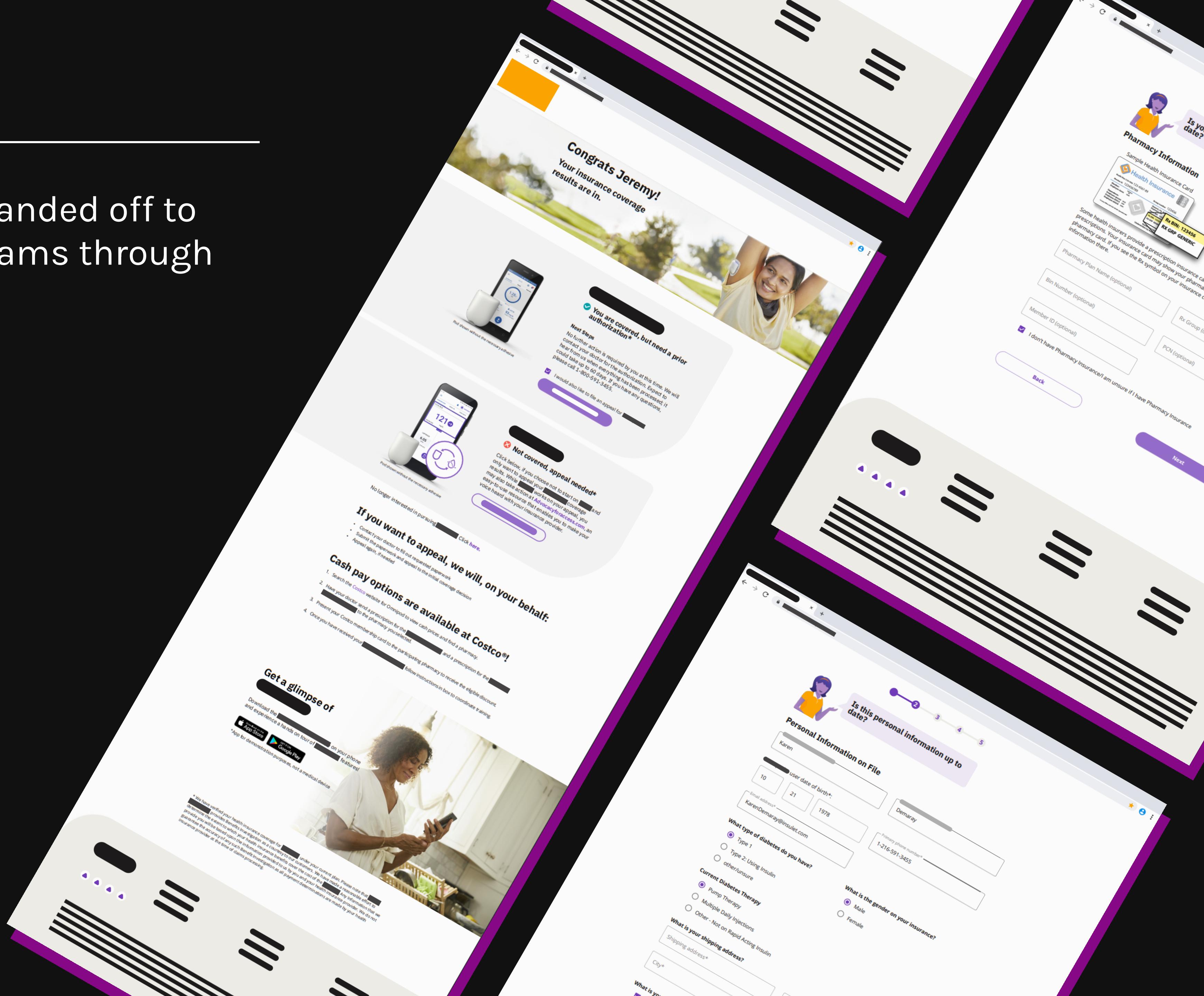
Iterate based on various teams' needs

Weekly standups to check in and reorient if needed



Implementation

Completed designs were handed off to the legal and marketing teams through Abstract for review.



Takeaways

Established Design Systems make iteration much easier.

Working in a large team can feel slow, but it puts work out consistently.

An Agile work environment is crucial for design iteration.

Responsive Mobile App

Context

- Large crypto mining client
- Growing quickly, users need an app to check the status of their miners
- Rapid design iteration, no rigid structure
- No design system

Process

Weekly meetings for review and discovery

Strip web components down for mobile

Work closely with developers to design mobile components that were easy to make, but still user friendly.

Iterate based on feedback

Emphasis on speed

Implementation

Completed designs were handed off in Figma to the developers for implementation.



Takeaways

Seemingly simple requests carry many underlying assumptions. Discussion is crucial to gather clear requirements.

Concept to Clarity

Context

- Single person client
- Big ideas, little direction
- Milestone deliverables

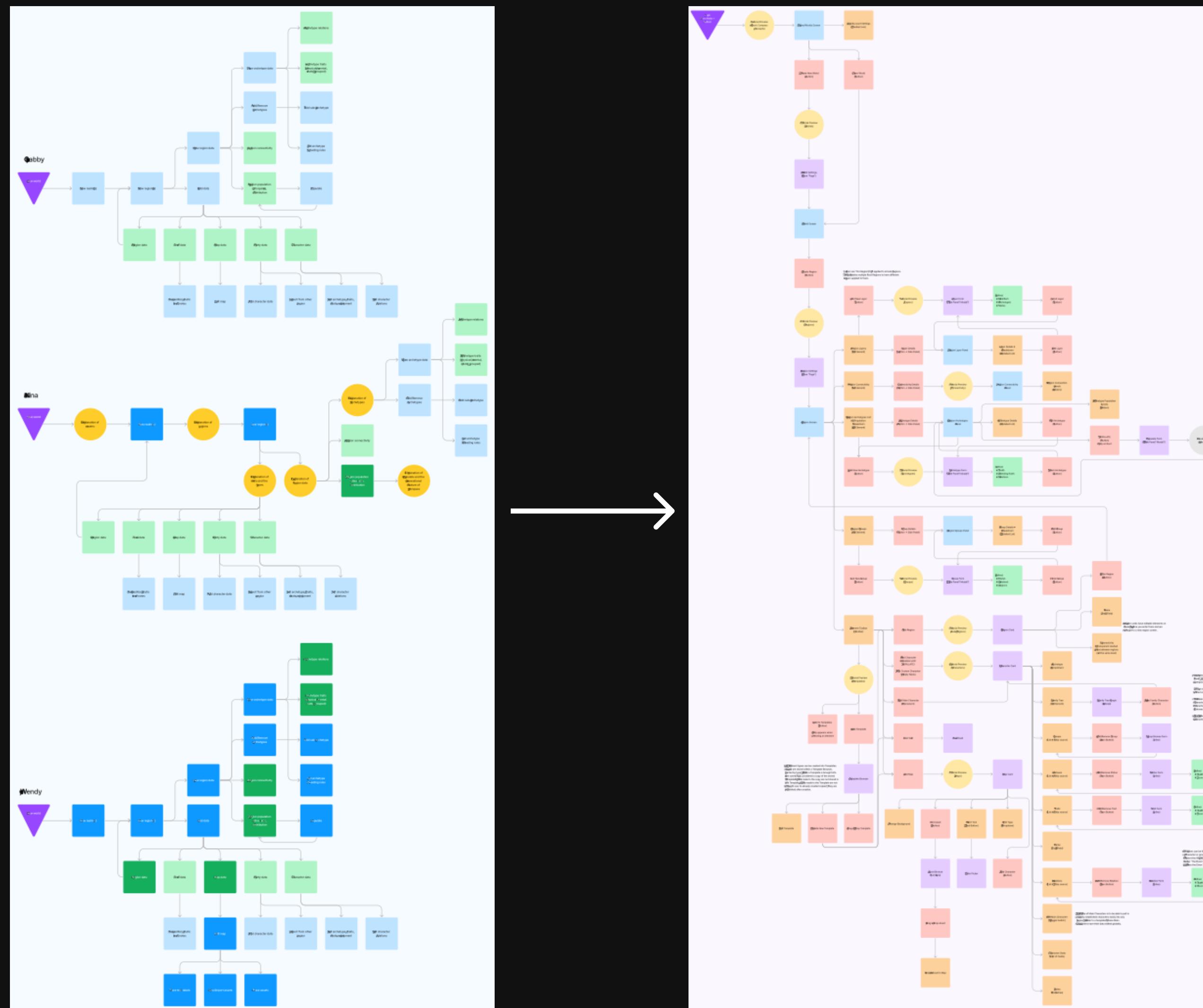
Exploration

Conducted weekly meetings for discovery and review

Created personas from discovery and user interviews

Mapped user flow diagrams for each persona, then combined for larger flow

Created lo-fi layouts based on user flow diagrams



Implementation...?

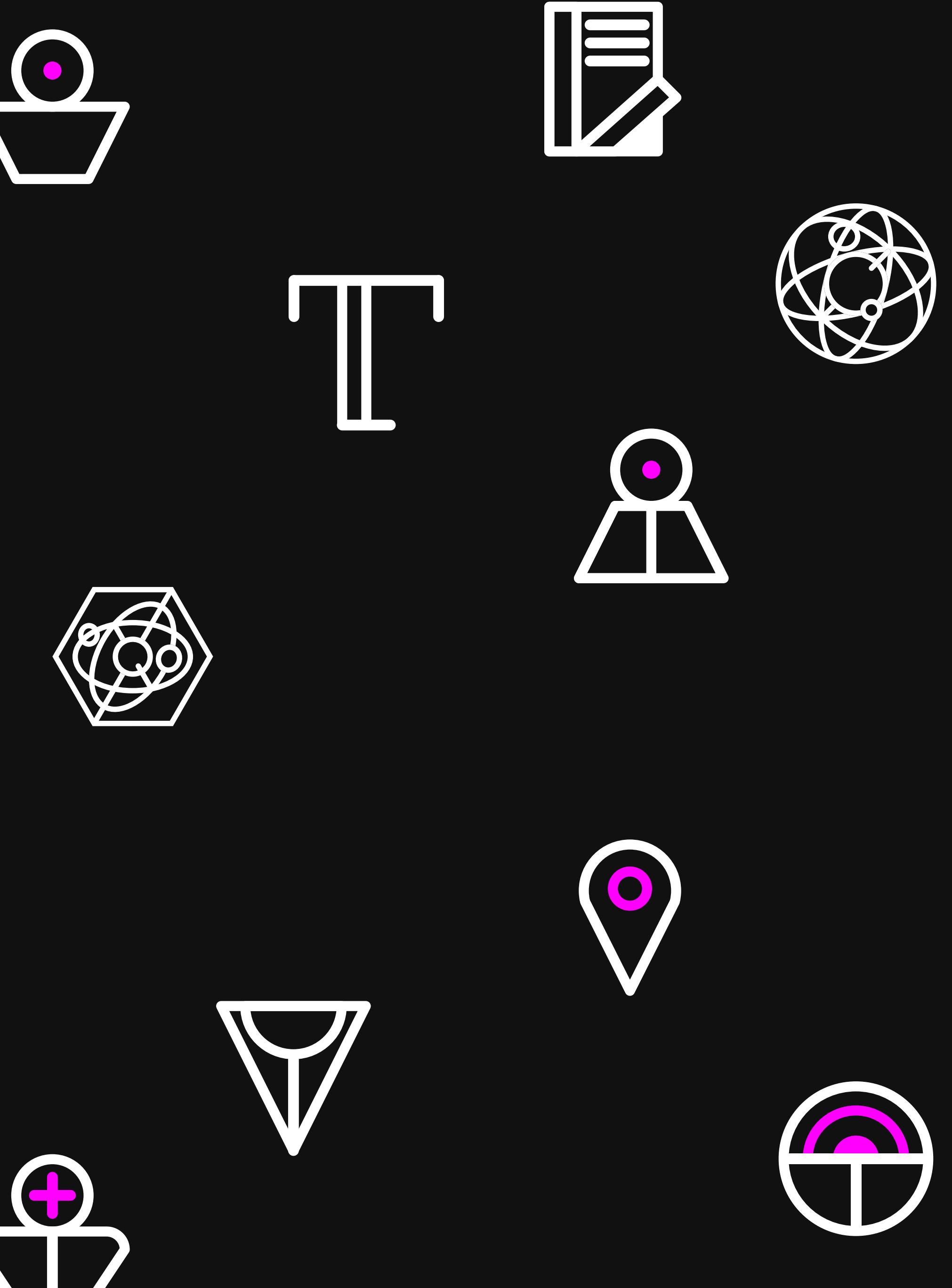
Project ended abruptly before hi-fi

The image displays two screenshots of a game development interface, likely for a strategy or RPG game.

Screenshot 1 (Top Left): Shows the "World / <Region>" screen. It includes a sidebar with "Card 1" and a list of items: item ipsum dolor, item ipsum, item consectetur, item adipiscing elit, item sed diam, item per odio vitae, and item et. Below is a "Map 1" showing three regions labeled "Region 1", "Region 2", and "Region 3". A pie chart indicates the population distribution: Archetype 1 (36%), Archetype 2 (34%), and Archetype 3 (30%).

Screenshot 2 (Top Right): Shows the "World Settings" screen. It allows setting the "Primary Realm Name" (Name as World Name), "Primary Realm Archetypes" (Archetype 1 and Archetype 2), and "Secondary Realm". A "Archetype Image" section shows a color gradient for "Color Gradient". The "Archetype Name" section lists "Male" and "Female" categories with sub-options like "Archetype 1" and "Archetype 2". A "Create Archetype" button is at the bottom right.

Screenshot 3 (Bottom Left): Shows the "World / Region" screen. It features a sidebar with "Regions" (Regions, Region Template), "Maps" (Map 1, Map 2, Map 3), and "Text" (Template From Scratch). Below is a list of regions: Region 1, Region 2, and Region 3.



Takeaways

Reducing user flows to diagrams saves time and makes changes easy.

The main goal of any design artifact is to help define the next iteration or implementation.

Branding and vision are crucial for knowing what you are building.

Seeing my designs bring clarity to someone for their own idea is rewarding.

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