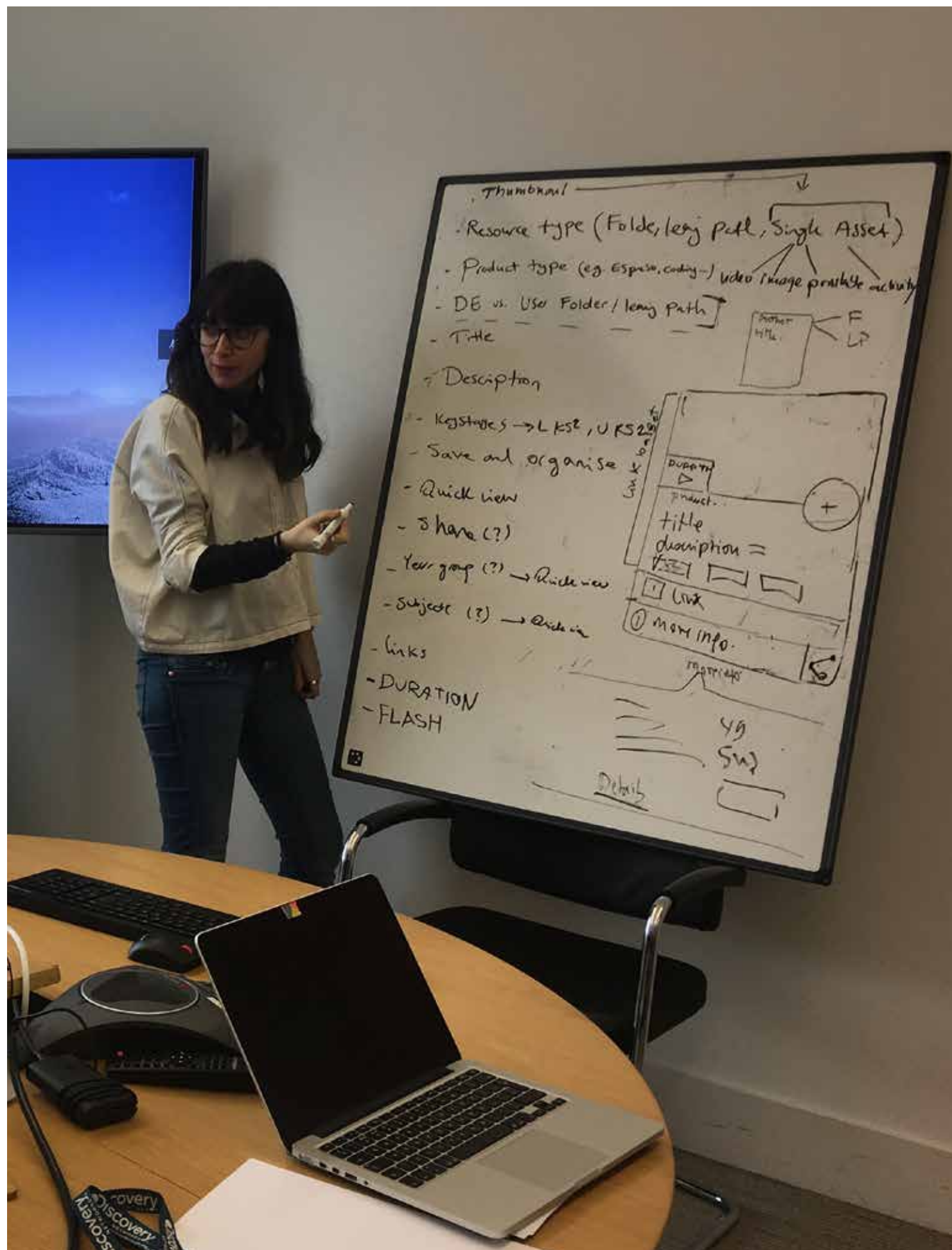# Portfolio

Teresa Marcos
UX/UI designer

Teresa Marcos
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London E3

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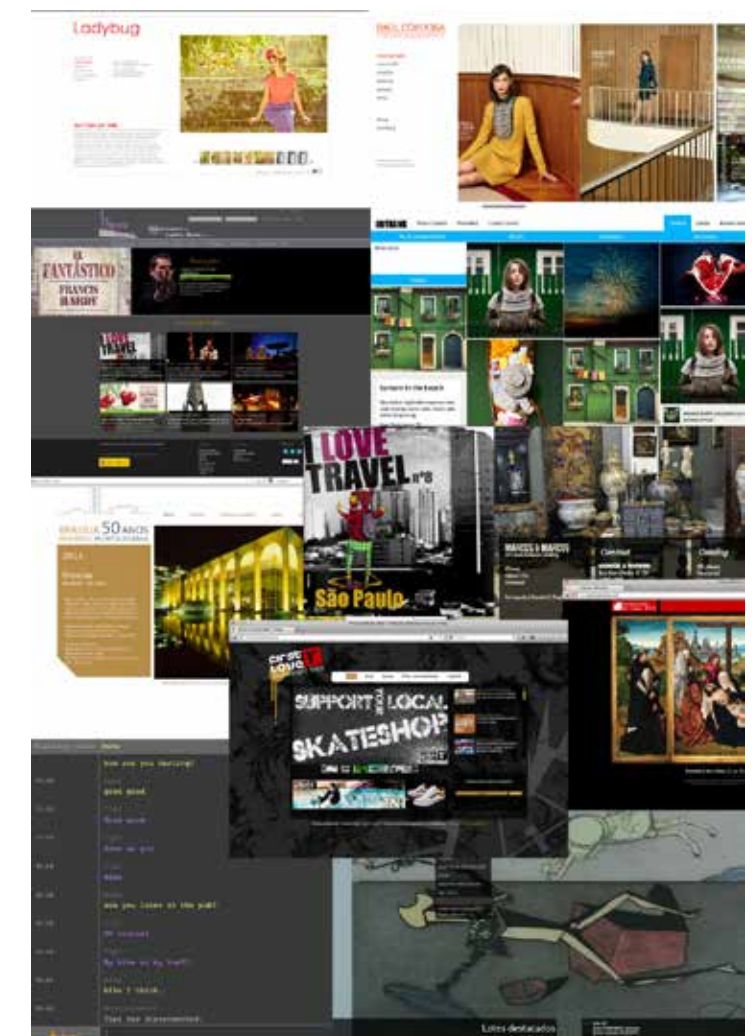
I started to get some long term clients and for some years I worked freelance. I also had two start ups, one was a travel magazine and the other was a crowdfunding platform.

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..

// 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 wiframes 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

Discovery
E D U C A T I O N ™

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

Discovery
EDUCATION

الصفحة الرئيسية   WebEdTV   Curriculum Connect   مجتمع - DEN   تطبيق Offline

مرحبا بكم في Discovery Education

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

معلومات عنا ❮

Discover Education Offline من تطبيق رة

مباشرة من هذا الموقع من خلال استخدام تطبيق ديسكفري. ليون لإعادة تثبيت التطبيق للتمتع بتلك الإمكانية.

جرب التطبيق الآن ❮

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 where totally different to eachother 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 online live **styleguide** with all the components used so any new person working on the project, designer or developer, could easy follow steps on design and code guidelines.

Outcome

Consistency thoughout the design
Better UX
Easier to produce new designs and code new sections thanks to the styleguide
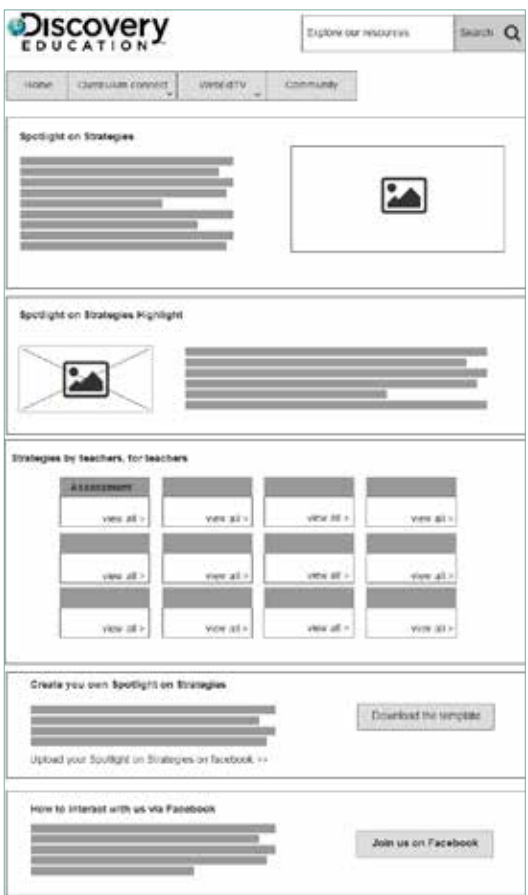
EKB - UX and UI examples

Initial wireframe for community page
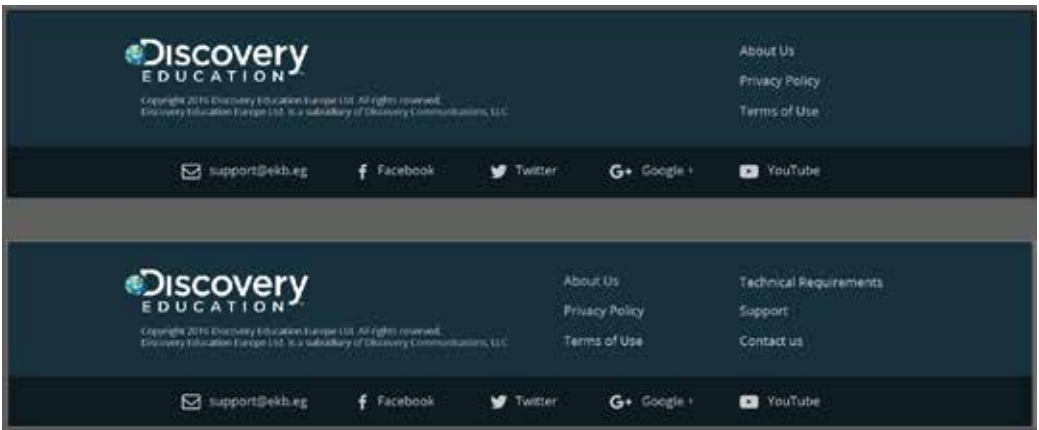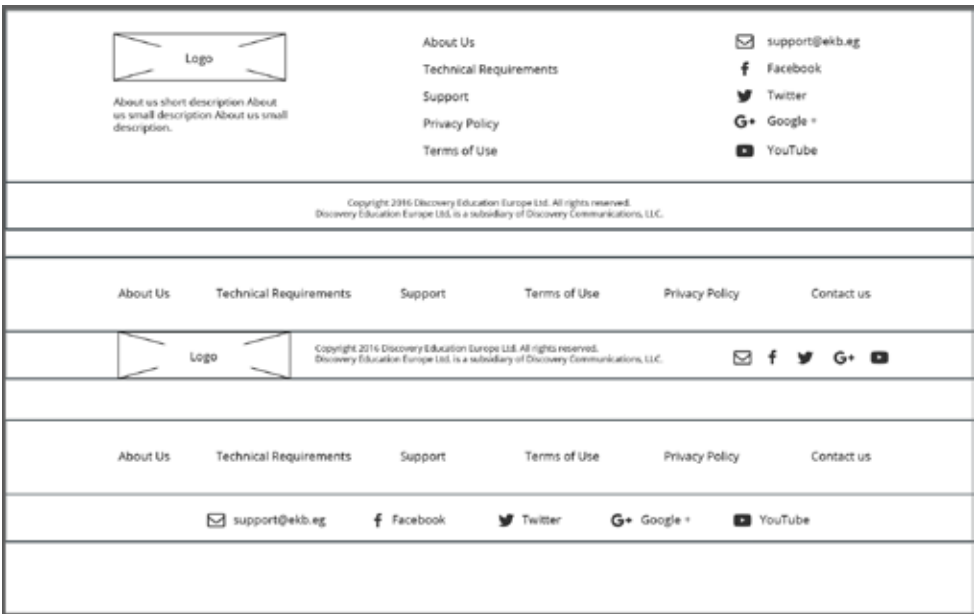

Final mockup for community page

OS page Initial wireframe

SOS page Arabic

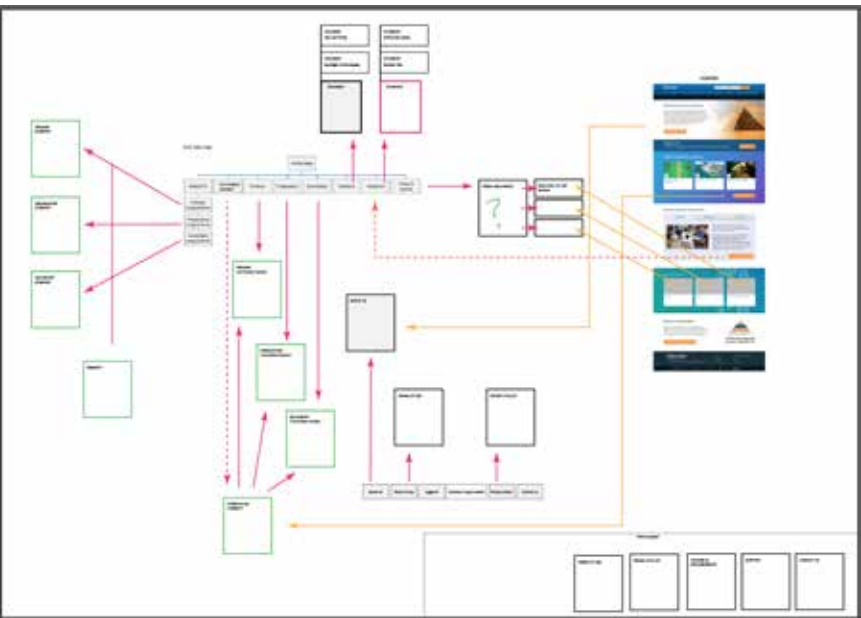SOS page English

Footer redesign

Page flow

Teacher view   **Student view**   Presentation view

Title

13:14

Transcript

Jelly cotton
cupcake oa
muffin waf
cake cand
brownie
croissa
jelly be
claw
chu
to
je

Transcript

①   ②

12:30   12:30

Title   **Title**

VIDEO   VIDEO

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

// 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 wirefreme/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.

Stem Connect - UX and UI examples

Usability testing notes

Team discussions

Team workshops

Paper wireframe
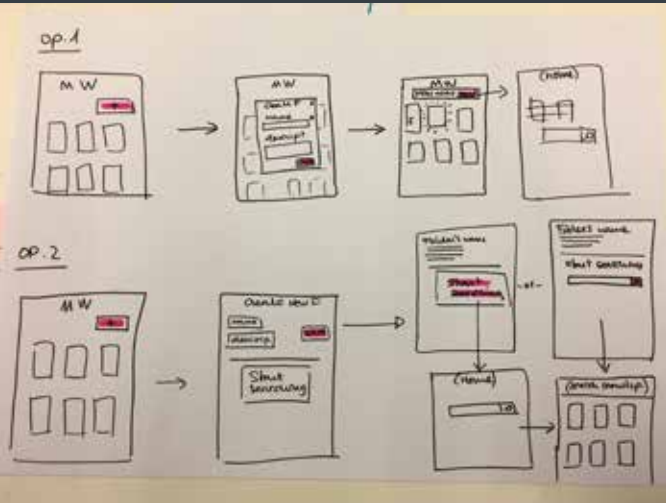
Page flow
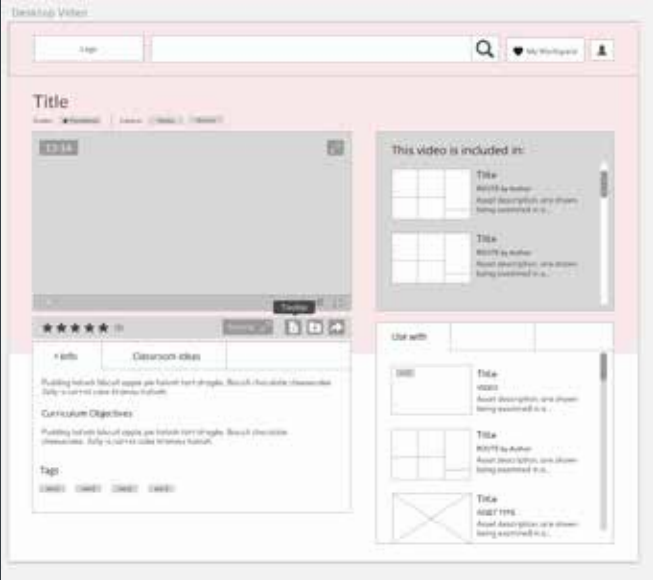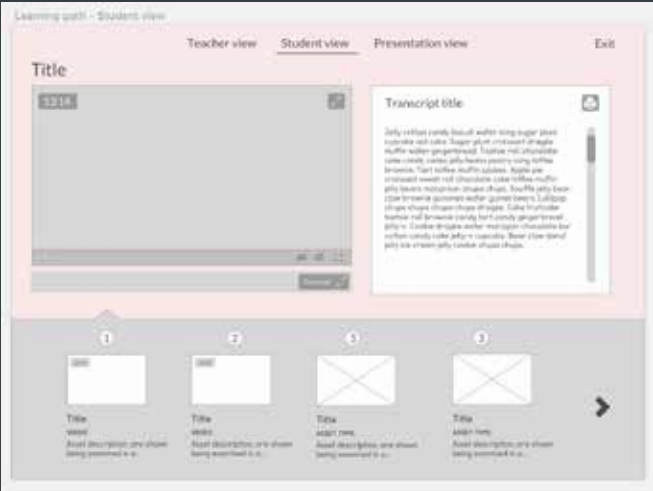
Wireframes for user workshop
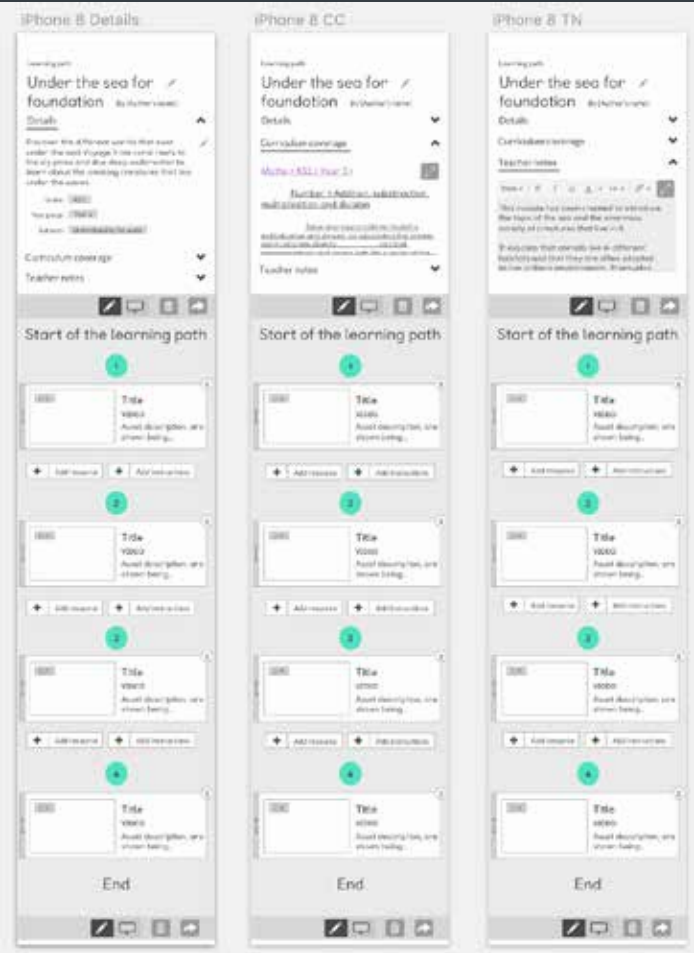
Wireframes for prototype

// 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 wiframes 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

Arts
Alliance
Media

AAM - 2015
https://www.artsalliancemedia.com/

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

// Thunderstorm

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

My job in Thunderstom

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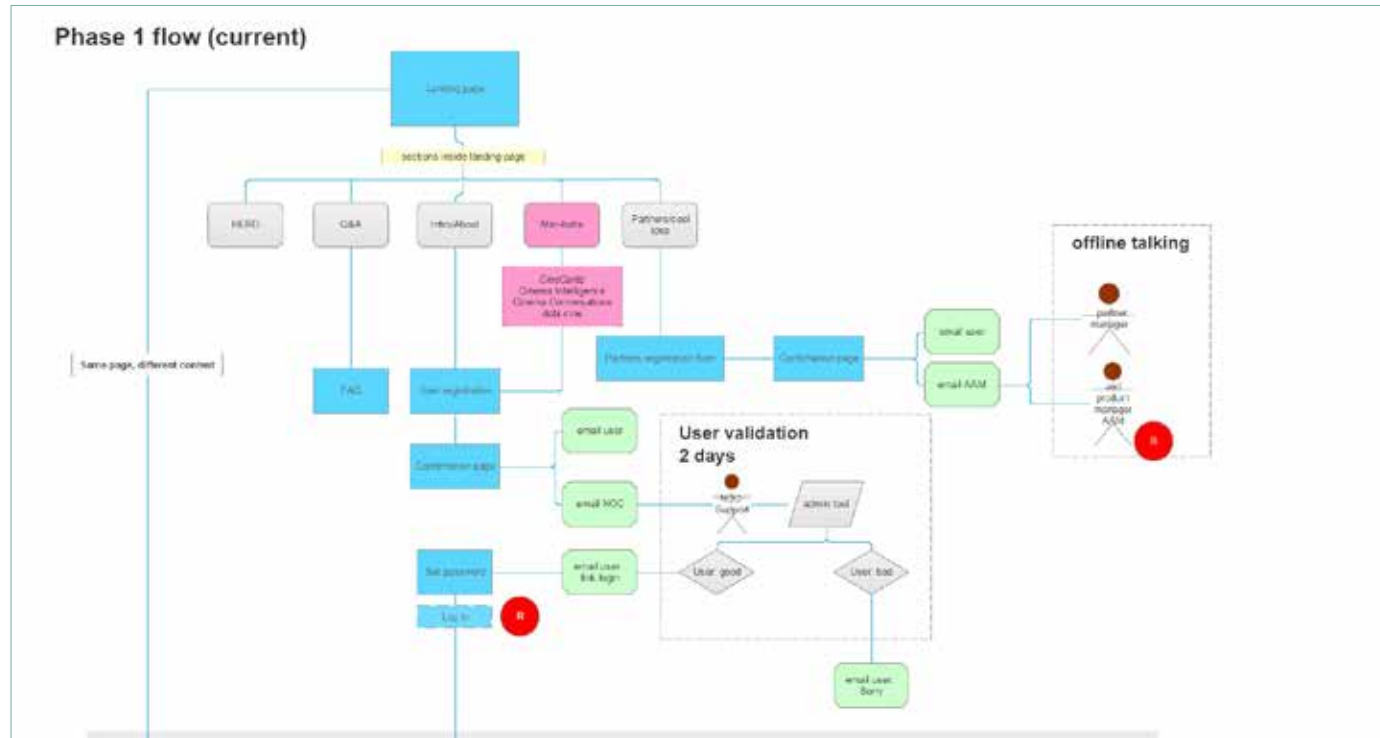
We made an user flow at the beginning of the project to have all requirements clear for all members of the team. This document used to change very quickly whilst developing the MVP so it was very important to keep itv updated with the current state.

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.

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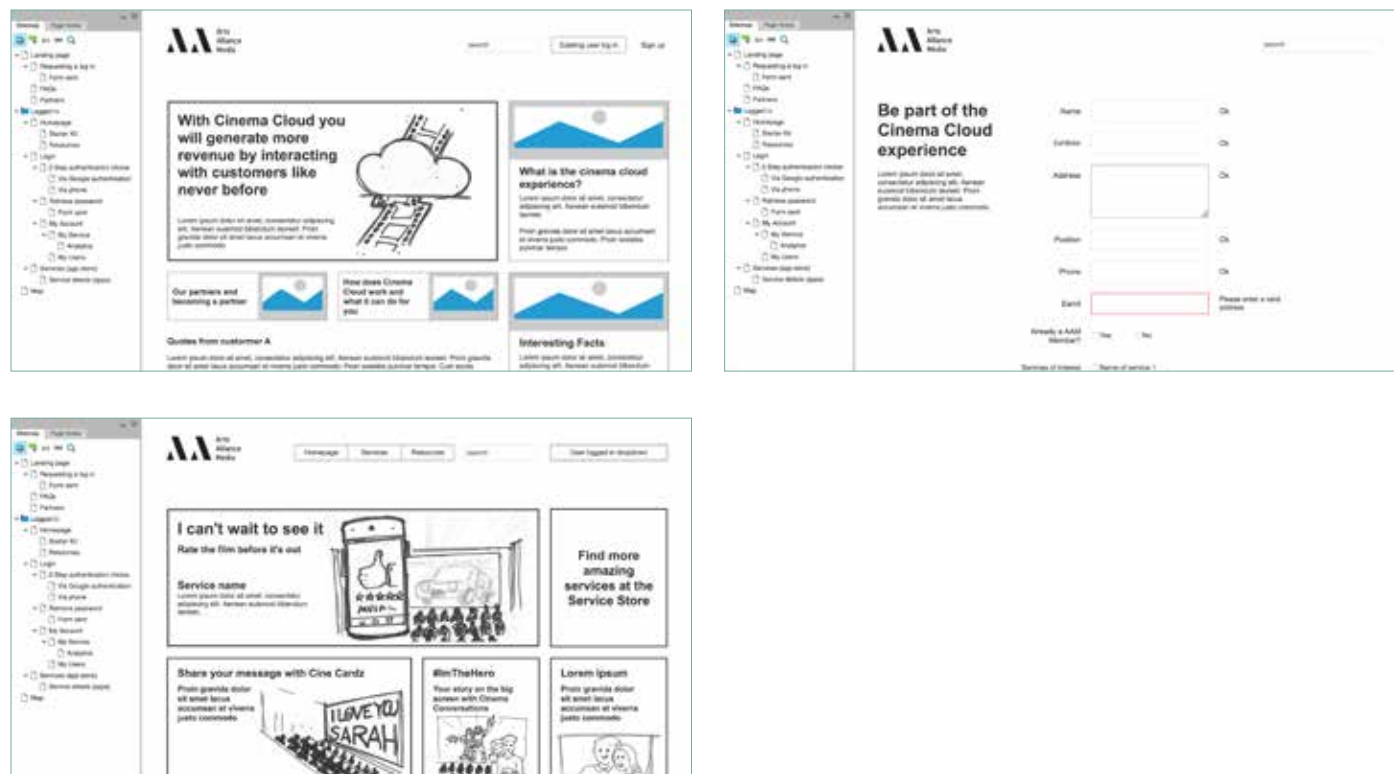
Although we knew the look would end up being different we started putting together all requirements following the user flow and do a interactive wireframe in Axure.

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

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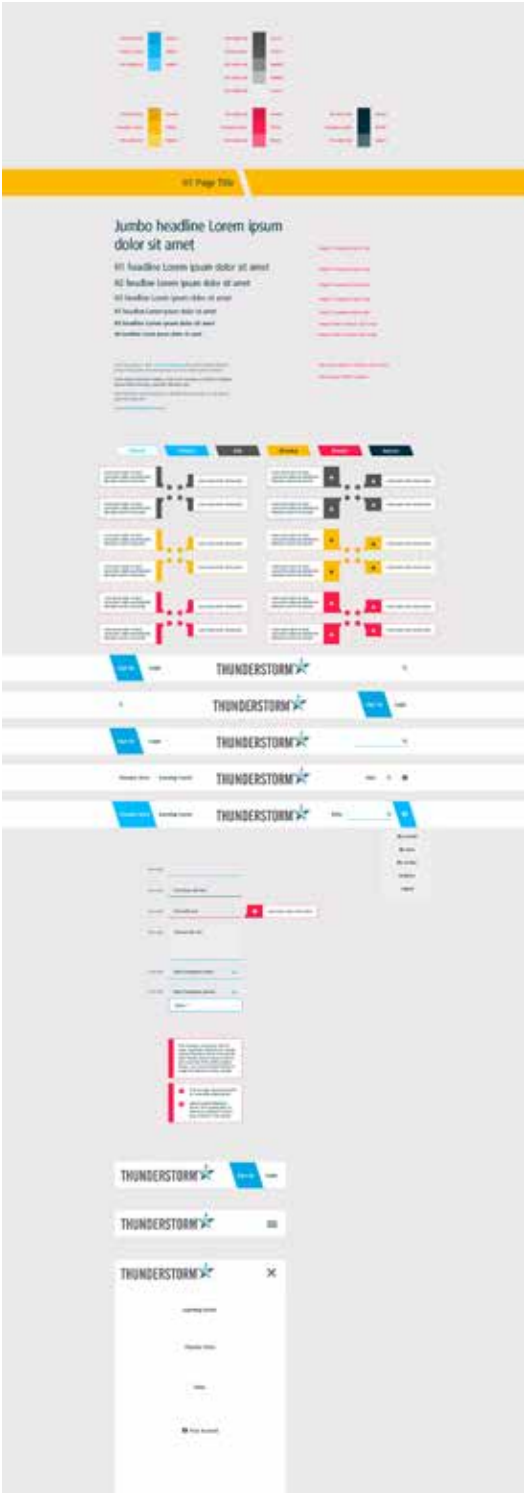
We could iterate very easy thanks to us beign the front end developers and having a style guide.

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

Styliguide in progress

Styliguide tooltip component close up

500 and 404 pages

Lifeguard DEVMODE

Monitoring Management

Change view   Devices ⬤   Monitoring Types

Devices

New supported device   ⬆   Add exhibitor

⬤ Custom only ⓘ   🔍   Select Exhibitor

Results

Select filters to show data
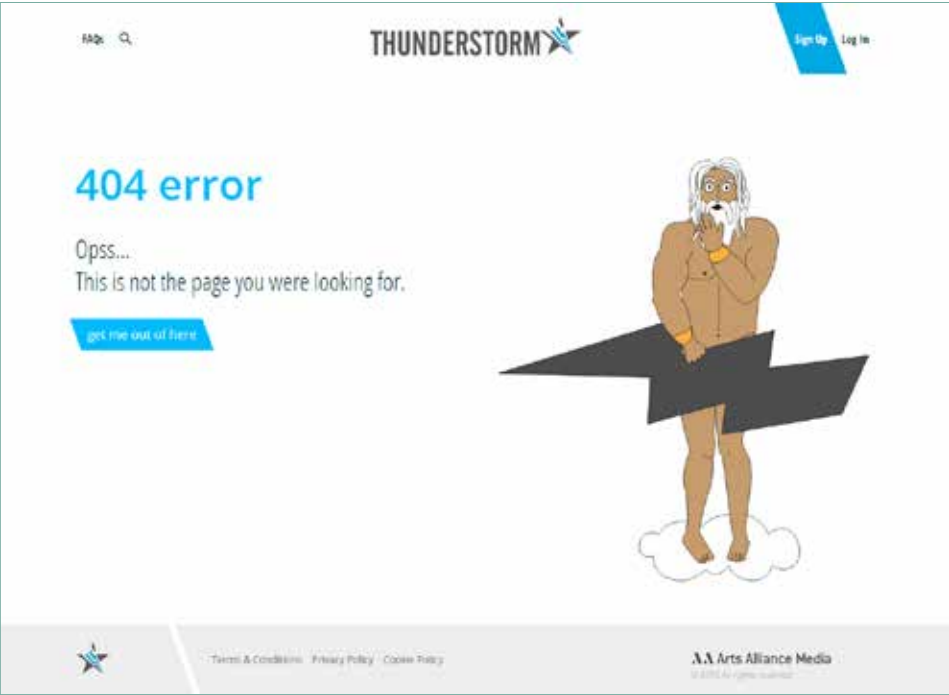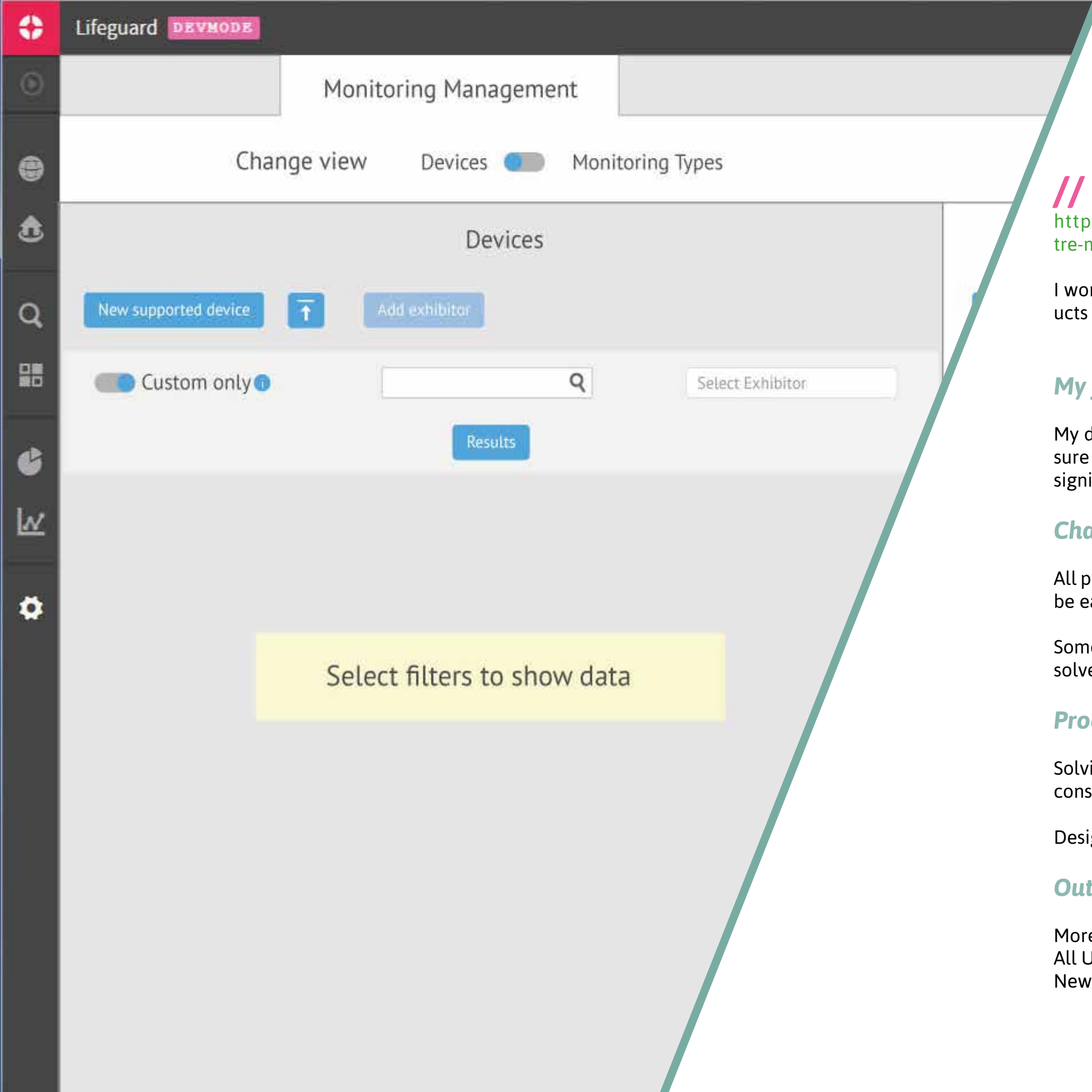
// Other products

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 consistecy 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

Edit mode

Log in mobile

Search results

Search results mobile

Edit mode mobile

Thank you

Get in touch:

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