/2020

## aline bossi

### Projects

IBM Global Product Catalog

SafeFlix

Simplificathon

AME

**OEAS** 

KidSocial

Consoly the Game

Q2C Insights

PassWeb

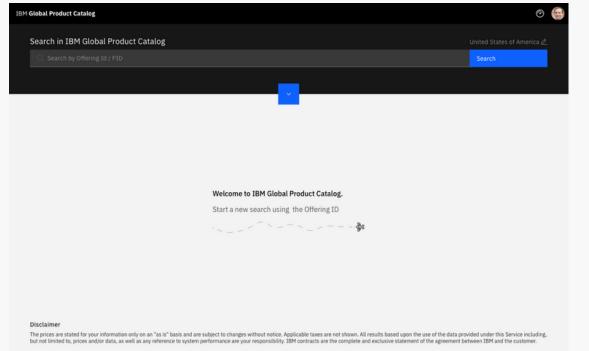
Call4Code

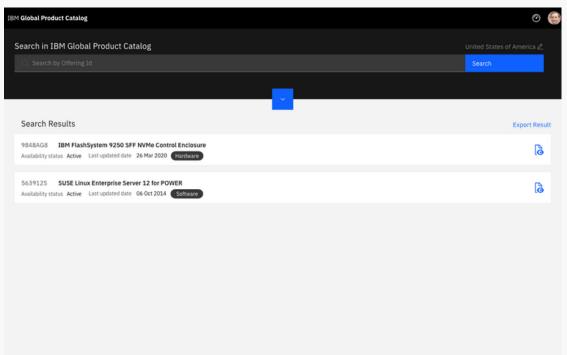
# Organizing the product catalog of a company with a great diversity of products and global coverage of differentiated prices according to each region was the challenge of this project, which involved the centralization of information from several applications in a single interface. I participated in the definition and creation of the solution, understanding the information of the project owner's process, also identifying some pain points of the users, and presenting the solution in order to obtain feedback to maintain the usability of the tool. In addition, I created a prototype of the entire solution flow that was essential for communication with stakeholders and users. I'm also participated in the development of the project as a technical decision leader and as a front-end developer.

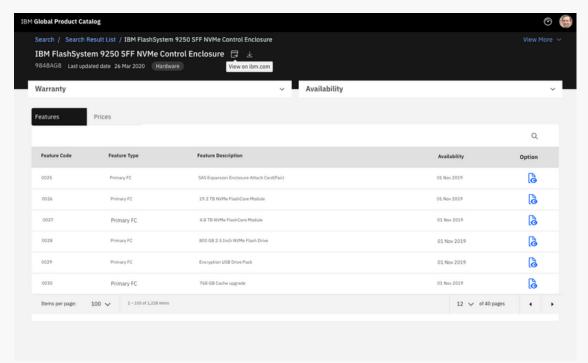
# IBM Global Product Catalog

**IBM Global Project** 

### PROTOTYPED SCREENS







### TOOLS AND TECHNOLOGIES USED IN THE PROJECT

Adobe XD / IBM Carbon Design System / IBM Carbon Icons / Vue.js / Node / SCSS

The SafeFlix project was submitted to Call For Code 2020 focus in provide a solution addressing the needs posed by the COVID-19 pandemic. The app was developed from a group of IBMers that wanted to help in these times of need and psychological impact of the pandemic. The disease COVID-19 introduced stressors to mental health, including loneliness stemming from social isolation, fear of contracting the disease, economic strain, and uncertainty about the future. According to Public Health Survey run in the United States Adults are three times more likely to report that they're in severe psychological distress.

During the brainstorming phase, the biggest challenge was to find the right persona since many people have been impacted by COVID-19 and all of them have different realities. I was responsible for understanding the possibilities and technologies for developing a recommendation model for our users, and how the recommended data to be consumed could be fetched was also another challenge It was a great experience to manage a very special team, transform one problem into a solution using knowledge and techniques from Design Thinking.





### TOOLS AND TECHNOLOGIES USED IN THE PROJECT

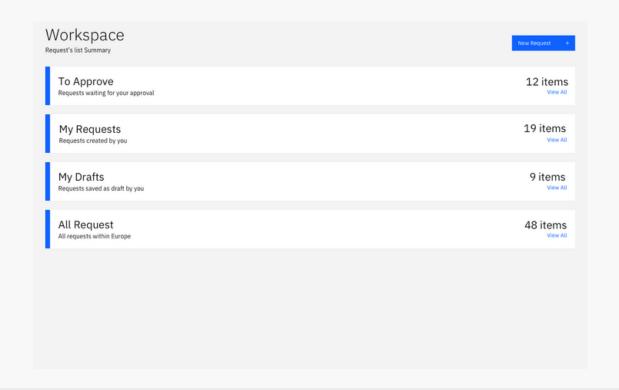
Node.js, Vue.js, IBM Cloud Foundry, IBM Watson Discovery, IBM Cloudant, IBMWatson Studio

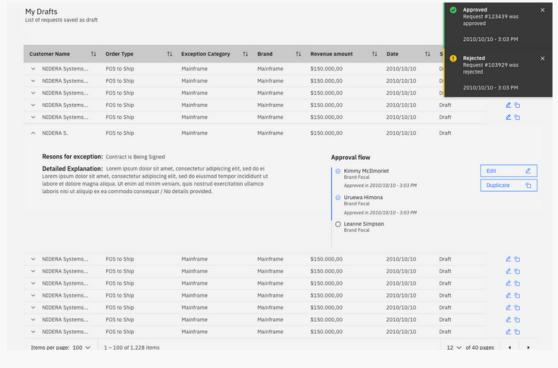
Transforming a legacy and bureaucratic system into a simple and friendly system was the challenge of this project, which involves the transition of critical systems created in 1995 in Lotus Notes Database to a Web.

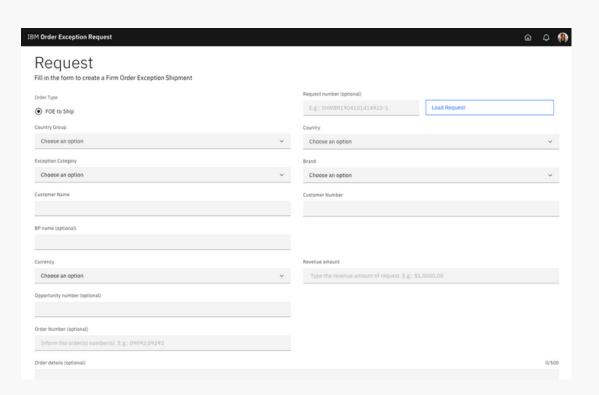
The focus of the project was the IBM process that registry the user's requests to produce a product during the firming order process. This exception process involves users from IBM, Sellers, and some executives that are responsible to approve or reject the request. During the first phase of this project, I participated in the definition and creation of the solution, by collecting the current process's requirement of the project owner and I designed all solution flow and it was essential to communicate with stakeholders and users. My contact with the Project Owner was essential to discover the requirements and be able to plan the new solution design, and in sequence with the feature definitions and implementation planning. I also prototype the solution flow and it was essential to communicate with stakeholders and users. During the validation, I could apply some techniques like A / B test and according to the results, I propose a new solution to meet the real user's pains. Besides that, I'm participating in development as a front-end developer and in the creation of unit tests in the front-end code to improve the reliability of the system



### PROTOTYPED SCREENS







### TOOLS AND TECHNOLOGIES USED IN THE PROJECT

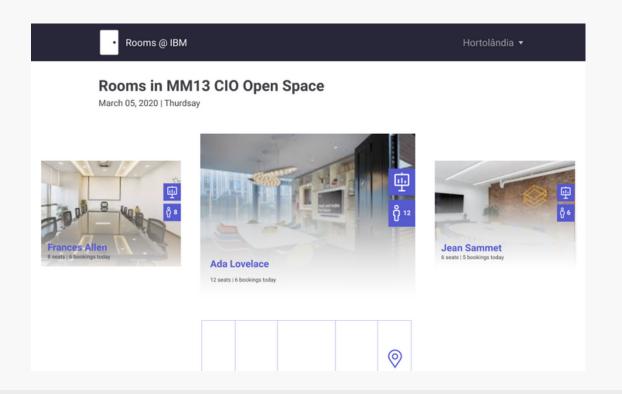
Sketch / IBM Carbon Design System / IBM Carbon Icons / Vue.js / Node.js / SCSS

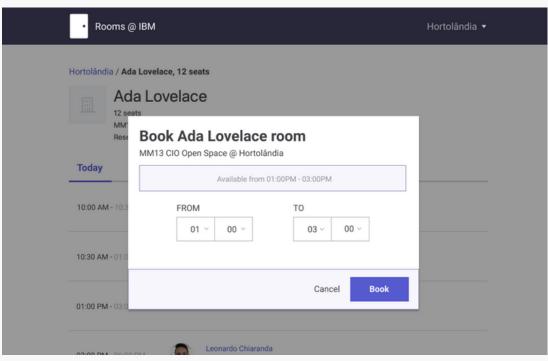
The IBM Simplification was an opportunity to create, collaborate, and explore possibilities to improve the employee's routine actions in a simpler way as possible. During this project, the team proposed to improve the experience of an existent rooms management system in order to benefit the meeting rooms' occupation. I was responsible for mediating the team ideas and transform that into a presentable prototype.

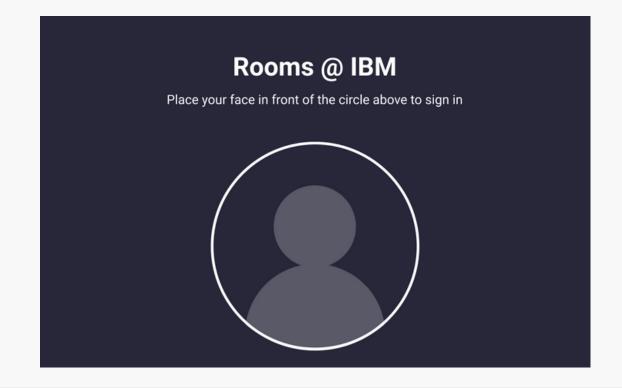
In a few hours, I use the original characteristics of the system and create a new user experience in a specific device (iPad) which was one of the definitions of requirement from the proposal team. Besides that, during the ideation and user's research, I identify the opportunity to integrate facial recognition as the main point of user adherence and it was a great differential in the experience of the application. In addition, I was responsible for led the team using the agile methodology.

### Simplificathon IBM Internal Project

### PROTOTYPED SCREENS







### TOOLS AND TECHNOLOGIES USED IN THE PROJECT

Figma / Carbon Design System / Carbon Icons

In this project, I was responsible for the conceptual design of an institutional website that represents all the objectives of the NGO whose mission is to contribute to the cognitive and emotional development of babies and children from 0 to 3 years old in social and health vulnerability (non-pharmacological treatment) and helping mothers of hospitalized babies.

My main role in this project was to understand the stakeholder needs and turn them into a solution, presented in a prototype to stakeholders, and contribute with the developer team.

### **ANE**Votunteer IBM Design Project

### **PROTOTYPED SCREENS**





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### TOOLS AND TECHNOLOGIES USED IN THE PROJECT

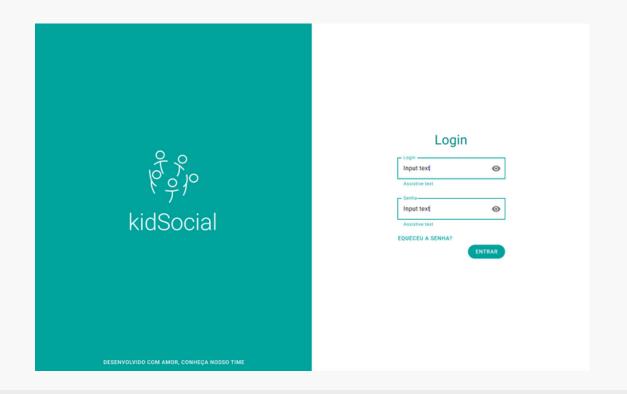
Figma / Carbon Design System / Carbon Icons

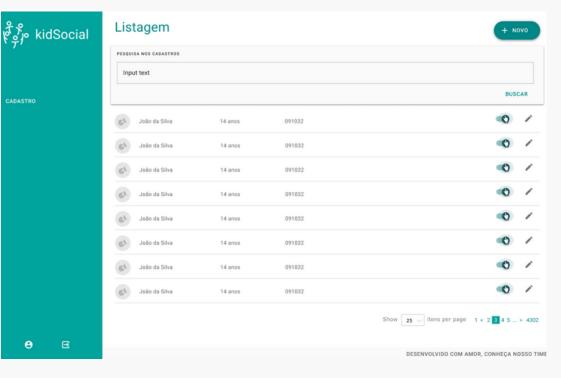
Create a simple and low cost of development application was the challenge of this project. In this project, I was responsible for concept design development to an application that controls one of the activities from the NGO that take children to practice sports like karate, football, volleyball and etc.

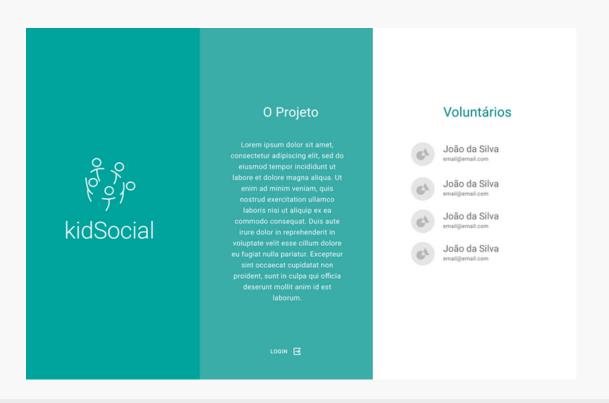
My main role in this project was to take interviews with the stakeholder, understand their needs and transform that in one simple solution. Besides that, I was responsible for created all branding items for the initiative, since the logo, colors, and system flow.

### KidSocial Volunteer design

### **PROTOTYPED SCREENS**







### TOOLS AND TECHNOLOGIES USED IN THE PROJECT

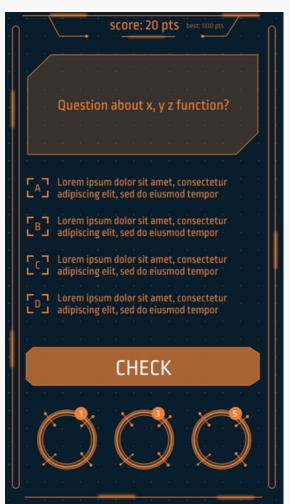
Figma / Material Design

Associating javascript learning with a gamified interface was the objective of this project. I participated in the prototyping of the game, which was a project among friends that came up with the objective of creating a gamification of web programming learning. In this project, I was responsible for creating the visual identity, the interface flow and the game icons.

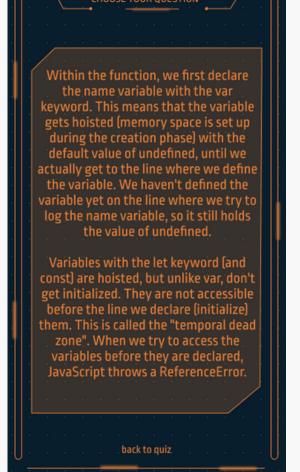
### Consoly Just for fun with nerd friends

### **PROTOTYPED SCREENS**









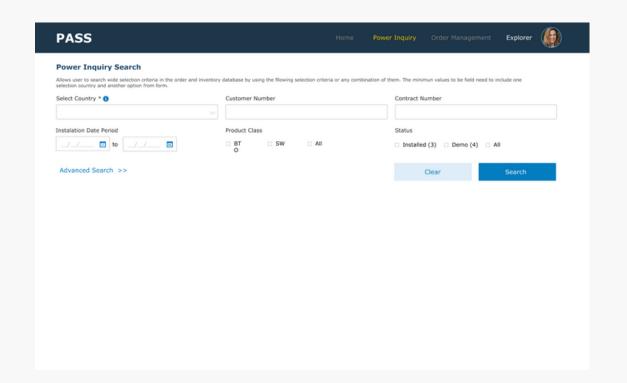
### TOOLS AND TECHNOLOGIES USED IN THE PROJECT

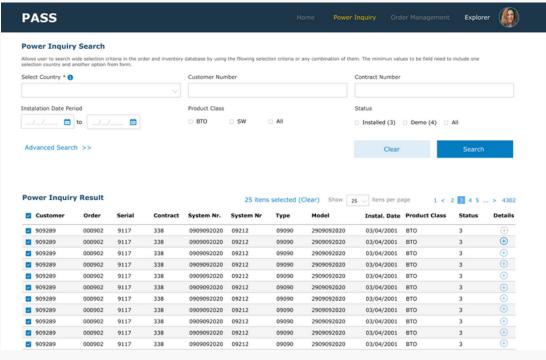
Figma / Material Design

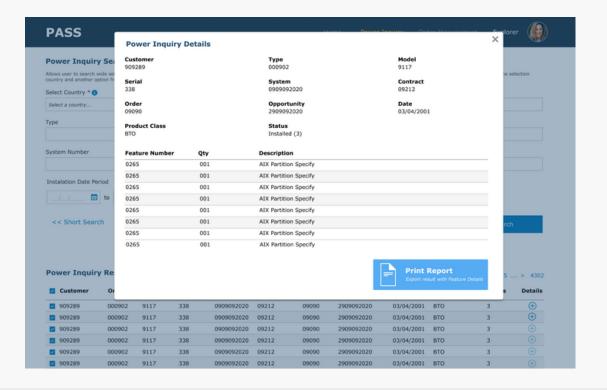
I participated in the definition and creation of PASSWeb IBM solution, by collecting the current process's information of the team, identifying some pain points of the users, and present the solution in order to get feedback to keep the usability of the tool. I also participated in the prototype phase of this project and the gains could be noticed by the team and by the client. The team received the solution more clear about the objective and what really needs to be the focus. The client could validate the objective, identify gaps in the process, and validate the solution before it is developed. Therefore, the process of prototype contributes to saving the time of team development and assertiveness. Besides that, I contribute with front-end and back-end development.

### PASSWeb IBM Internal Project

### **PROTOTYPED SCREENS**





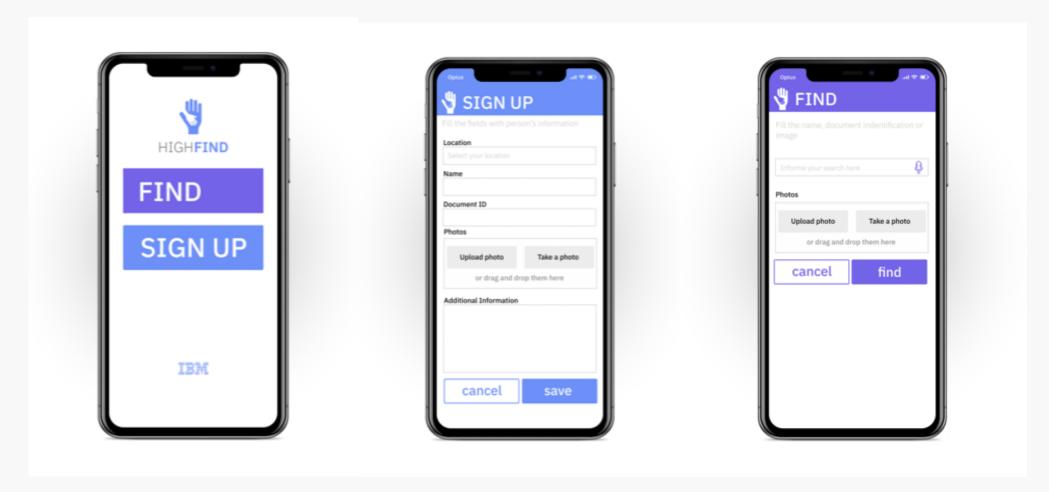


### TOOLS AND TECHNOLOGIES USED IN THE PROJECT

The Call for Code Global Initiative calls to create practical, effective, and high-quality applications based on cloud, data, and artificial intelligence that can have an immediate and lasting impact on humanitarian issues. The challenge also introduces an emphasis on individual health and community well-being. This includes solutions that can reduce the risk of disease, improve access to data and the availability of resources, and address the mental health needs of those impacted before, during, and after disasters.

To attend the goal, I participated in the ideation of the solution and I led the team, since the previous study of the problem, identification of one proposal solution and organization of tasks to the team. Besides that, I was responsible for the design of the solution and present the creation and the prototype. As a result, the idea was presented to the executive board and reached second place in IBM Brazil

### **PROTOTYPED SCREENS**



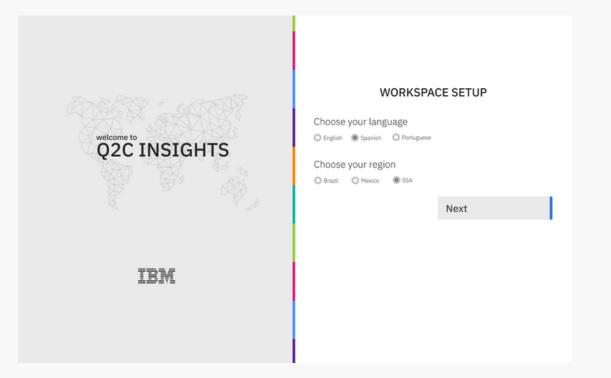
### Call4Code IBM Internal Project

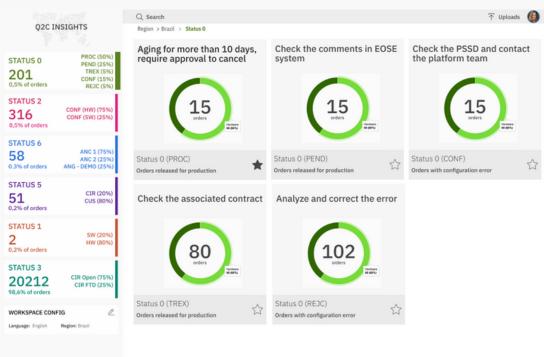
### TOOLS AND TECHNOLOGIES USED IN THE PROJECT

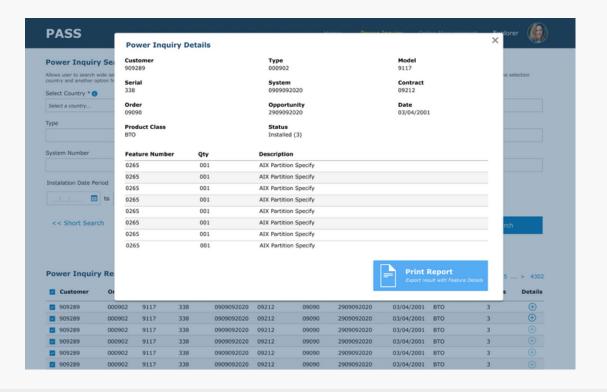
I participate in the definition and creation of the solution, by collecting the current process's information of the team, identifying some pain points of the users, and present the solution in order to get feedback to keep the usability of the tool. I participate in the prototype phase of this project to define the new process and refinement the main goal of the tool. During these processes, the questions defined during the discovery phase was essential to validate the objective and identify the real pain of the process. Therefore, during this validation phase, I contribute to saving the time of team development. During the developed phase, I could contribute to the frontend and backend coding. This solution is already in use by teams and the feedback received was great. The proposal is still transforming the process of the teams and now the information's about the orders could be accessible as centralized content by all involved. With the implementation of the new dashboard tool I designed, the users had an increase in productivity and access to all information on a single page.

### Q2C Insights IBM Internal Project

### **PROTOTYPED SCREENS**







### TOOLS AND TECHNOLOGIES USED IN THE PROJECT

Figma / Carbon Design Colors / Vue.js