

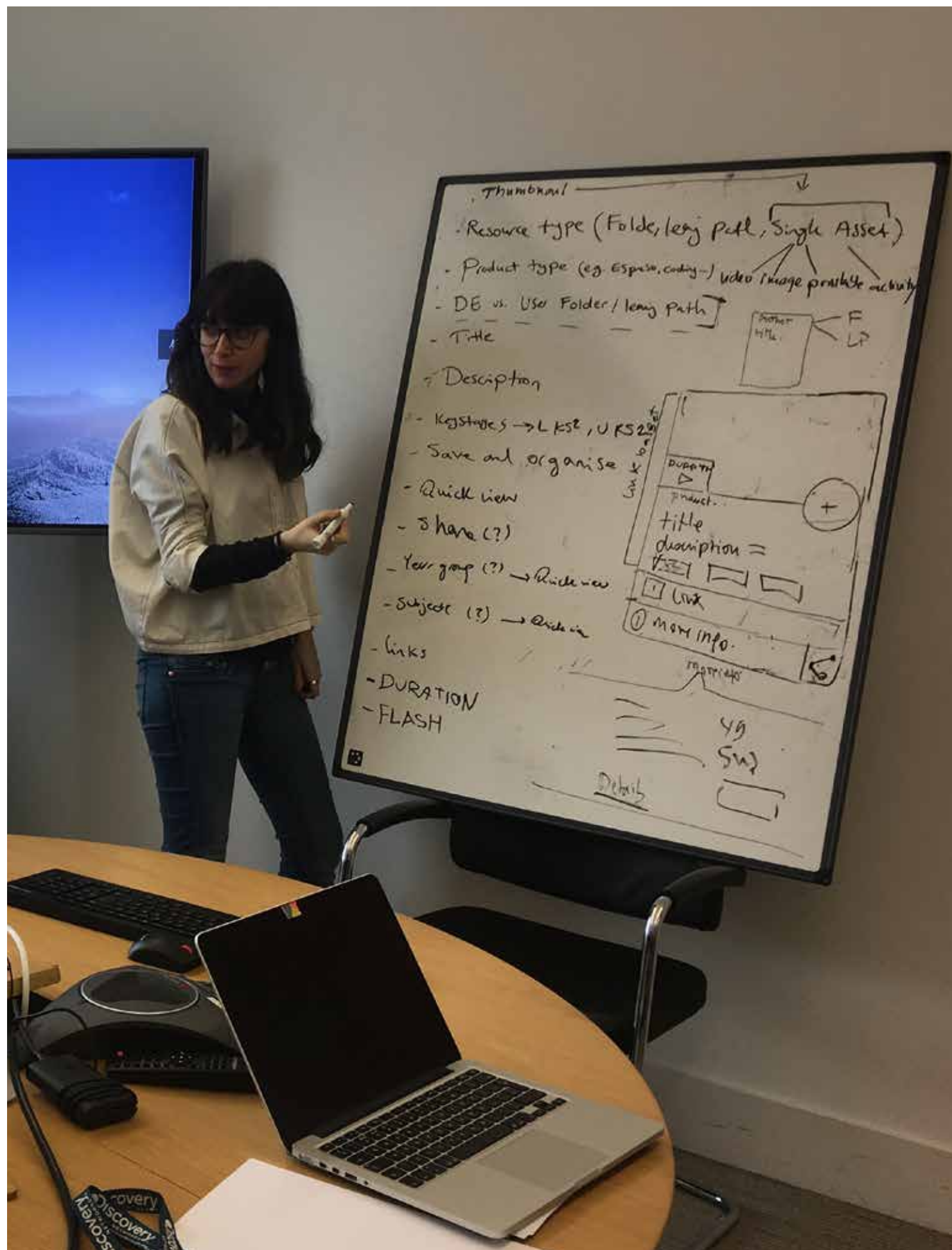


Portfolio

Teresa Marcos
UX/UI designer

Teresa Marcos
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// Bio

My name is Teresa, I'm a UX/UI designer. I studied Fine Arts focusing on sculpture, video and graphic design.

I started designing websites when Flash was hottest tech, it was quite cool and graphic. Many people I knew needed websites at this point and I was suddenly filled with a lot of work, so I learned to code html and css, some action script (and even some php at some point!), this way I could put together websites mostly on my own.

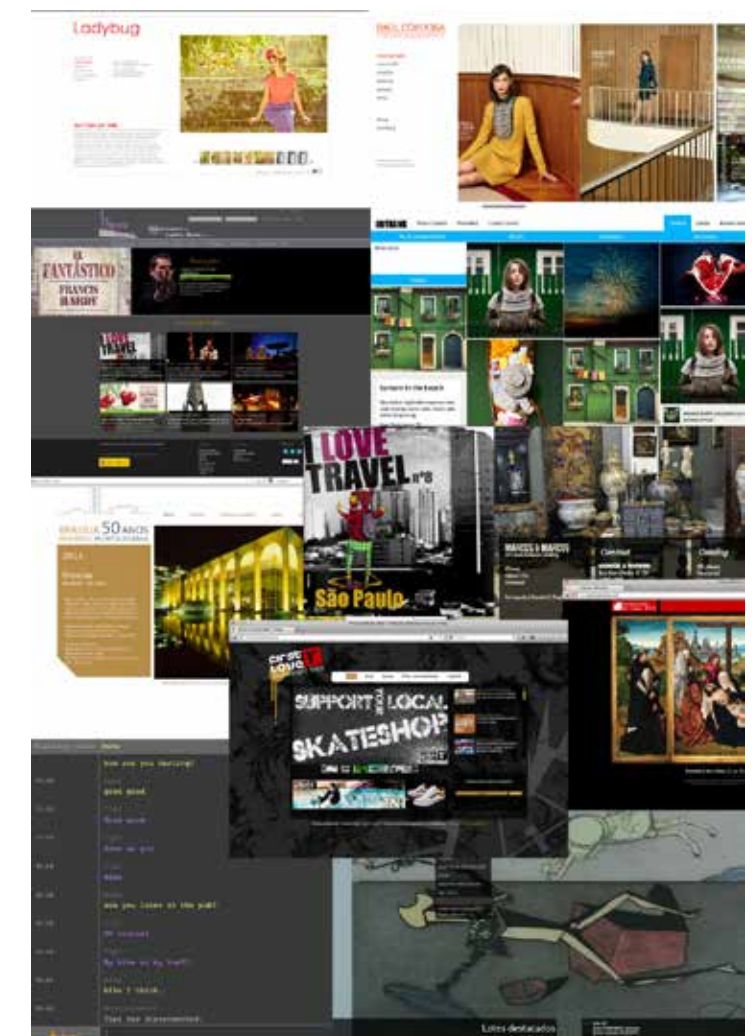
I started to get some long term clients and for some years I worked freelance. I also had two start ups, one was a travel magazine and the other was a crowd-funding platform.

Lately I have worked for companies in London, specialising in UX and UI, always doing some front-end coding.

I'm a team player, after all those years freelancing I learned the benefits of working in a team where I can grow, learn and share. I also consider myself a self starter.

I'm a peoples person, I love sports, especially rock climbing, music and spend time with family and friends.

Kind of projects I've worked on
Educational platforms, **Cinema products**, Responsive web apps, **Wordpress websites**, Online shops, **Artist portfolios**, Art auctions online, **Crowdfunding platforms**, Travel magazine, **Mobile apps**, Webchats, **and many many more..**





Discovery Education - Dec 2016 - May 2018
<https://www.discoveryeducation.co.uk/>

// My job at Discovery Education

I worked on educational products for the UK and Egypt either improving existing designs following UX research, creating UI elements based on pre-existing guidelines or starting to build from the ground up products.

// How did I do it

To do that I would create UX deliverables like prototypes and wireframes for usability testing and development, UI deliverables, UI mockups, styleguides, and also doing some front end coding. Worked closely with UX researchers, stakeholders and developers.

// Tools I used

Sketch
Axure
InVision
Zeplin
Photoshop
Illustrator
Chrome devtools

مرحباً بكم في Discovery Education

أنت مدعو، في إطار الشراكة مع بنك المعرفة المصري، إلى استكشاف مقاطع فيديو، والألعاب، وغيرها من المحتوى التعليمي المشوق المدعوم من خلال شبكة الإعلامية الواقعية رقم 1 في العالم. ولدى كل من المعلمين، والطلاب، بناء الأمور حق وصول خاص إلى Curriculum Connect و WebEdTV. وهما عن موارد فريدة مخصصة بالكامل لدعم مجتمع مصري يتعلم، ويفكر، وابتكر.

معلومات عنا

رّة من تطبيق Discover Education Offline

جرب التطبيق الآن

مباشرة من هذا الموقع من خلال استخدام تطبيق ديسكفري. اليون لإعادة تثبيت التطبيق للتمتع بتلك الإمكانيّة.

من مواردنا



السعة



الانحدار الخطي

أظهر المزيد

// EKB - Egyptian Knowledge bank

<https://discoveryeducation.ekb.eg/>

EKB was a project created together with the Egyptian ministry of education to provide assets and videos to pupils aligned to the Egyptian curriculum.

My job in EKB

I worked on a design already set up, I needed to make the design consistent thought the platform. Also creating new sections and pages.

Challenges

Egyptian pupils just have their phone to access the internet, and should be in English and Arabic, so the same design had to work **right to left** and left to right on mobiles.

When I joined in, some pages were totally different to each other and I needed to find common elements to make them consistent.

Process

I worked along with a User Researcher to find and solve usability issues through usability testing, and team workshops.

I also created and coded, together with the development team, an on-line live **styleguide** with all the components used so any new person working on the project, designer or developer, could easily follow steps on design and code guidelines.

Outcome

Consistency throughout the design

Better UX

Easier to produce new designs and code new sections thanks to the styleguide

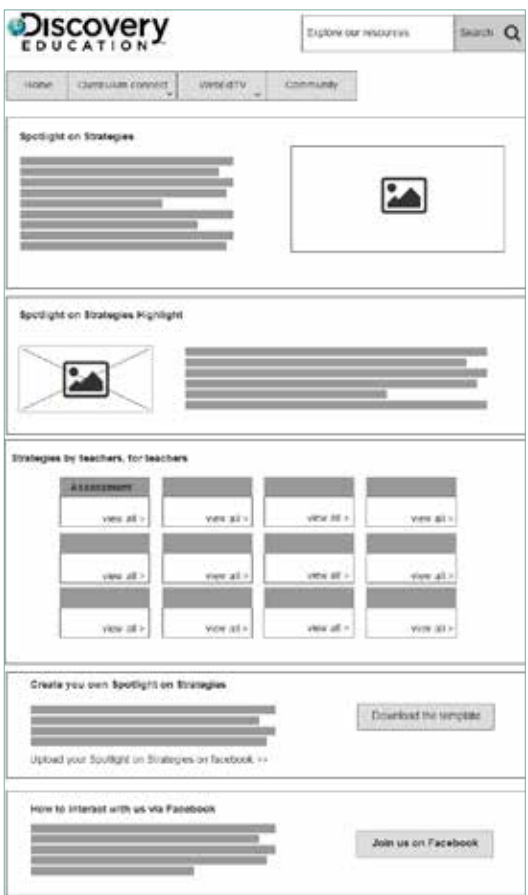
EKB - UX and UI examples



Initial wireframe for community page



Final mockup for community page



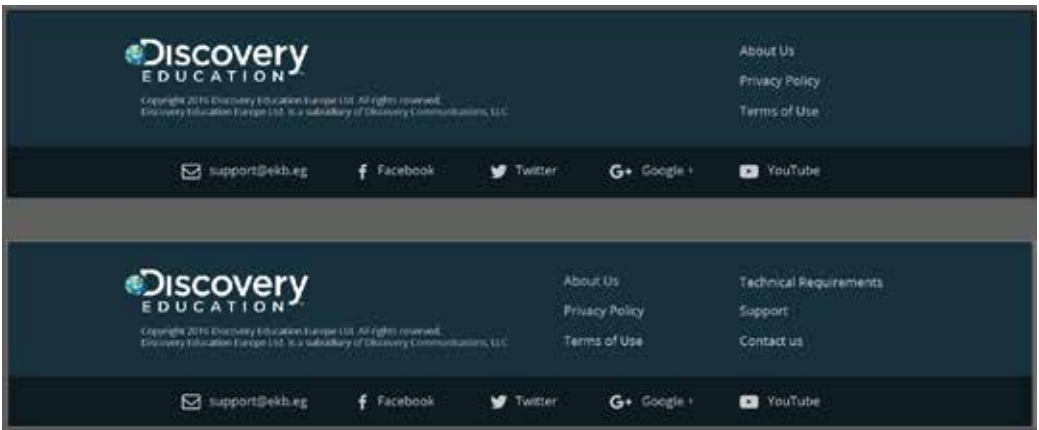
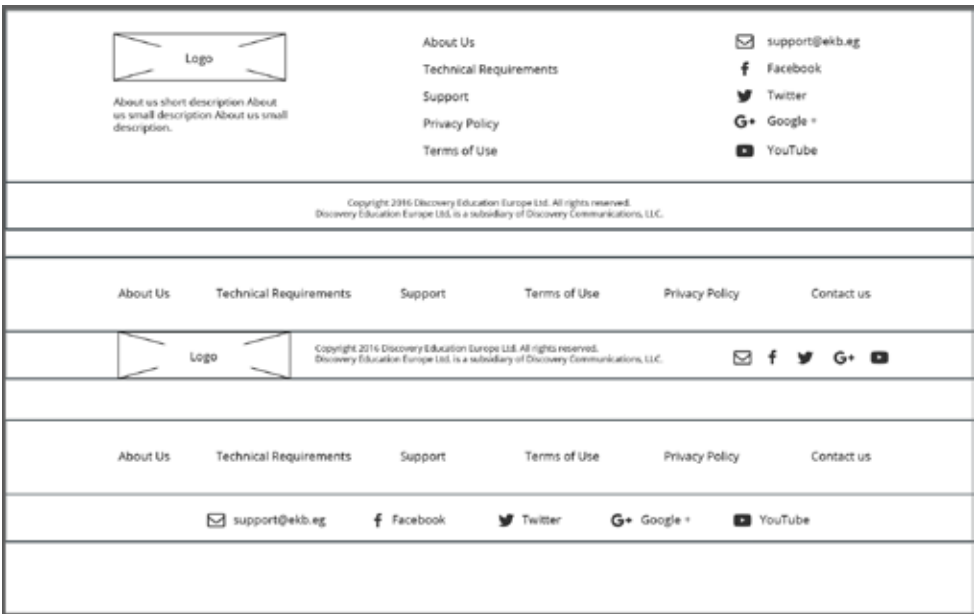
OS page Initial wireframe



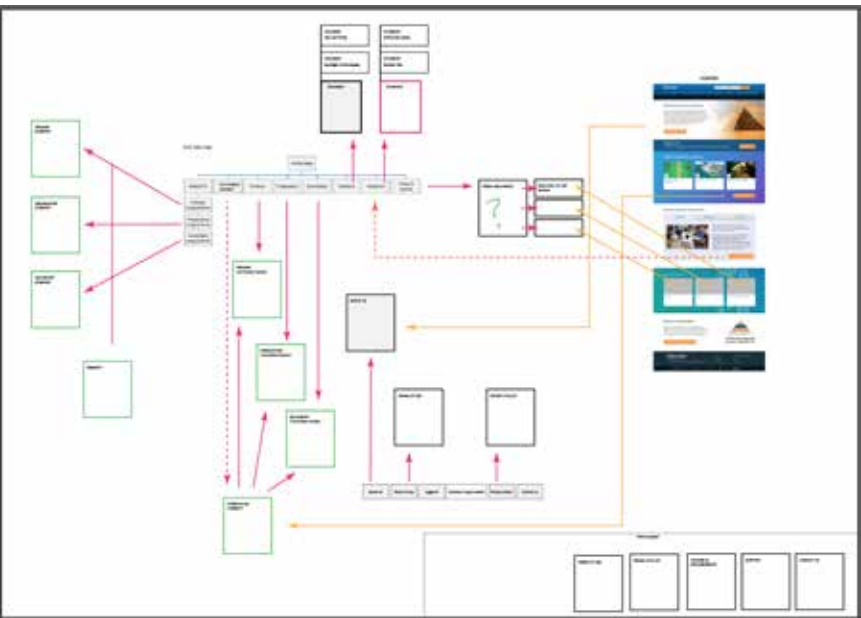
SOS page Arabic



SOS page English



Footer redesign



Page flow

Title

13:14

Transcript

Transcript

Jelly cotton
cupcake oat
muffin waf
cake can
brownie
croissa
jelly be
claw
chur
too
jel
s

// Stem Connect

<https://www.discoveryeducation.co.uk/what-we-offer/discovery-education-stem-connect>

It was a **greenfield project** where teachers could easily find and plan lessons around science, maths and design & technology.

My job in Stem Connect

I was the sole UX designer, working closely with a UX Researcher, I **helped plan and attend user testing and user workshops**. I was in charge of finding solutions to usability problems and doing all the **prototypes, wireframes** and **mockups**.

Challenges

It was difficult to make it easy to learn as It was a very complex platform where the user could do many tasks that were new in the sector

Process

After knowing the requirements I would put an initial wireframe/prototype. I used to involve the team on finding solutions, organising workshops. After the prototype beign made and tested, I would make improvements based on the testing feedback.

Outcome

Before I left we had a platform where the UX had improved significantly and another designer was working on the UI.

1

2

12:30

Title
VIDEO
Asset description, are shown being examined in a...

12:30

Title
VIDEO
Asset description, are shown being examined in a...

Stem Connect - UX and UI examples



Usability testing notes



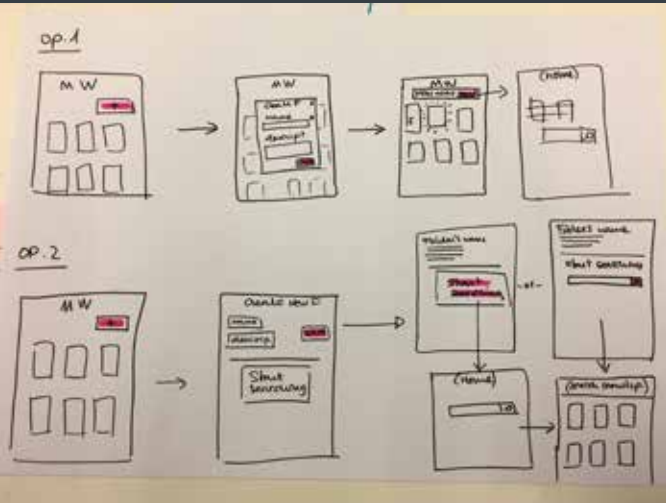
Team workshops



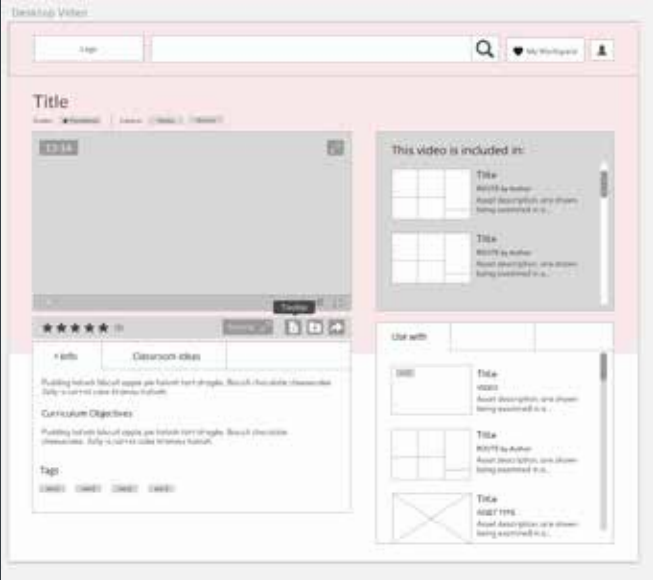
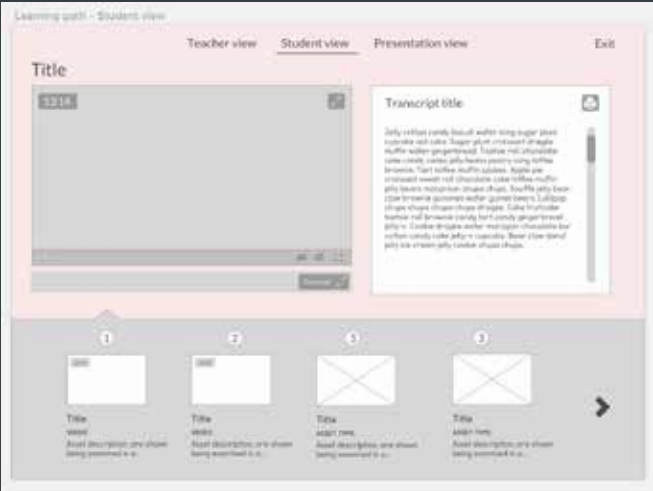
Team discussions



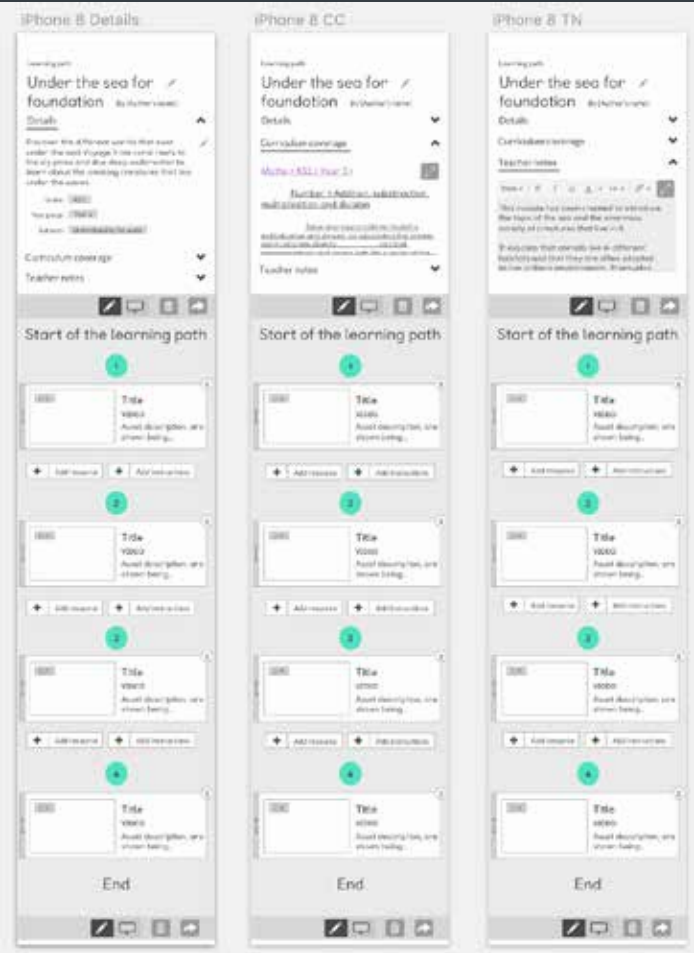
Paper wireframe



Page flow



Wireframes for user workshop



Wireframes for prototype



AAM - 2015
<https://www.artsalliancemediacom/>

I worked there as a Product designer
and also as a Front end coder.

// My job at Arts Alliance Media

I worked maintaining the design and the front end code of some products. Also worked on a greenfield project where we built from the ground up the whole platform doing UX, UI and all front end code.

// How did I do it

To do that I would create prototypes and wireframes for usability testing and development, UI mockups, styleguides, I would design in the browser, and also doing all front end coding. Worked closely with stakeholders and developers.

// Tools I used

Axure
Photoshop
Chrome devtools

The online marketplace for the cinema industry.



Thunderstorm is a unique platform that gives you access to the best in new service cinema. Applications from our Thunder Store can attract new customers, increase and improve cinema visits.

Register to find out more

Check out some of the services currently available on the Thunderstorm platform

CineCardz



Personalised video messages from the audience straight to your big screen. Provide a fun and interactive experience and generate incremental revenues.

Cinema Intelligence



Harness the power of data to optimise forecasting, planning and scheduling movies for the best results and greatest revenue.

Cinema Conversations



Turn screen down-time into an interactive experience, customers share content through social media and display it on the big screen.

// Thunderstorm

Greenfield project. Thunderstorm was a marketplace for the cinema industry. Unfortunately is not online anymore.

My job in Thunderstorm

In project Thunderstorm we built from the ground up the whole platform.

I worked on the design UX and UI, and all the front end code with other designer.

Challenges

Building the whole platform on a tight deadline. The team worked on an MVP that we thought was feasible.

Process

Quick iteration of ideas, testing and implementing fast was key. Also the fact that both designers were the front end coders made that possible. Very good communication with the rest of the team and stakeholders was very important.

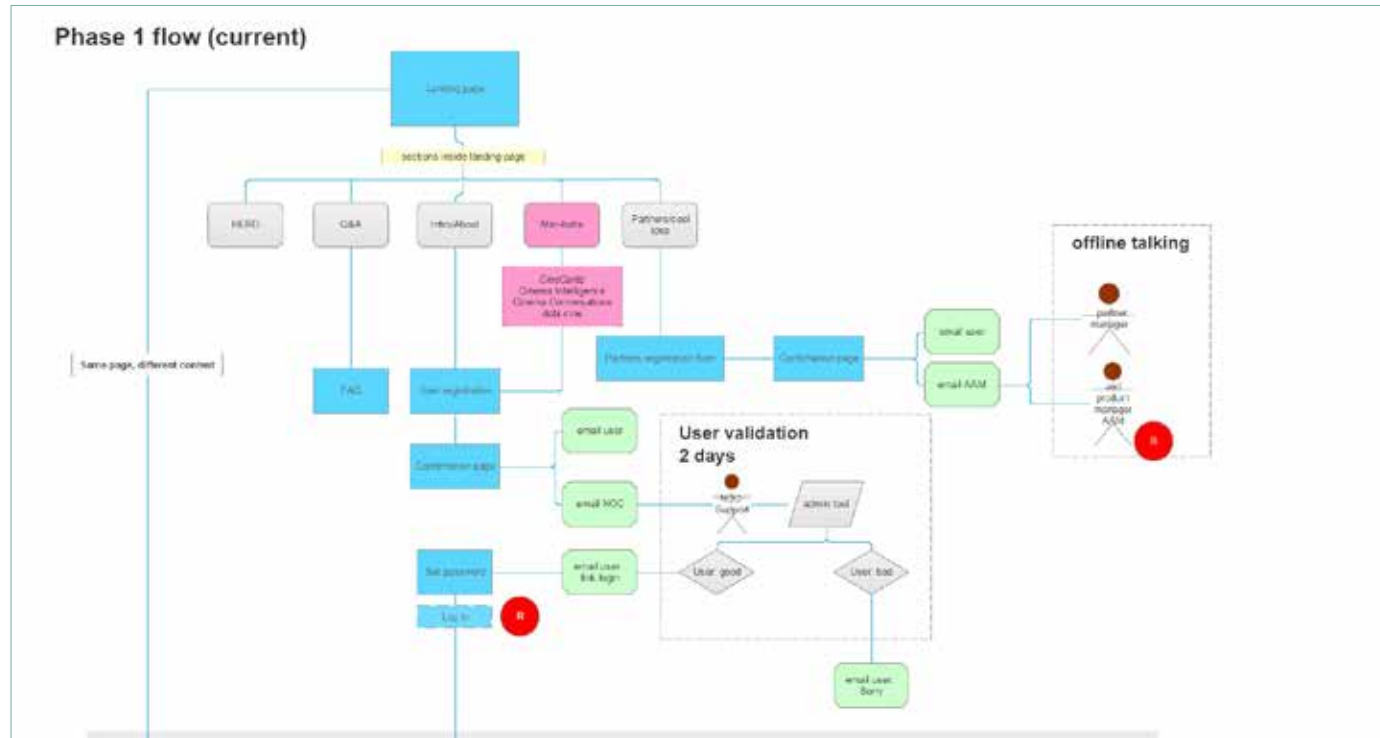
Having a live styleguide also helped us implementing fast.

Outcome

We delivered the MVP fully functioning on time.

It won an award in Cinemacon Las Vegas the same year.

Thunderstorm explained



We made an user flow at the beginning of the project to have all requirements clear for all members of the team. This document used to change very quickly whilst developing the MVP so it was very important to keep it updated with the current state.

Screenshot of the User registration page on the Thunderstorm website. The page features a light gray header with the title "User registration". Below the header, a section titled "Be part of the Thunderstorm experience." contains a paragraph: "entry provides as much information as possible, as it would help us to get back to you faster."

The registration form includes the following fields and options:

- Contact name:
- Exhibitor name:
- Company address:
- Job title:
- Phone number:
- Email:
- No. Screens: (Tooltip: The number of computers in the system chain.)
- No. Sites:
- Passwords:

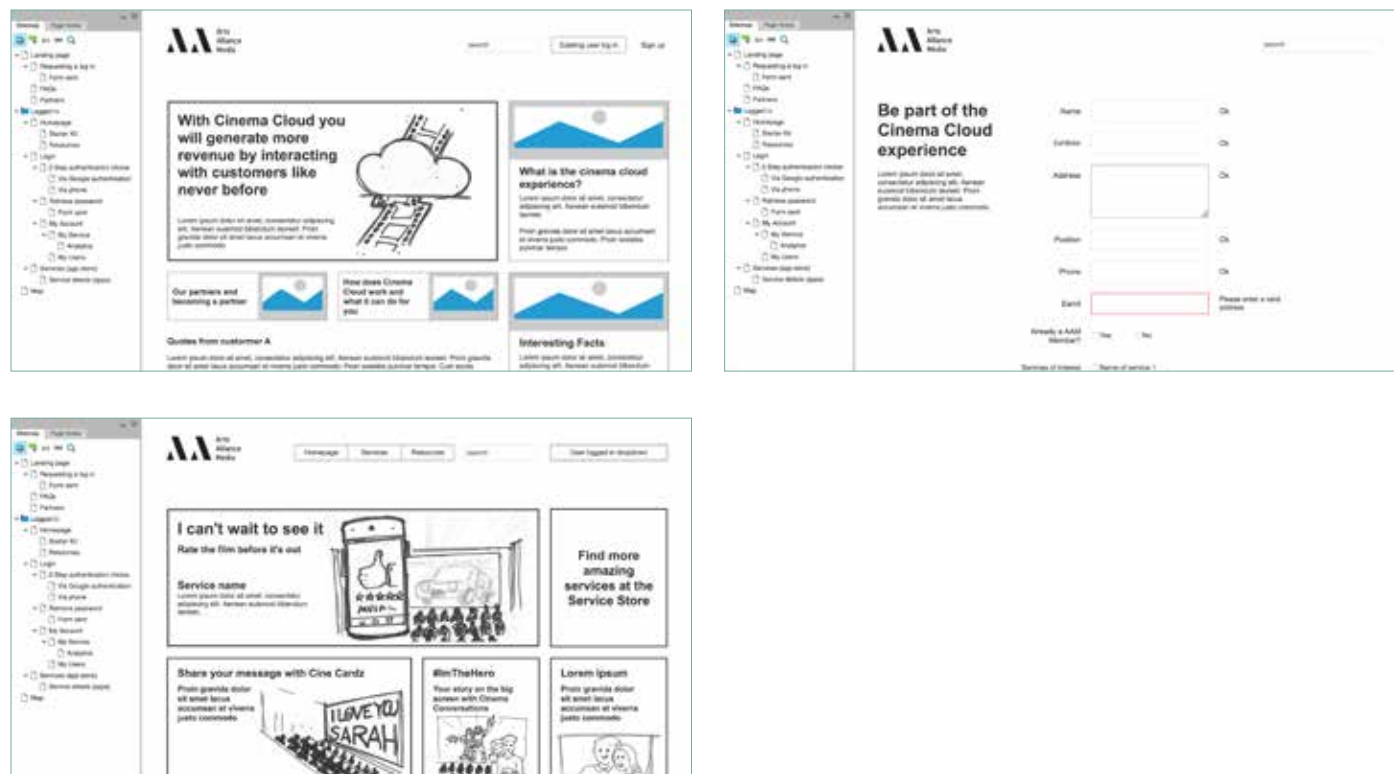
Below the form, there are two checkboxes:

- Already an AVM customer? ☐ Yes ☐ No
- Services of interest: ☐ AV Monitoring ☐ AV Software ☐ AV Surveillance

A blue "Submit" button is located at the bottom of the form.

The footer contains the AVM logo, links for "Service & assistance", "Privacy Policy", and "Contact Us", and the text "AA Arts Alliance Media".

The UI continually changed based on regular user testing feedback. Because we were working on the final code it was very easy to make changes and test again. We also created a style guide that was changing at the same time as the project.

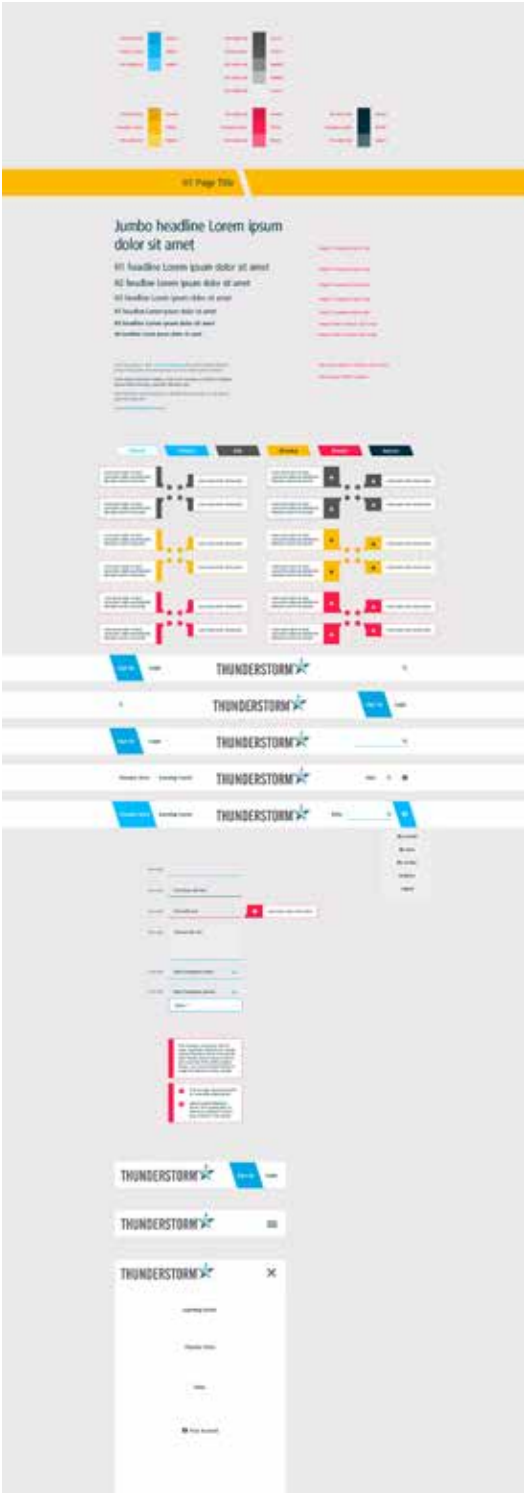


Although we knew the look would end up being different we started putting together all requirements following the user flow and do a interactive wireframe in Axure.

The interactive wireframe was easy to update and allowed us to have better team discussions, to use it for usability testing, test different copy, etc.

Initial wireframes

Thunderstorm explained

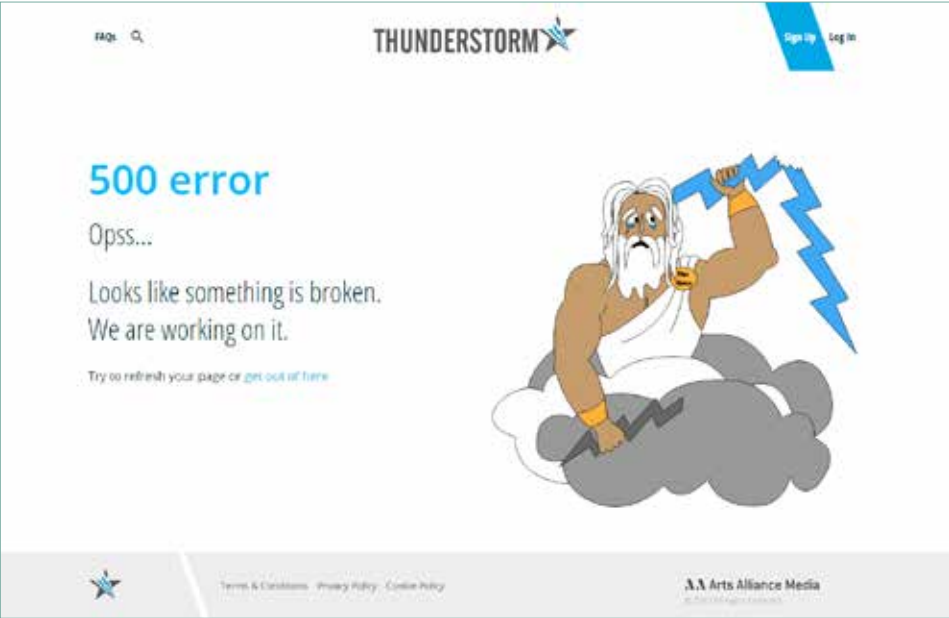


Styliguide in progress

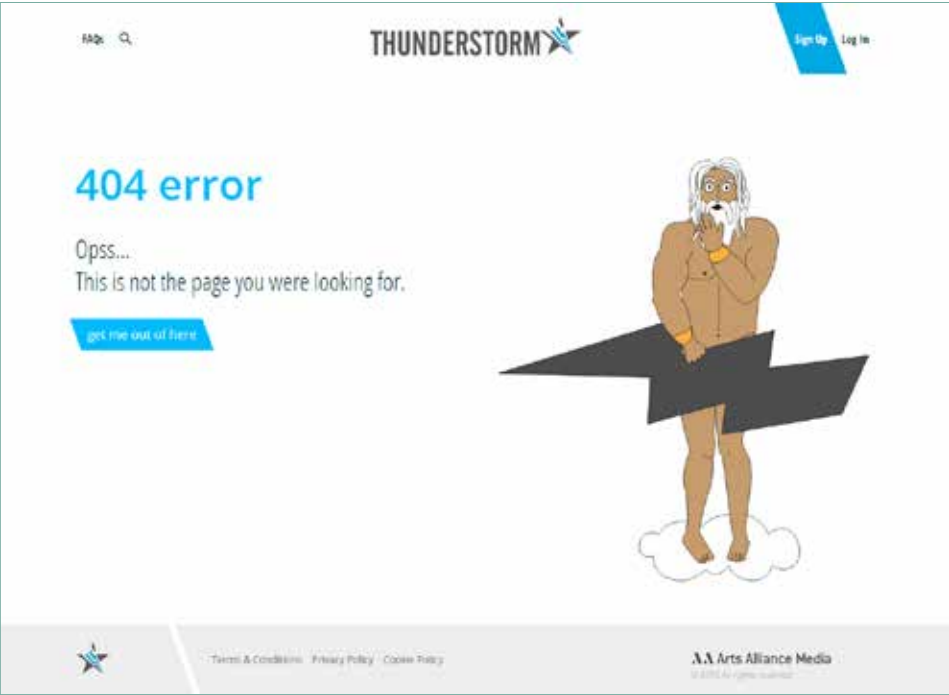
We could iterate very easy thanks to us beign the front end developers and having a style guide.



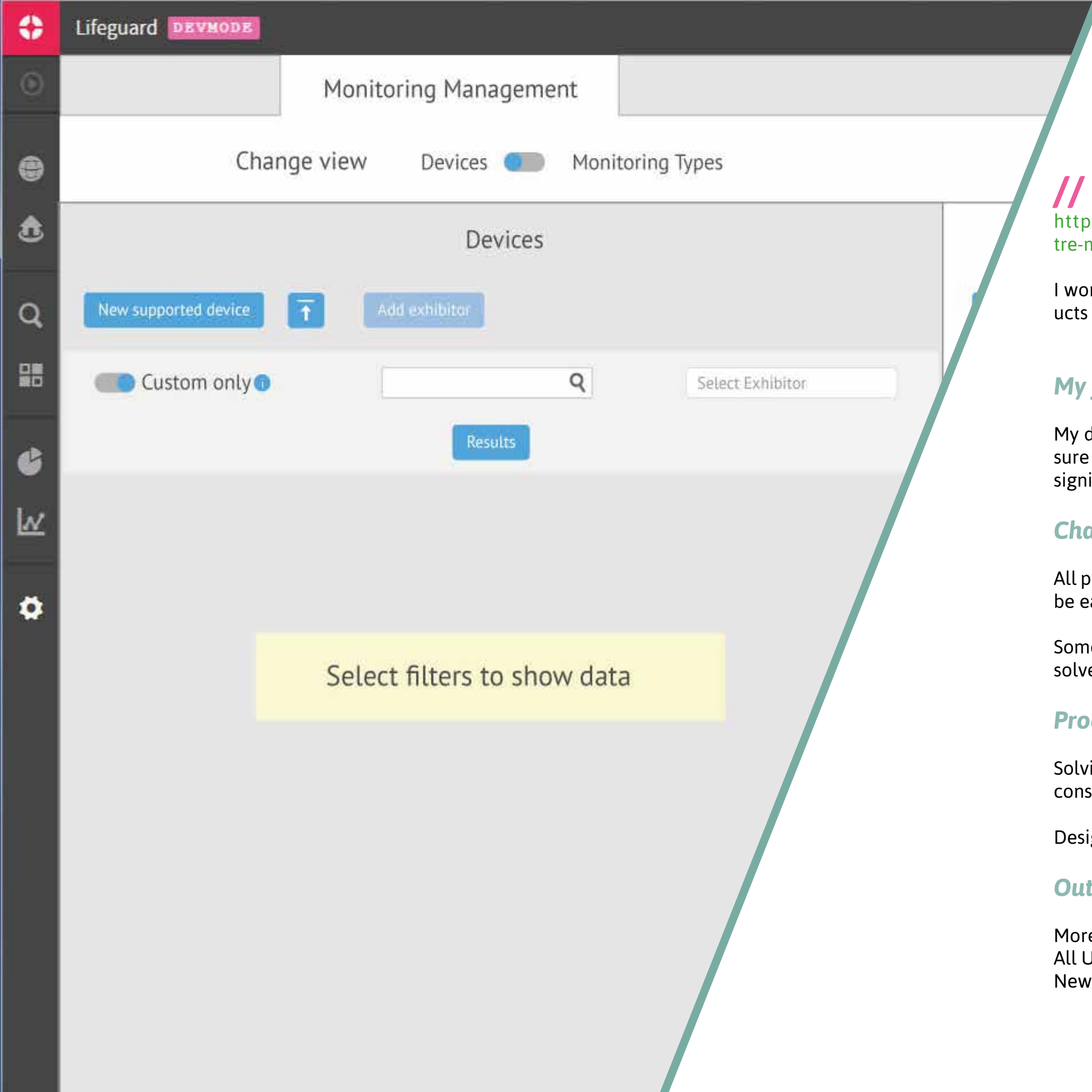
Styliguide tooltip component close up



We didn't just delivered the MVP on time on a tight dead-line, we had time to add some extra touches to it. I did the illustrations for the 500 and 404 pages.



500 and 404 pages



// Other products

<https://www.artsalliancemediacom/products/circuit-wide-theatre-management-system>

I worked maintaining the design and the front end code of some products all designed to help cinema theatres with their everyday tasks..

My job

My day to day would be fixing UI bugs, solving usability issues, making sure every page would follow styleguidelines and is consistent and designing new sections.

Challenges

All products were data intensive and designing new sections that would be easy to learn and easy to use was difficult.

Some products went through a redesign so there were many UI bugs to solve.

Process

Solving ticket bugs made by testers/developers or myself looking for consistency in html and css/less

Designing new sections in photoshop or illustrator.

Outcome

More consistency across products

All UI bugs known solved.

New sections designed



GalleryAtrium

March - October 2019
(Private connection)

Gallery atrium is a inventory management app for antique dealers. It is a responsive web app made in nodeJs.

// My job in GA

Ideation, branding, UX, UI, some frontend code

// How did I do it

Talk and test frecuently with users
Create MVP with another developer that would change quickly based on feedback

// Challenges

Made it super easy to use. Most of users would be transitioning from paper inventories to app.

// Outcome

App fully working and beign used from day one.
They are saving time by having a centralised inventory and beign easier to access the information anywhere from any device.

// Tools I used

Sketch
InVision
Design in the browser
HTML/CSS

Gallery Atrium UI

[illegible]

Edit mode

GalleryAtrium

Username

Password

Login

Log in mobile




A photograph of a ceramic vase bowl, known as 'Bolo' by Ettore Sottsass. The vase has a white, bulbous body and a short, thick stem. The interior of the bowl is painted a vibrant green. The vase is set against a plain, light-colored background. In the top right corner of the image area, there is a small circular icon containing a pencil, indicating an edit function.


Search results mobile

GalleryAtrium
Teresa
🌟
🏠

Ettore
✕

+ New Piece



Select file

Author:
Ettore Sottsass

Description:
Ettore Sottsass green and white ceramic vase bowl

Period:
1980,s

Materials:
Ceramic

Measures:
23x29,5cm

N.Ref:
D0021

+ info:
Signed at the Bottom (Sottsass).
Peso:3Kg

Re#
D0021

Publications:

Exhibitions:

Signed:
Sottsass

Country of origin:
Italy

Condition:
Good

Categories:

object ✕

Pamono ✕

type and enter

Authenticity:
Original, signed bottom

Provenance:

Admin information

Owner information

Owner:

N° consignment:

Receipt of purchase

Receipt location:
Escritório (Fat. nome - Var

Piece location history
🕒

18/12/2018:

22/10/2017:

Price info:

Cost price:

Sale price:

VAT % :

Final Price:

Max.Discount:

Sale status

For sale

Not for sale

Sold

On hold

Comments

Form status

Complete

Incomplete

Edit mode mobile

The screenshot displays the GalleryAtrium website interface. At the top, the site name 'GalleryAtrium' is visible on the left, and 'Teresa' with a settings icon is on the right. Below the header is a search bar containing the text 'etna' and a 'Load Price' button. The main content area features two product listings, each with a square image of a ceramic vase bowl and a list of details to its right. The first listing shows a green and white ceramic vase bowl 'Bolo' by Etienne Sotissas, priced at \$29.50. The second listing shows a similar green and white ceramic vase bowl 'Bolo' by Etienne Sotissas, priced at \$45.00. Both listings include the author's name, a description, the price, the material (Ceramic), the dimensions (23x29.5cm), and a 'Show Price' button. At the bottom of the page, there is a 'Load More' button.

Image	Author	Description	Price	Material	Dimensions	Action
	Etienne Sotissas	Etienne Sotissas green and white ceramic vase bowl 'Bolo'	1980s	Ceramic	23x29.5cm	Show Price
	Etienne Sotissas	Etienne Sotissas green and white ceramic vase bowl 'Bolo'	1980s	Ceramic	23x29.5cm	Show Price


Load More

Search results

GalleryAtrium

Teresa 🔍 👤

+ New Piece



Author:	MARTINE BEDIN FOR MEMPHIS
Description:	"Super" Lamp by Martine Bedin for Memphis
Period:	1980-1989
Materials:	Fiberglass and lacquered Rubber
Measure:	35x44x16 cm.
N.Ref:	D0005
Price:	Show Price
Signed:	-
Country of origin:	Italy
Condition:	good
Categories:	<div style="display: flex; gap: 5px;"> Décor Lamps Lightning Martine Bedin </div> <div style="background-color: #eee; padding: 2px 5px; margin-top: 5px;">1st Obs.</div>
Authenticity:	
Provenance:	

+ info: Designed in 1981 by Martine Bedin for Memphis Milan Fibreglass. Martine Bedin was born in Bordeaux in 1957 ————— Ref: D0005 MARTINE BEDIN para MEMPHIS. Candelêiro "SUPER" em fibra de vidro e lacado. 1980-1989 35x44x16 cm. 1.300€ —————

Publications: <https://www.pamono.co.uk/super-table-lamp-by-martine-bedin-for-memphis-milano/>
https://www.1stdibs.co.uk/furniture/lighting/table-lamps/super-lamp-martine-bedin-lamp-memphis-group/id-f_1443422/

Exhibitions:

Admin



● *Thank you*

Get in touch:

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