

About Me

Profile

I'm a Product Designer with more than 7 years of working experience building bridges between business, technology, and human.

- I've helped startups and product-driven companies to build **7+ mobile apps, 10+ web applications**, and 25+ websites.
- I believe in design practice that is data-informed and driven by empathy.
- I'm passionate about balancing complex business requirements, and user needs through a user-centered design process.

Sample of the products and companies I have worked with:

























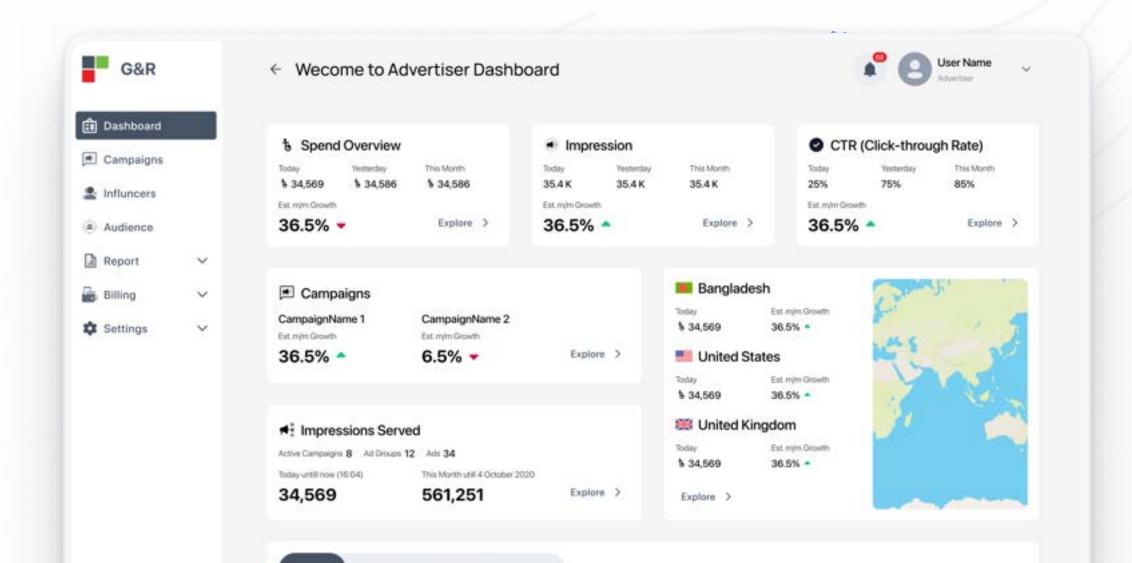








Redefine the ad network experience for Advertiser & Publisher





Project

G&R Dashboard Wireframe Design

Timeline

2 Month

My Role

UX Research, UI/UX Design

Tools

Miro, Figma.

Platform

iOS and Android.

Team Collaboration

Product, Marketing & Customer Support, and Tech.

Background

G&R Ad Network is a platform of advertisment network. It has type of customers-advertiesers and publishers. I was requested to help G&R Product team to design a mid-fidality wireframe.

Design Challenge

The G&R team planned to restructure and redesign the existing platform for their customers. Our challenges was to define the user role, and to design functional, simple, intuitive, innovative, easy to use, conversion-friendly, and frictionless wireframes.

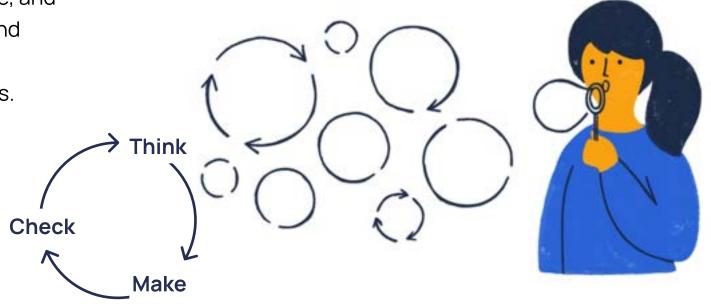
Process

Design Thinking & Lean UX Design

It is always challenging to select an efficient, sustainable, and flexible design process when we had very limited time and resources. I had selected the approach to the Lean UX process. It is an iterative process with three simple steps.

- Think
- Make
- Check

and keep repeating the steaps.



Understanding

I have no ideas about the ad network industry!

It is crucial to understand the end goal from users and business perspectives. So I started seeking answers to my questions.

- What does the product do?
- What are the business goals?
- Who is the audience? How they are related to it?
- Where they live, what they think, like & do?
- Why/How often do they use it?
- Do there are simillar products in market? How their users are using the services?



Findings

We started with UX Audit in the existing system

To gain an insight, we explored the existing user journey to find the ux problems.

- There are 2 types of user roles in the system Advertisers and Publishers.
- A customer can have one role in system. A customer can also have both roles if it is permited from System Admin.
- Only the G&R authority will have the System Admin access.
- The customers who have the both roles, It is hard and confusing for them to do all the activities of both roles.
 Examples - switching user role, generate and export custom reporting, getting live data and forcast, using publisher credits to launch ad in advertiser dashboard.



UX Design I Ideate Website Login Logout Information Architecture Dashboard **Publisher Dashboard Advertiser Dashboard Switch Dashboard** Journey Campaign Settings **Dashboard Overview** Add New Campaign **Navigation** Dashboard Overview Account Settings **Properties** Edit/Manage Campaign Users Management Add New Properties Tabs/Pages Audience Notifications Edit/Manage Properties **Ad Groups** Add New Audience Profile Main Screen Remarketing Add New Ad Group Edit/Manage Audience Profile **Ad Places** Ad Creator Sub Screen Edit/Manage Ad Group Add New Ad Places Billings Edit/Manage Ad Places Ads Billing Overview Settings Add New New Ad Add Funds Account Settings Edit/Manage Ads Transactions **Payments** Reports Users Management Money Receipts Estimated Revennue Report Overview Influncers

Orders

Allocation

Add New Influncer Campaign

Edit/Manage Influncer Campaign

Notifications

Add Payment Account

Export Report

Finilized Payments

Balance

UX Design I Ideate

Wireframing & Prototyping

We created digital wireframes and built a low-fidelity prototype. Also, we conducted a series of sessions for usability testing.

The following steps were to sketch wireframes based on the user flow maps and built the flow and low-fidelity prototype for a series of testing sessions.

Explore the Wirefreame Screens



Testing

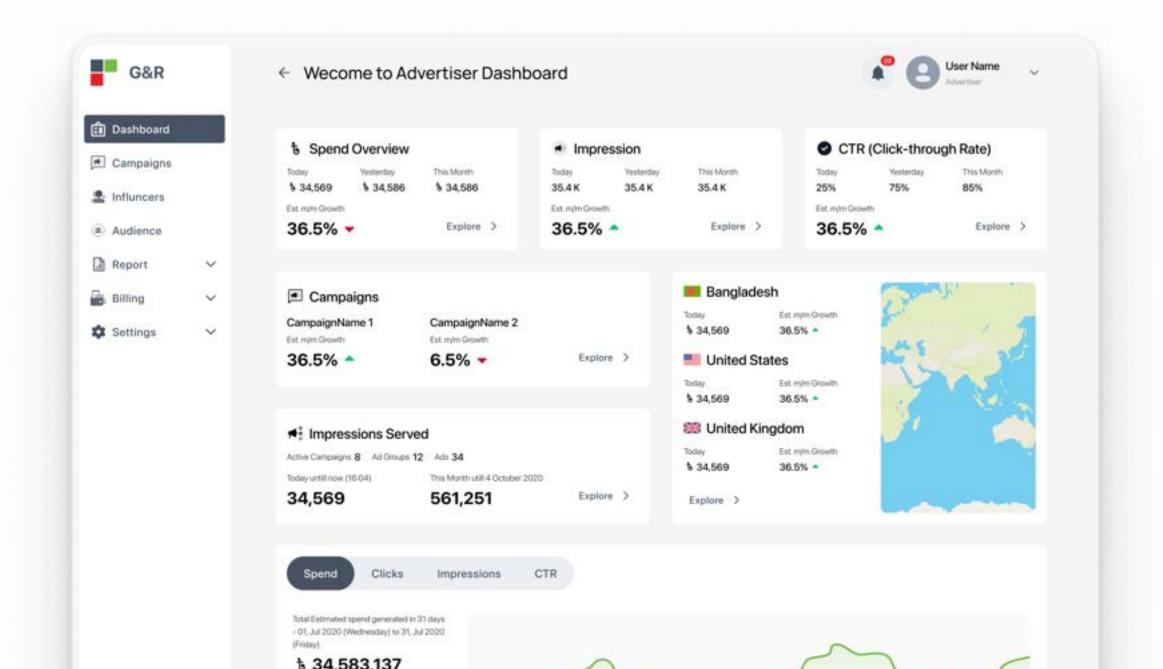
We invited some focus group users for testing sessions.

- Creating wireframes helped me to visualize the ideas and gave us the basic structure for how users would use the app.
- When creating these wireframes, we kept the user needs from the earlier findings and research in mind.
- We have done several testing sessions with a close group of users.

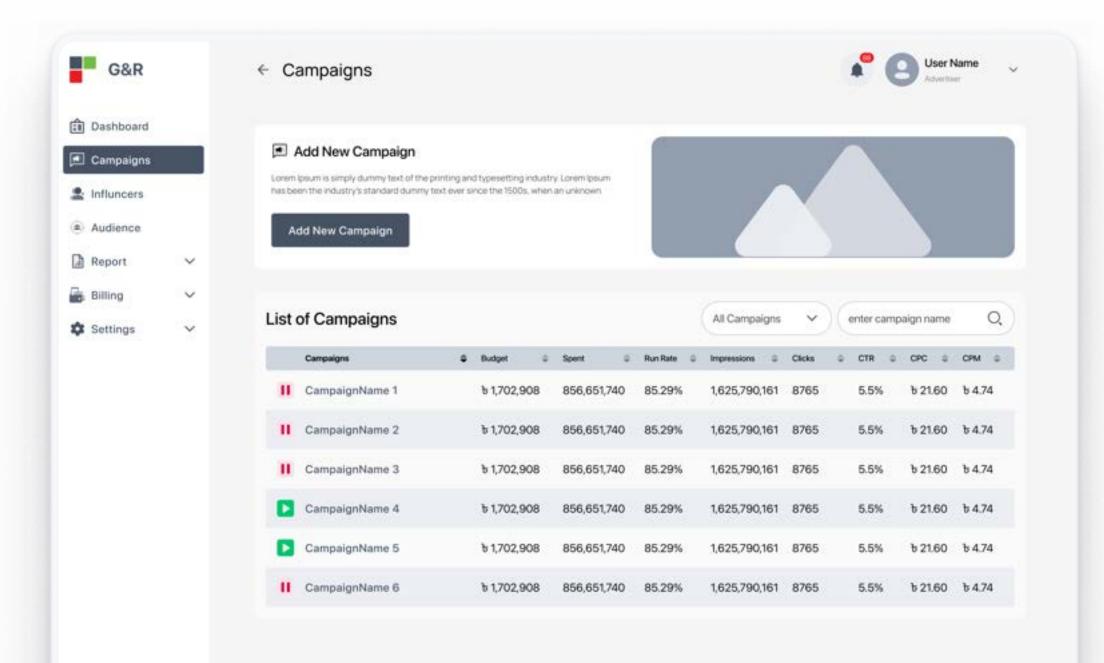
Explore the Wirefreame Screens



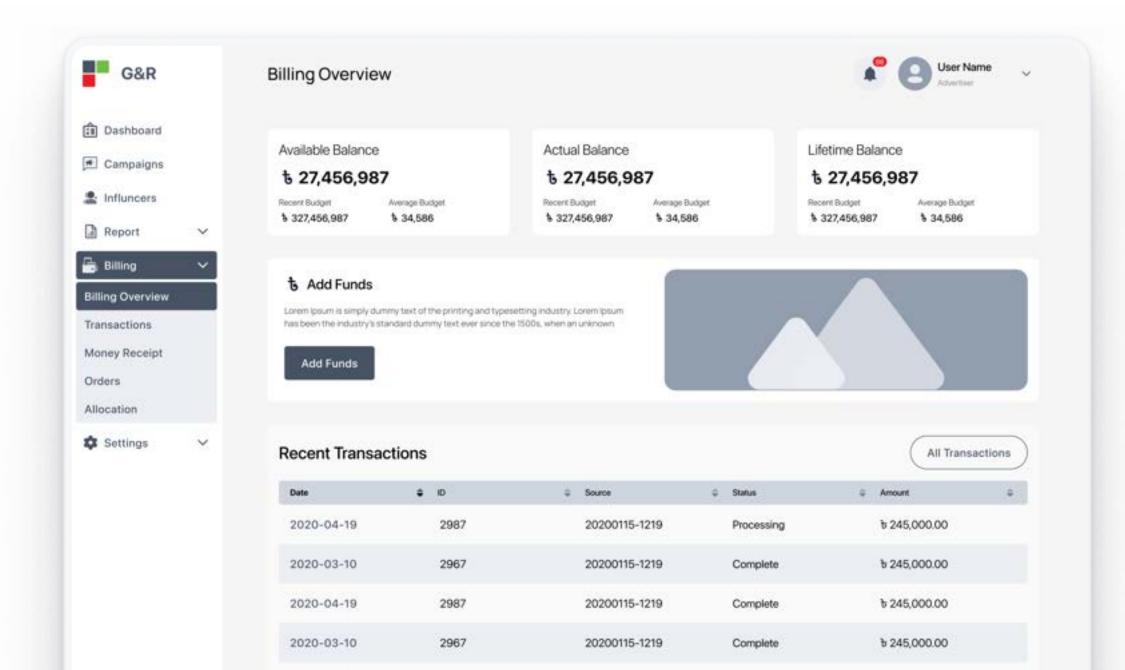
Advertiser Dashboard



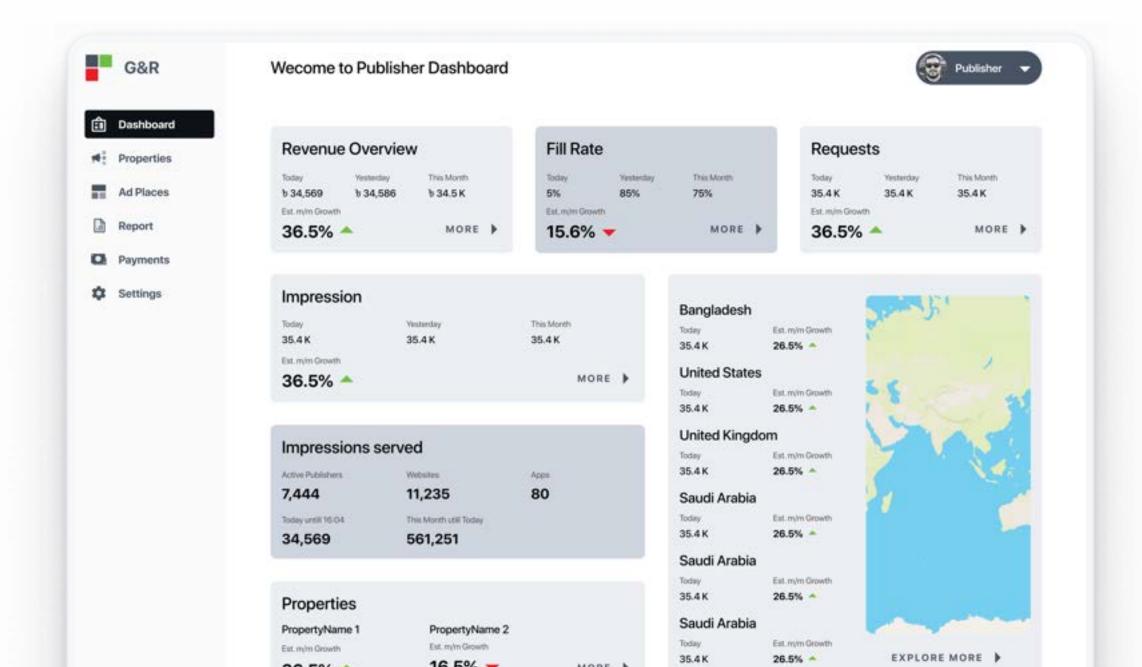
Campaigns



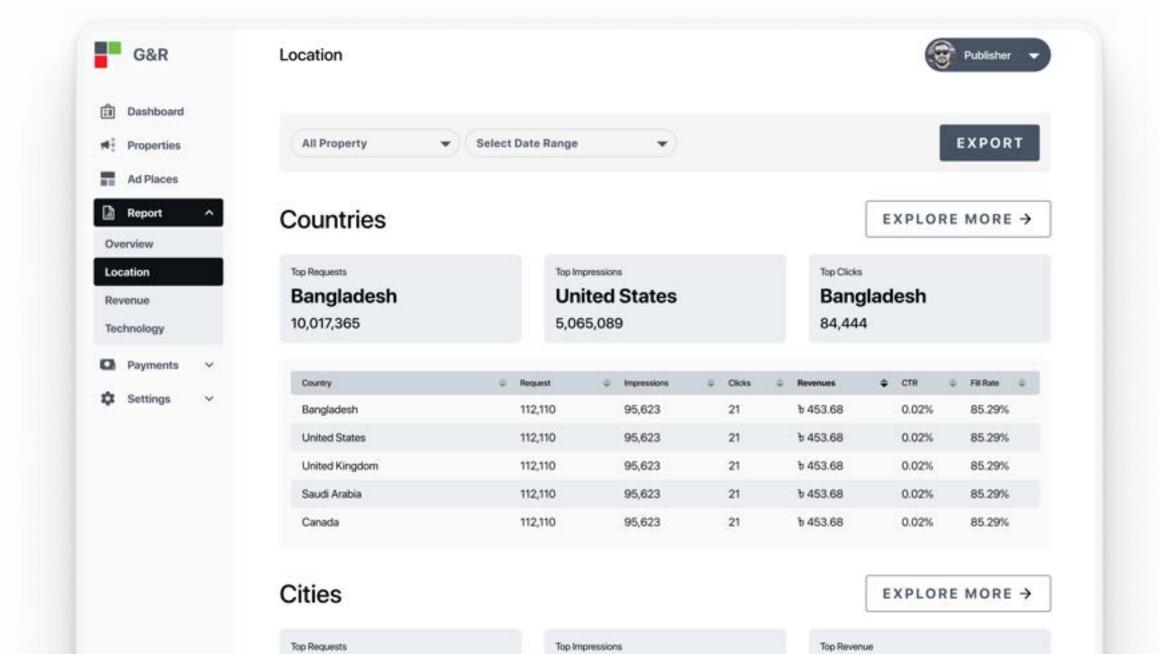
Billings



Publisher Dashboard



Report



Refine & Handover

Based on the usability testing sessions, we refined and updated the Wireframes.

We created deliverables for the handover. I maintained continuous communication with the team during the development period.

- Prepared design documentations
- Write user stories
- Maintained a close communication with the team
- Unit testing sessions with the demos



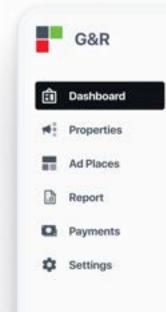
Outcomes & Future vision

Validation & Future Iteration

It's an one time project.

So, I don't have the opportunity to measure the success of it.





Wecome to Publisher Dashboard





Impressions	served		
Active Publishers	Webstes	Apps	
7,444	11,235	80	
Today until 16:04	This Month utili Today		
34,569	561,251		

Properties			
PropertyName 1	PropertyName 2		
Est. m/m Growth	Est, m/m Growth		
36.5% 🐣	16.5% 🕶	MORE >	

Thank you

Feel free to reach me

