

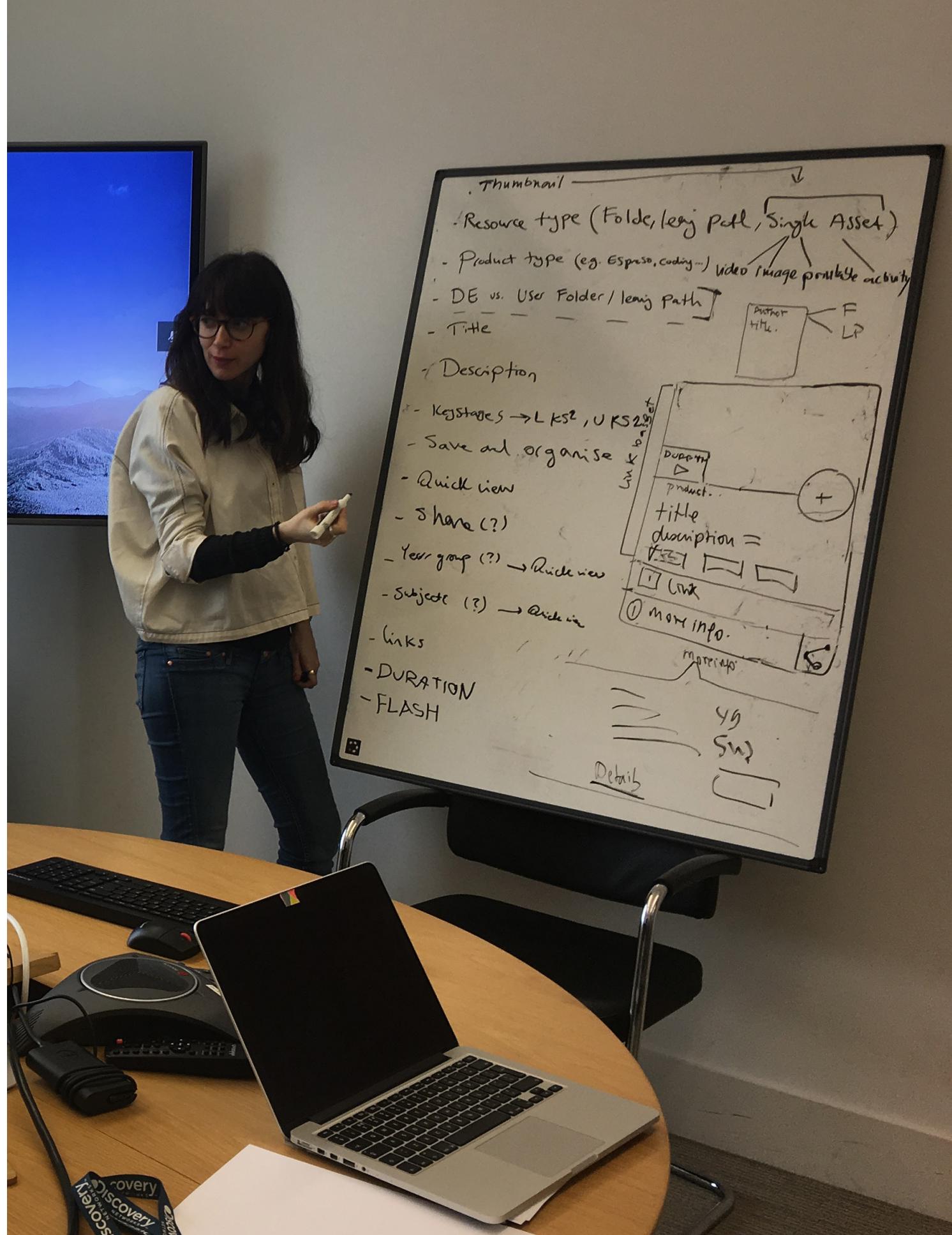
# ● Portfolio

**Teresa Marcos**  
UX/UI designer

Teresa Marcos  
07427 336 711  
[contact@teresamarcos.net](mailto:contact@teresamarcos.net)  
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.

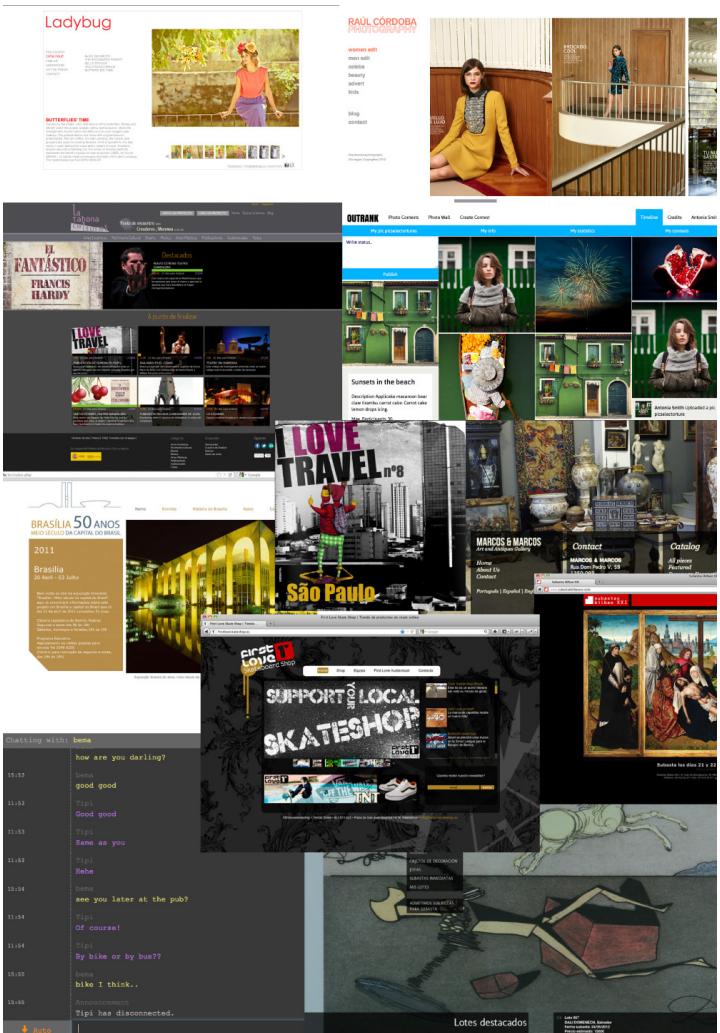
I started to get some long term clients and for some years I worked freelance. I also had two start ups, one was a travel magazine and the other was a crowd-funding platform.

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



# مرحبا بكم في Discovery Education

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

معلومات عنا

## رقة من تطبيق

جرب التطبيق الآن

د مباشرة من هذا الموقع من خلال استخدام تطبيق ديسكفرى.  
لليون لإعادة تثبيت التطبيق للتمتع بتلك الإمكانيات.

## من مواردنا



السعفة



الانحدار الخطى

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.

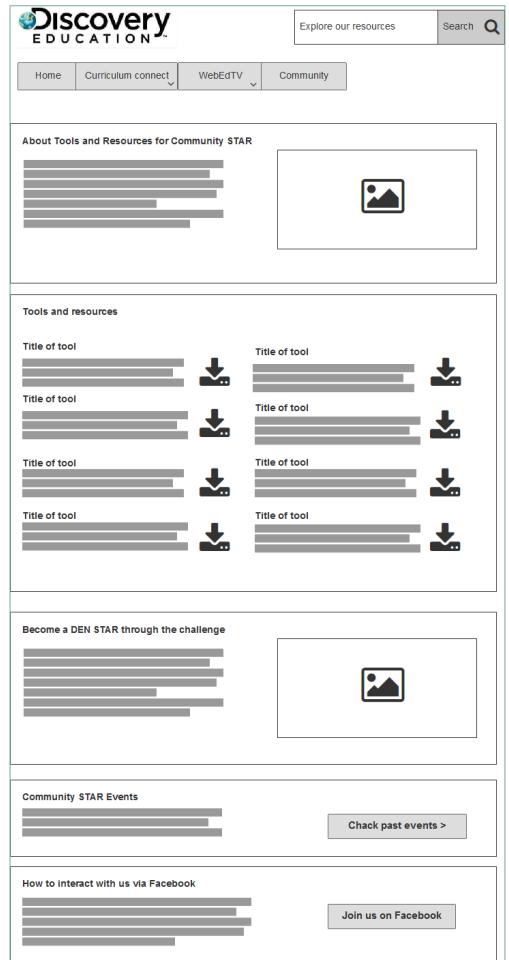
### Outcome

Consistency thoughout the design

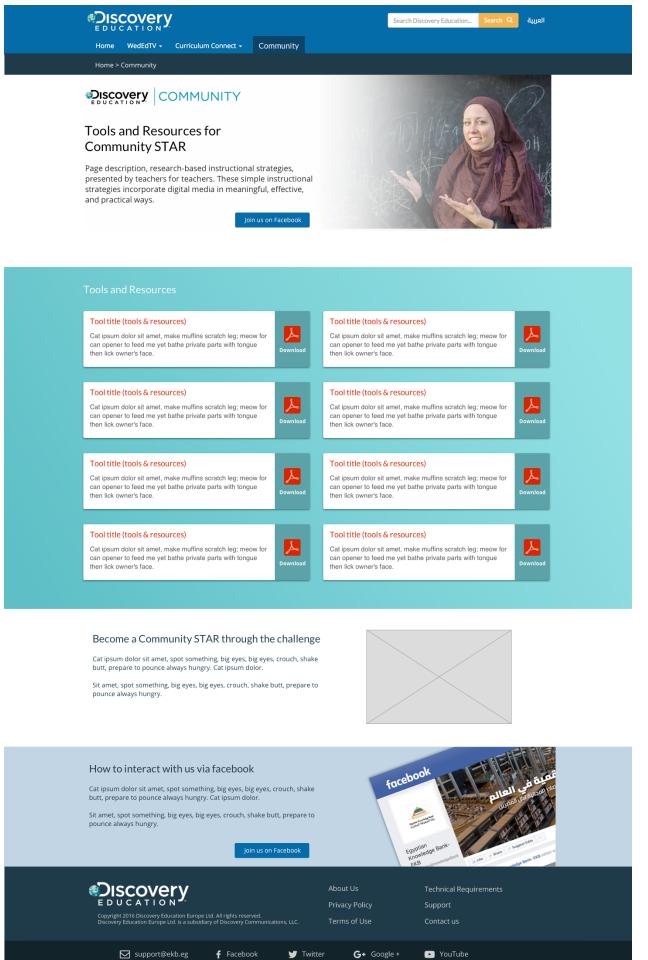
Better UX

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

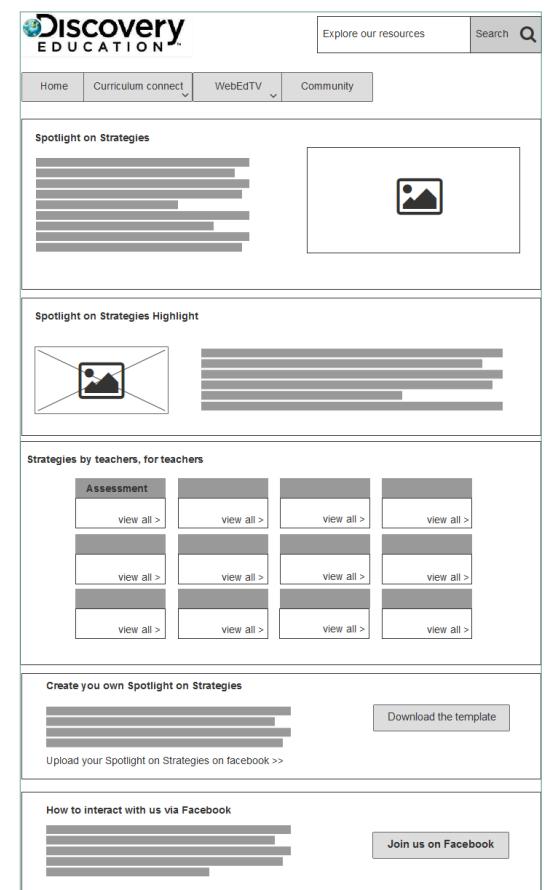
# EKB - UX and UI examples



Initial wireframe for community page



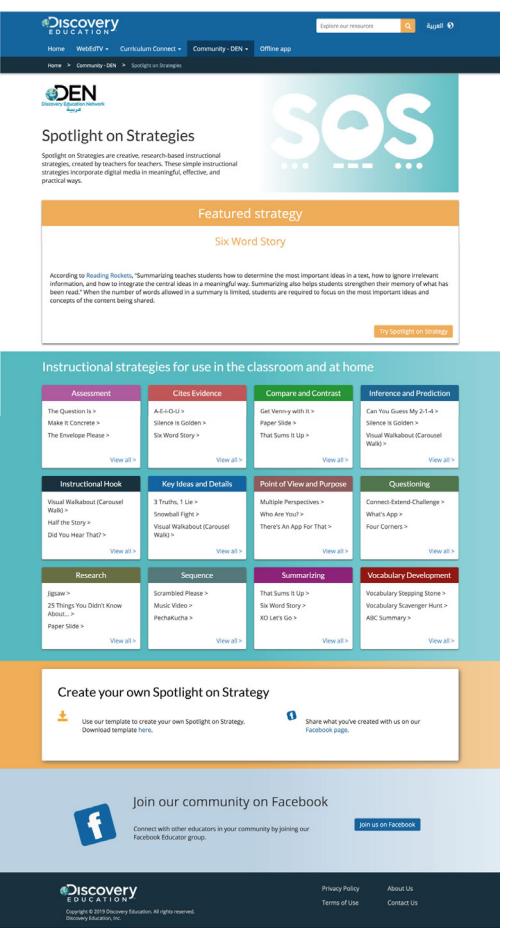
Final mockup for community page



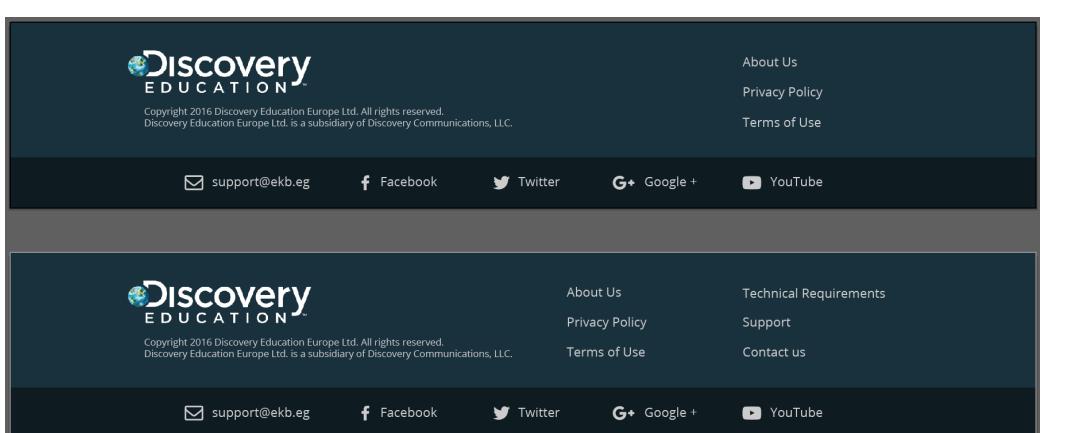
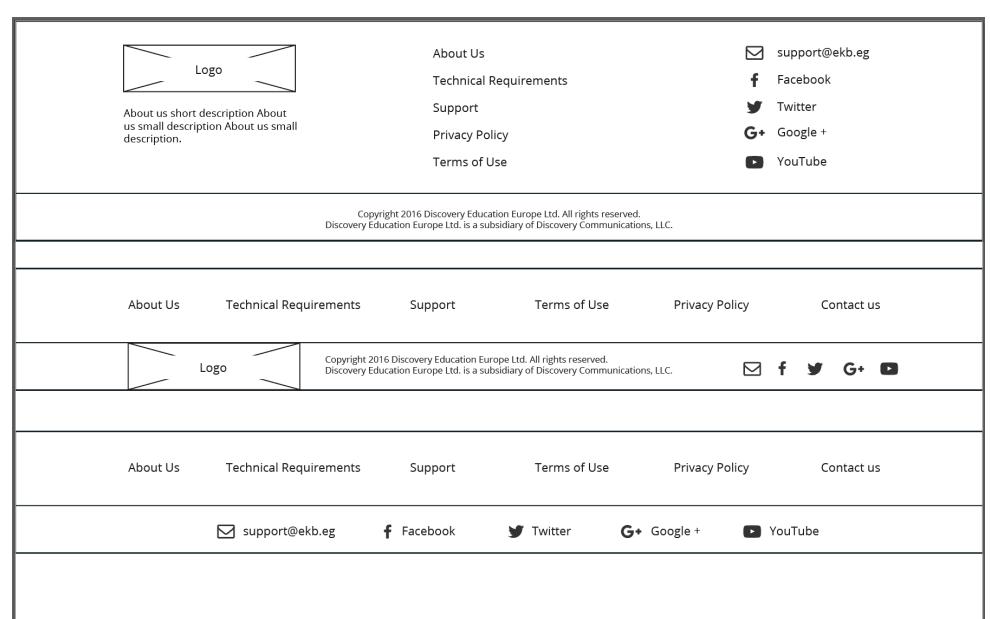
OS page Initial wireframe



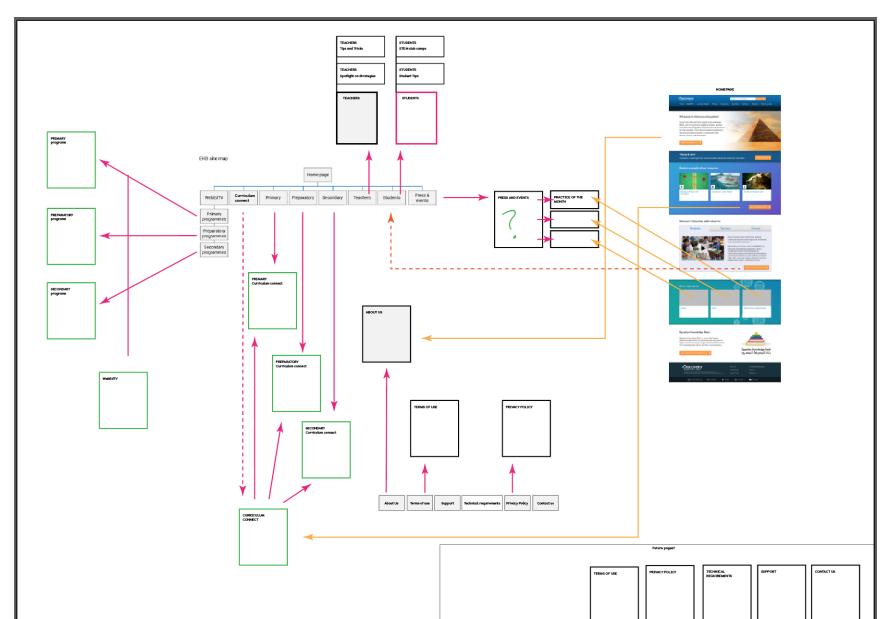
SOS page Arabic



SOS page English



Footer redesign



Page flow

Teacher view

Student view

Presentation view

## Title

13:14

The screenshot shows a video player interface. At the top left is a timestamp '13:14'. In the top right corner is a share icon. Below the video area is a control bar with a play button, volume controls, and a full-screen button. At the bottom is a transcript button labeled 'Transcript' with a double arrow icon.

## Transcript

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

## // 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 being 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.

#### Title

VIDEO

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

#### Title

VIDEO

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

# Stem Connect - UX and UI examples



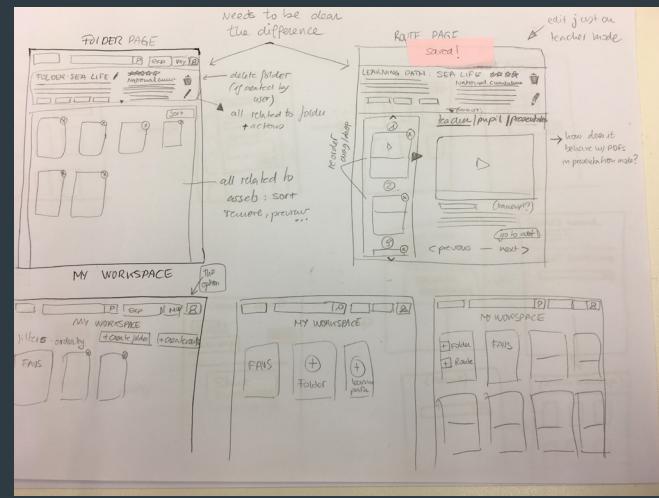
Usability testing notes



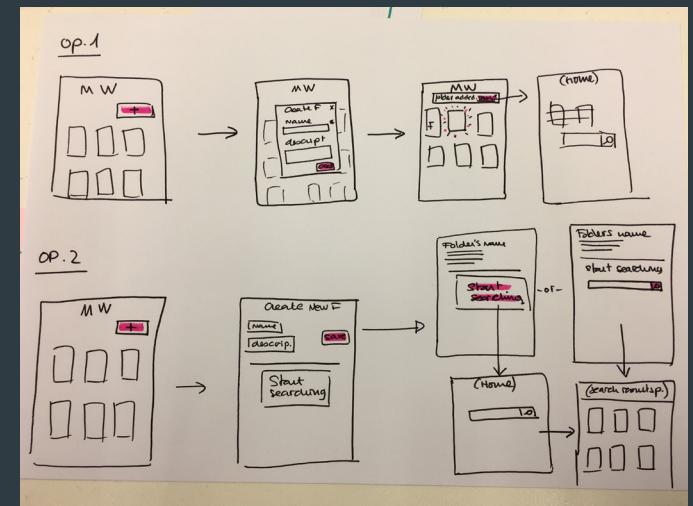
Team workshops



Team discussions



Paper wireframe



Page flow

Wireframes for prototype

Wireframes for user workshop



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

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 services 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 Thun



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



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



Turn screen down-time into an interactive experience where customers share conversations through social media and engage them on the big screen.

## // Thunderstorm

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

### **My job in Thunderstrom**

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**

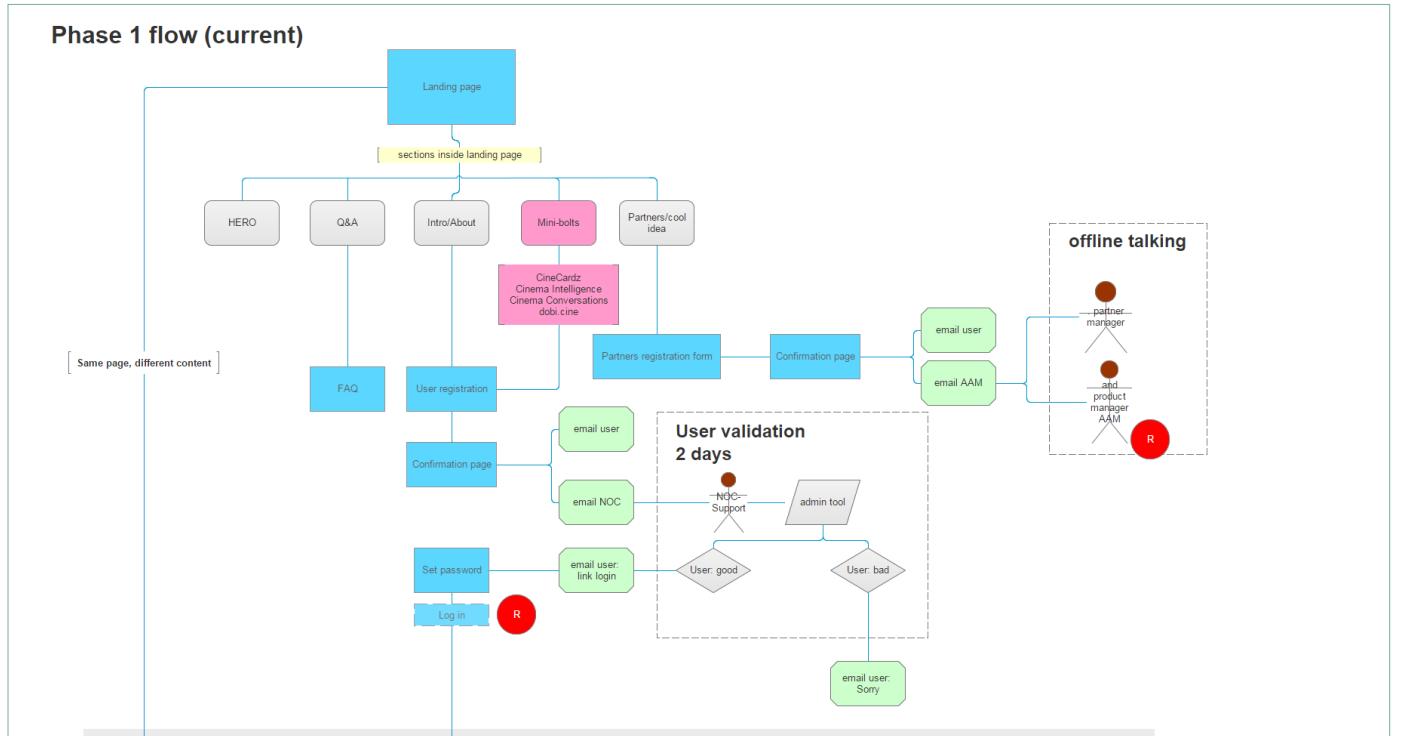
Quick iteration of ideas, testing and implementing fast was key. Also the fact that both designers were the front end coders made that possible. Very good communication with the rest of the team and stakeholders was very important.

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.

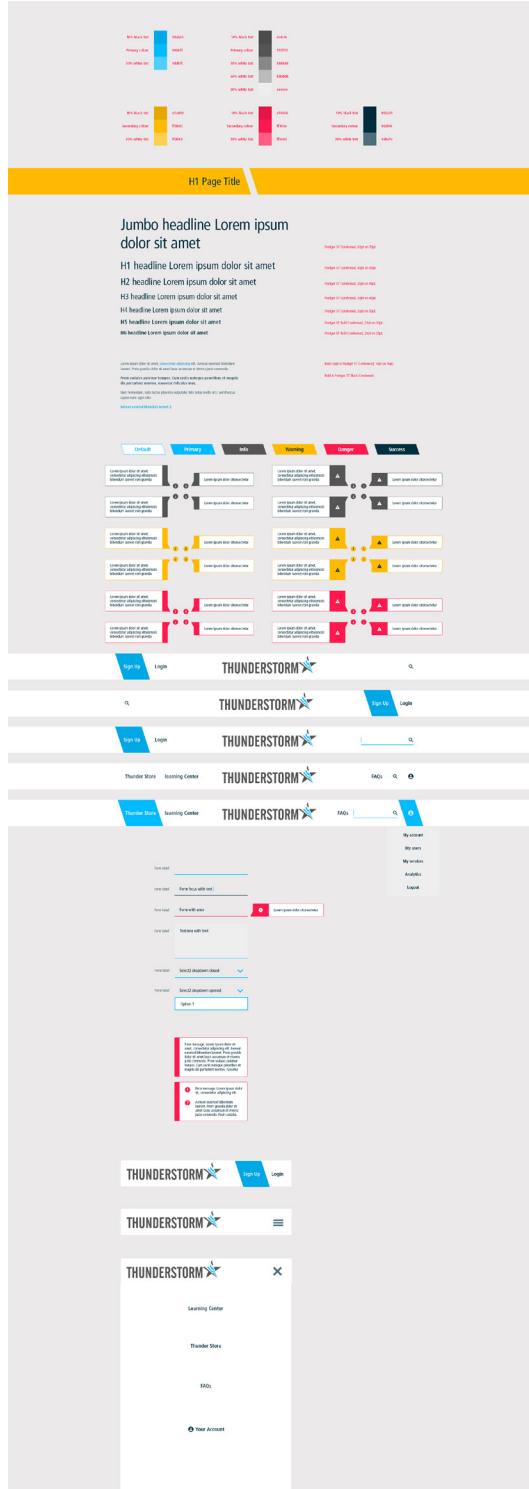
The UI continually changed based on regular user testing feedback. Because we were working on the final code it was very easy to make changes and test again. We also created a style guide that was changing at the same time as the project.

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.

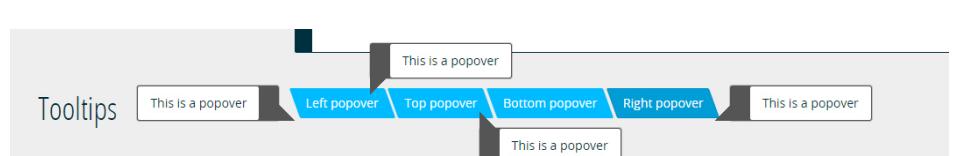
Initial wireframes

# Thunderstorm explained

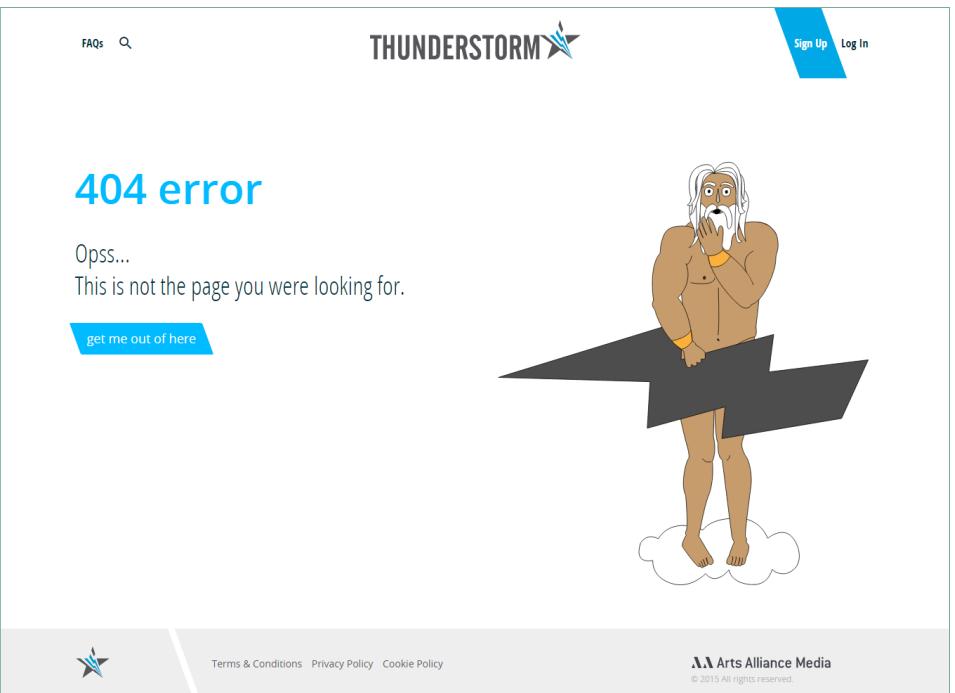
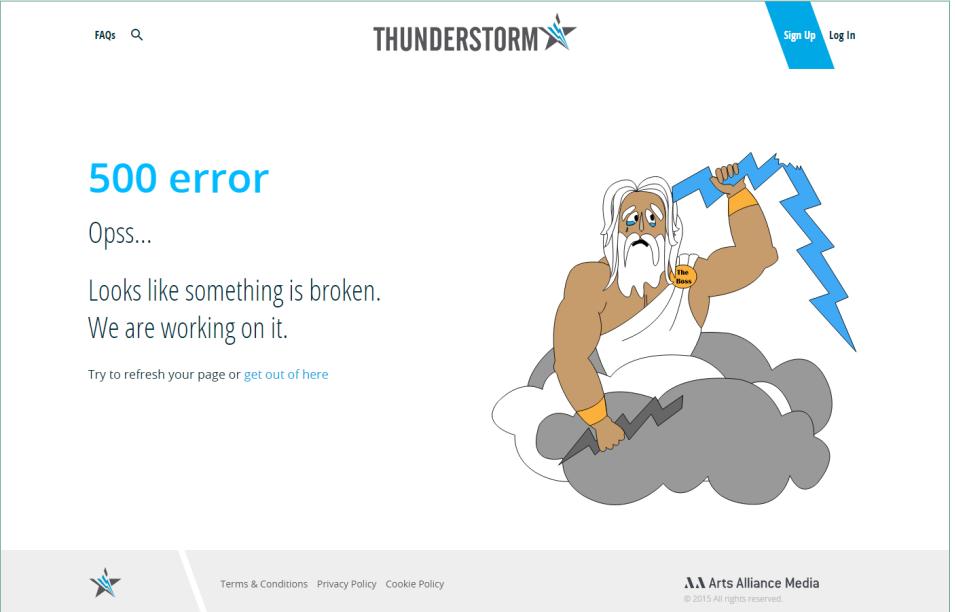


Styliguide in progress

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



Styliguide tooltip component close up



500 and 404 pages

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.

Lifeguard DEVMODE

Monitoring Management

Change view Devices Monitoring Types

Devices

New supported device Add exhibitor Custom only 1

Select Exhibitor Results

Select filters to show data

## // Other products

<https://www.artsalliancemedia.com/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 frequently 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 begin used from day one.  
They are saving time by having a centralised inventory and begin easier to access the information anywhere from any device.

## // Tools I used

Sketch  
InVision  
Design in the browser  
HTML/CSS

# Gallery Atrium UI

**Search results**

| Author                    | Description  | Period    | Materials                       | Measures     | N.Ref. | Price      |
|---------------------------|--|-----------|---------------------------------|--------------|--------|------------|
| Ettore Sottsass           | Ettore Sottsass green and white ceramic vase bowl "Bolo" | 1980's    | Ceramic                         | 23x29,5cm    | D0021  | Show Price |
| MARTINE BEDIN FOR MEMPHIS | "Super" Lamp by Martine Bedin for Memphis                | 1980-1989 | Fiberglass and lacquered Rubber | 35x44x16 cm. | D0005  | Show Price |

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**Edit mode**

| Author           | Description       | Period | Materials    | Measures | N.Ref. | Price |
|------------------|-------------------|--------|--------------|----------|--------|-------|
| Vincent van Gogh | The Potato Eaters | S.XX   | Oil on board | 40x40 cm | L09345 | € € € |

**Log in mobile**

**Log in mobile**

| Author          | Description  | Period | Materials | Measures  | N.Ref. | Price      |
|-----------------|--|--------|-----------|-----------|--------|------------|
| Ettore Sottsass | Ettore Sottsass green and white ceramic vase Bolo bowl | 1980,s | Ceramic   | 23x29,5cm | D0021  | Show Price |

**Edit mode mobile**

| Author          | Description  | Period | Materials | Measures  | N.Ref. | Price      |
|-----------------|--|--------|-----------|-----------|--------|------------|
| Ettore Sottsass | Ettore Sottsass green and white ceramic vase Bolo bowl | 1980,s | Ceramic   | 23x29,5cm | D0021  | Show Price |

- **Thank you**

**Get in touch:**

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[contact@teresamarcos.net](mailto:contact@teresamarcos.net)  
London E3

