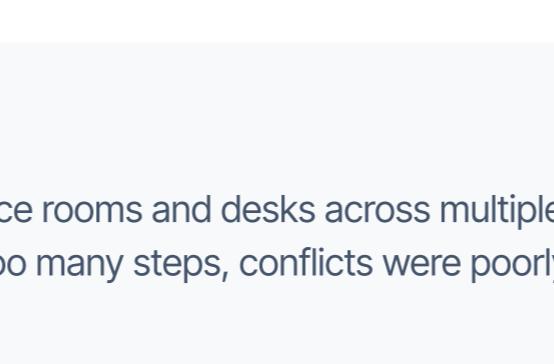


Conference Room Booking System

Enterprise room + desk booking platform

A complete redesign of a conference room and desk booking platform built for speed, clarity, and real-time availability across web, mobile, and tablet.



CONFERENCE ROOM BOOKING SYSTEM

Version 7

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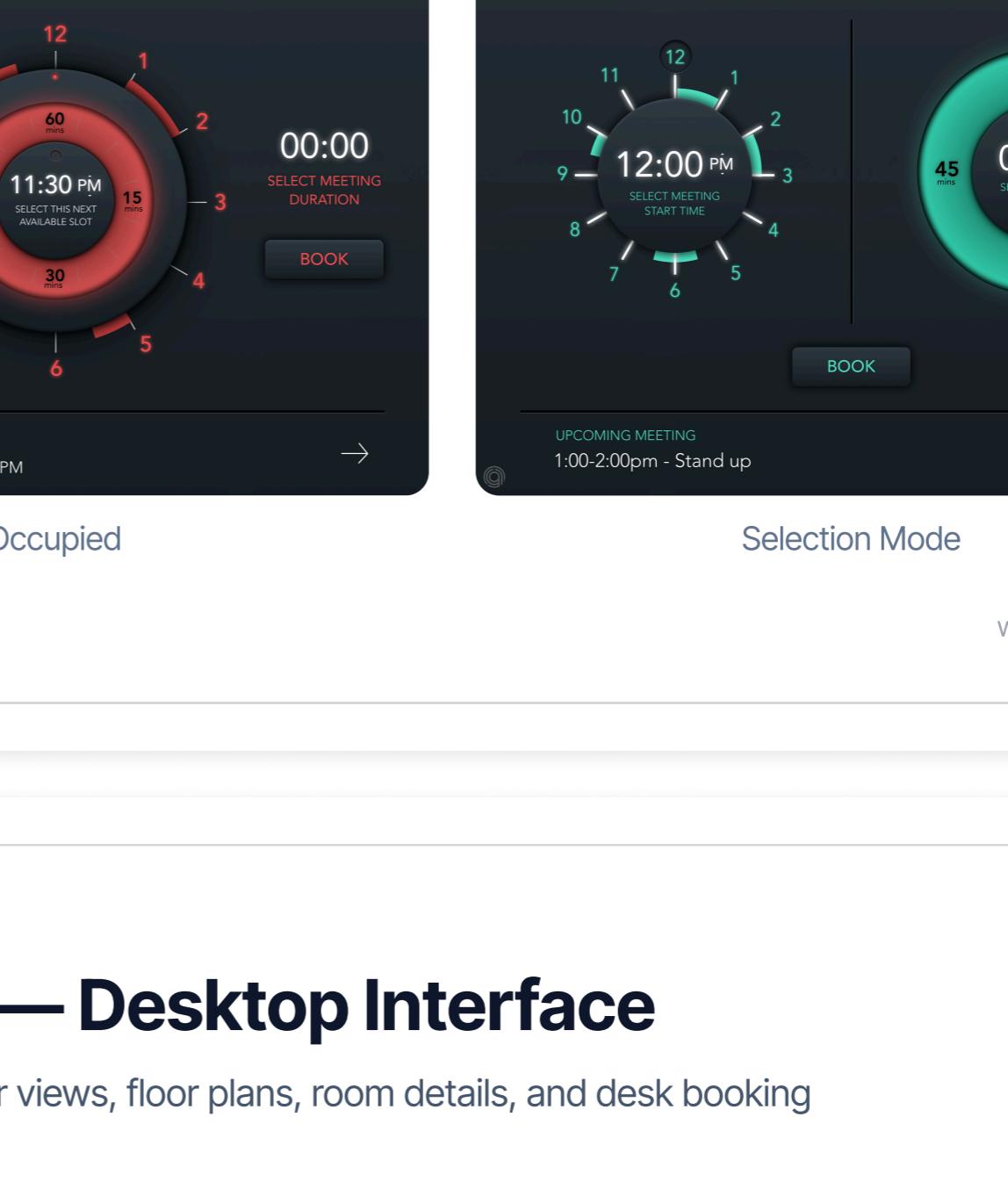
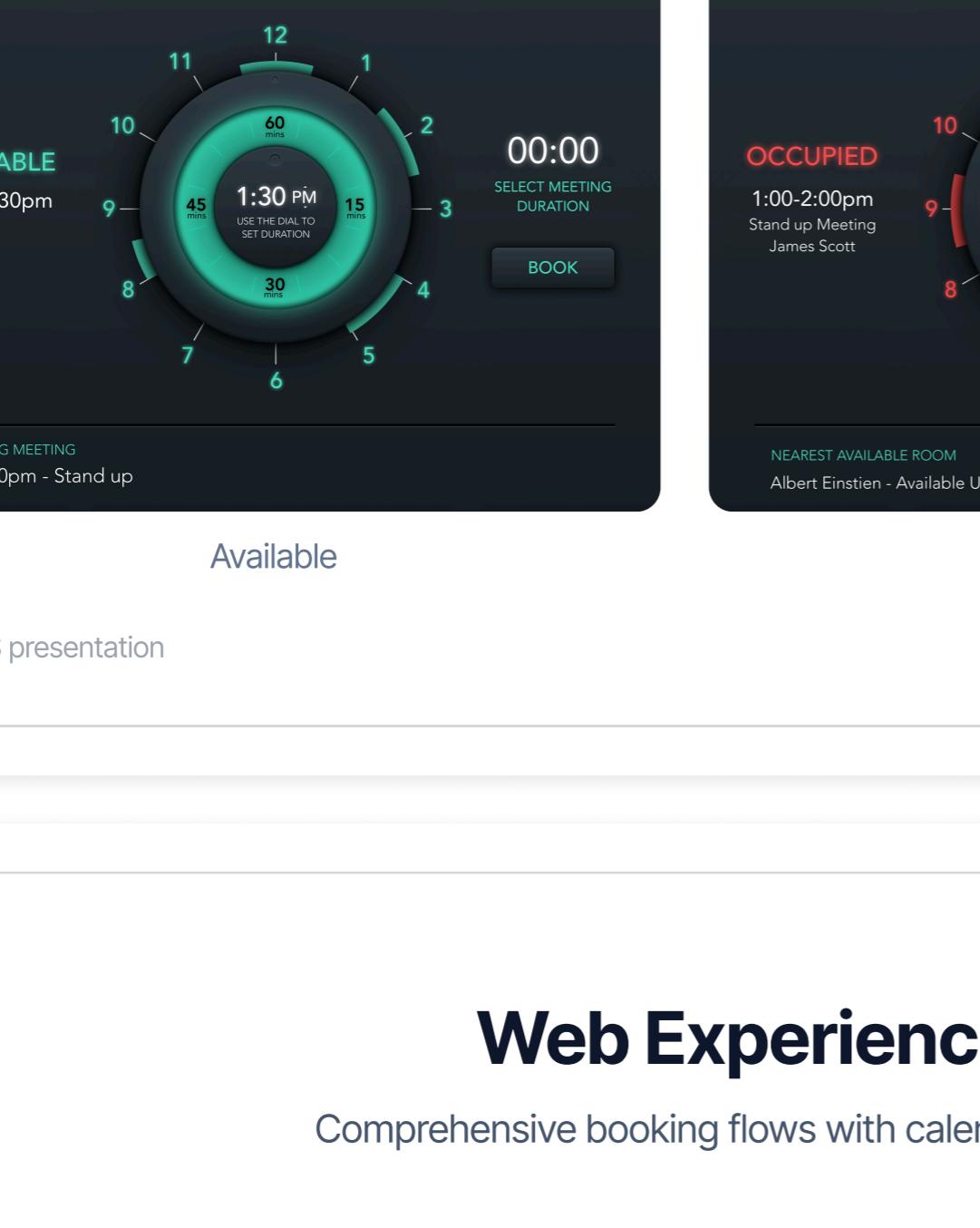
The Challenge

The Problem

Employees struggled to quickly find and book conference rooms and desks across multiple buildings. Existing tools were slow, cluttered, and didn't surface real-time availability clearly. The booking process involved too many steps, conflicts were poorly communicated, and there was no way to see what was available "right now."

Project Goals

- Make booking effortless with fewer steps
- Surface real-time availability at a glance
- Reduce scheduling conflicts and no-shows
- Create consistency across web, mobile, and tablet
- Design an intuitive time-selection interaction



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My Role

Solo UX Designer I led the entire experience across mobile, tablet, and web: user flows, interaction patterns, the circular time-selection model, visual system, and all booking interfaces. I collaborated closely with the product manager and engineering team to define workflows, handle edge cases, and deliver production-ready designs.

Key Responsibilities

UX Design

- User flows
- Wireframes
- Journey mapping

UI Design

- Visual design system
- Component library
- Multi-platform screens

Interaction Design

- Radial time picker
- Micro-interactions
- State management

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The Signature Interaction

Circular Time Selector

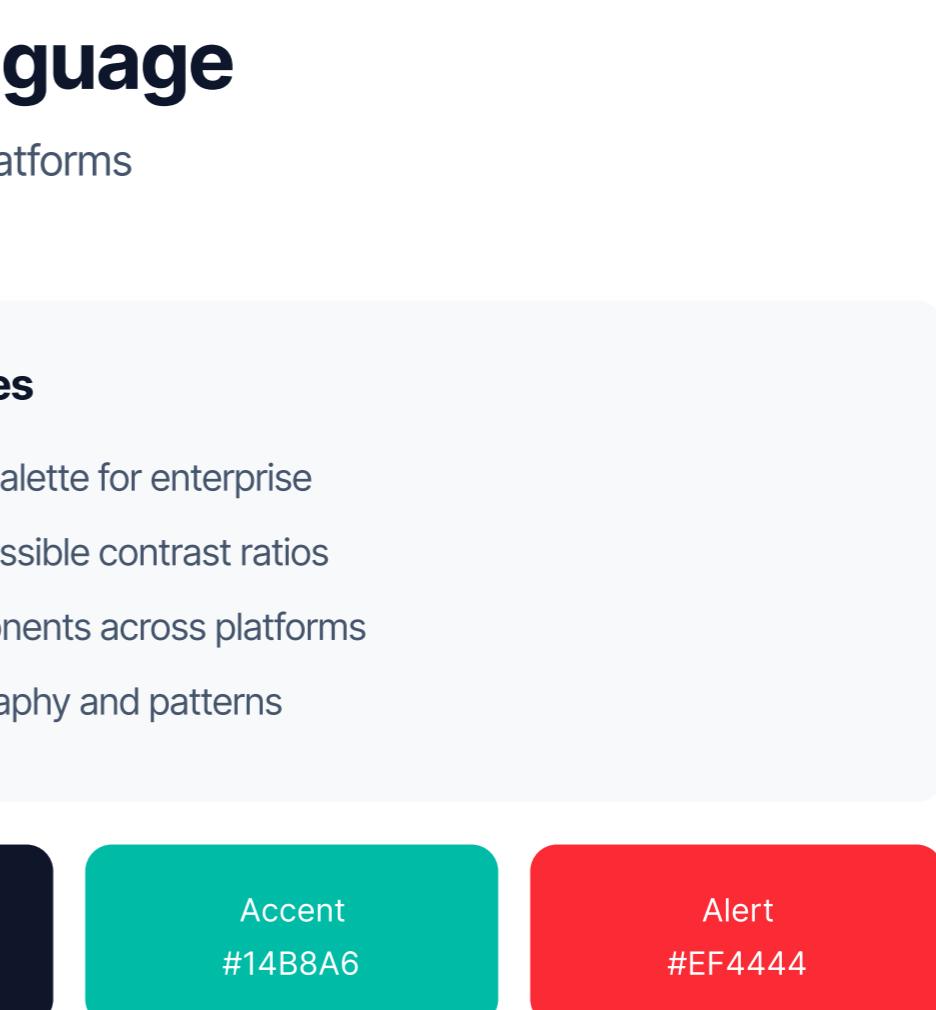
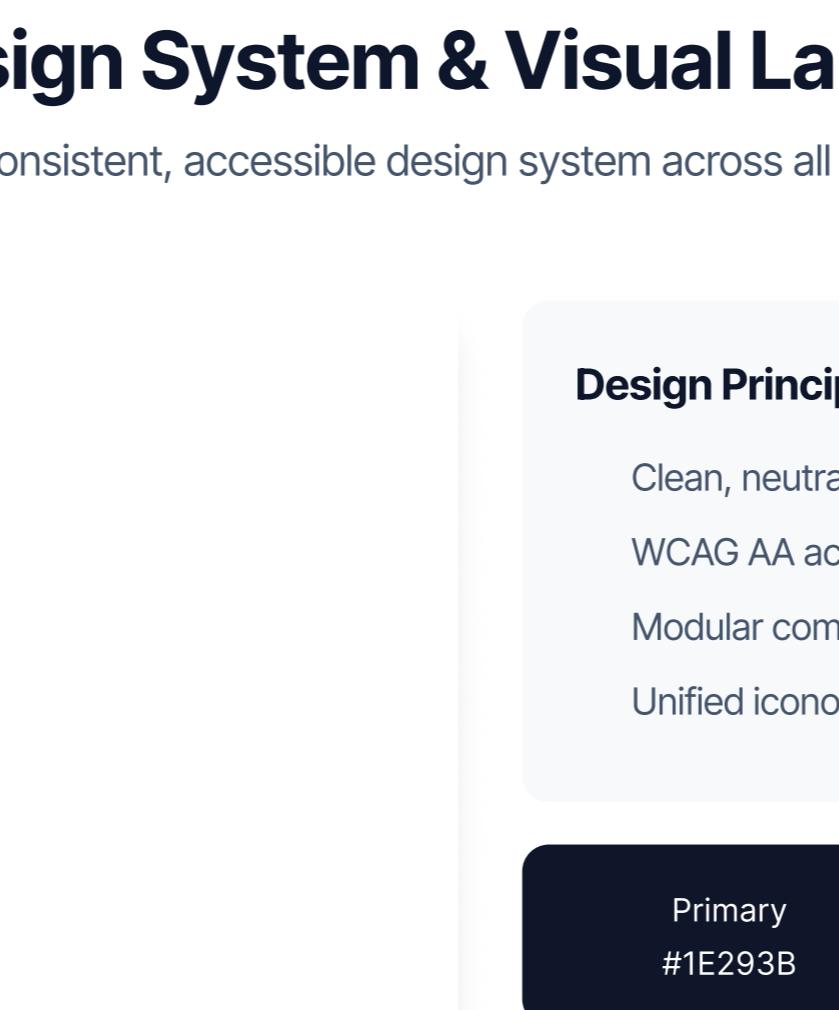
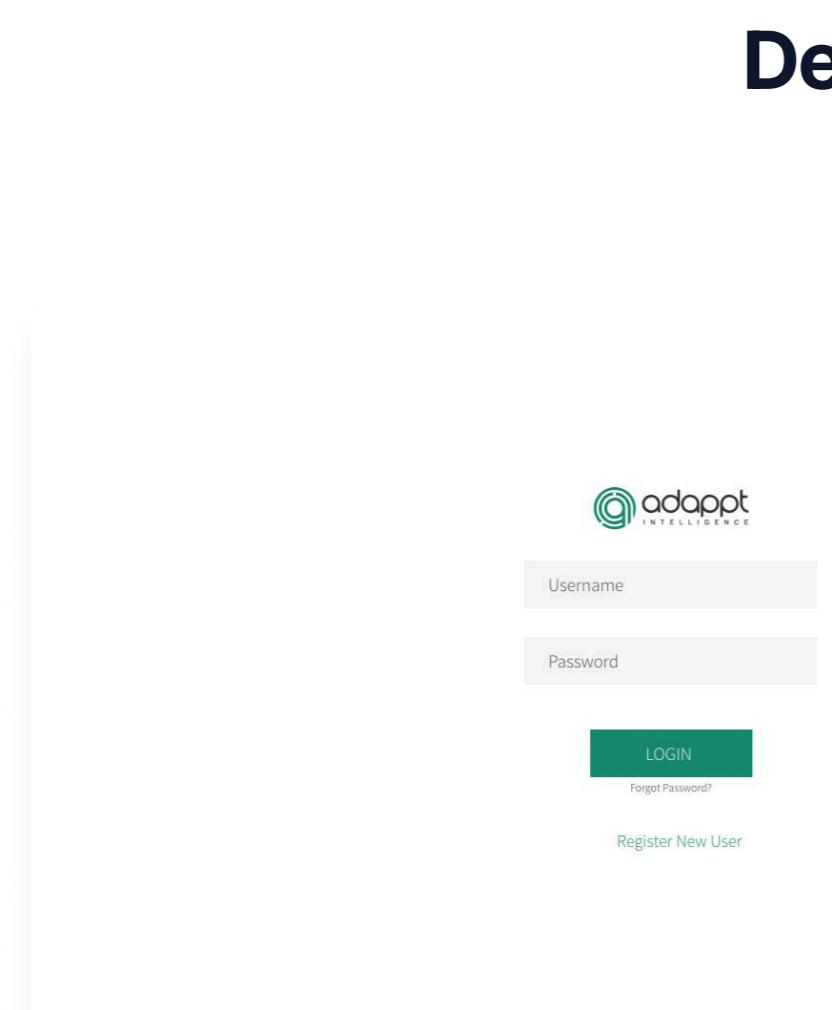
I designed a custom radial time picker to make time selection faster, more visual, and intuitive. This became the core differentiator of the product.

Key Benefits

- Visual availability at a glance
- Color-coded time slots
- Reduces booking time by 50%

Design Principles

- Works across all devices
- Touch-optimized interaction
- Clear available vs occupied states



Available

Occupied

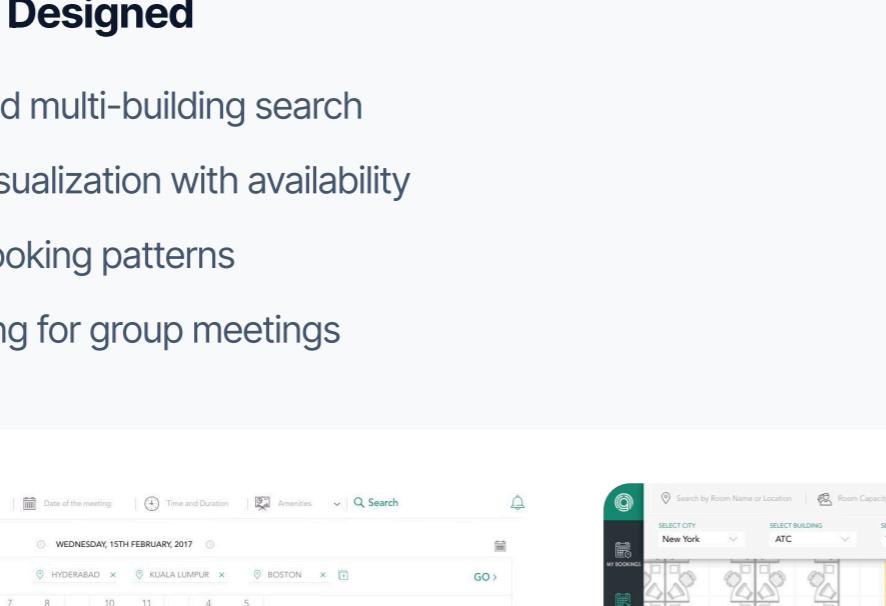
Selection Mode

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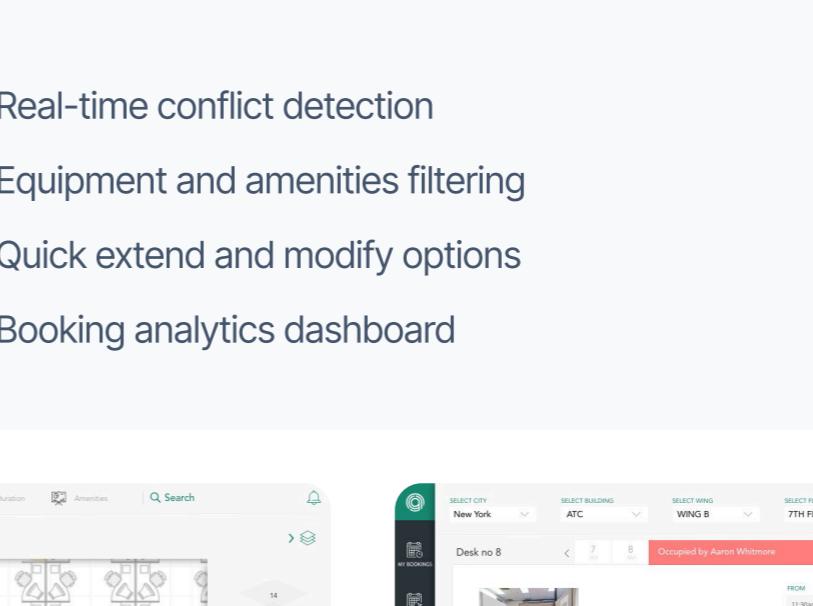
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Web Experience — Desktop Interface

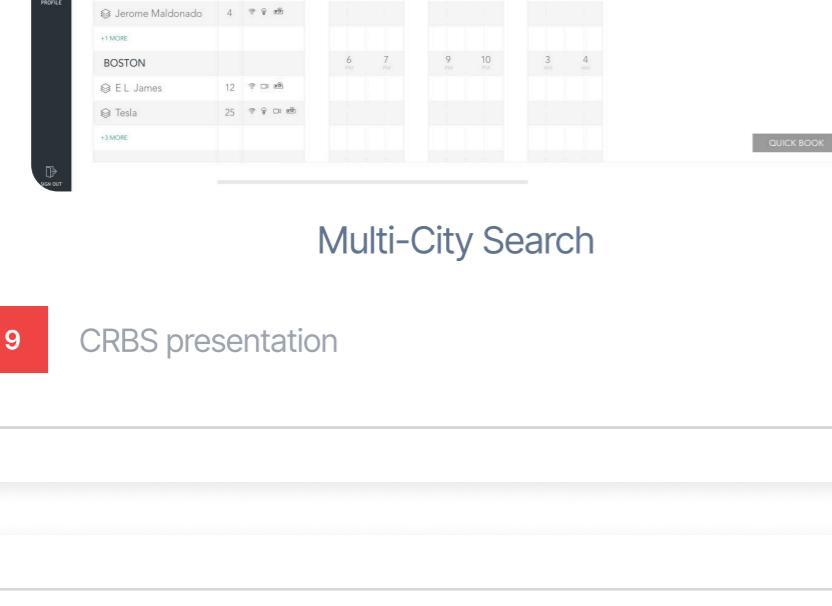
Comprehensive booking flows with calendar views, floor plans, room details, and desk booking



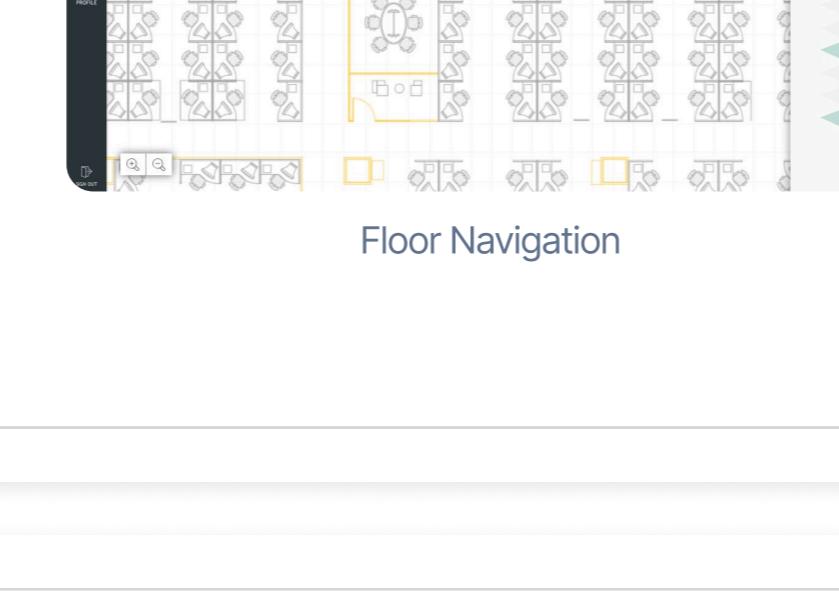
Daily Calendar



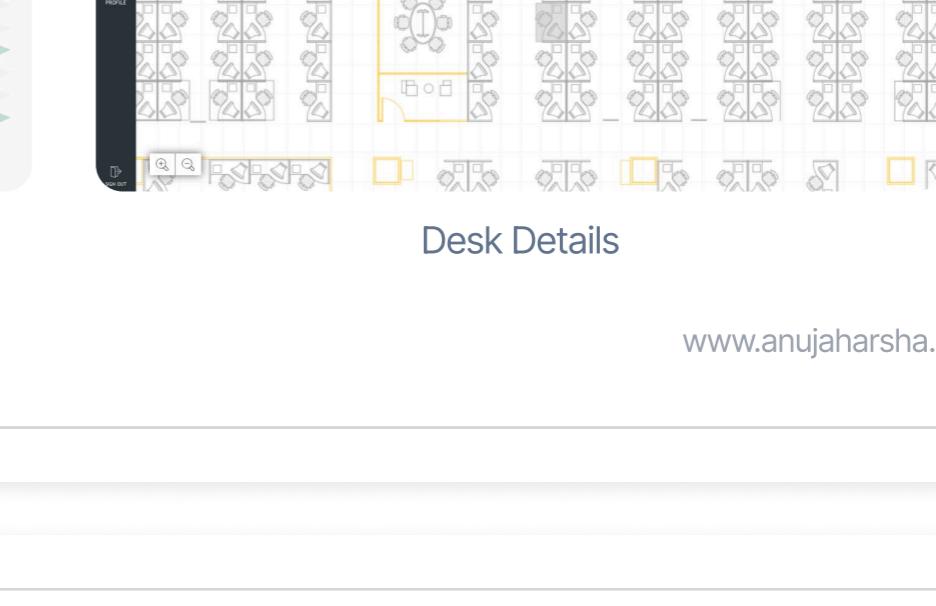
Weekly Calendar



Search Interface



Desk Booking



Room Details

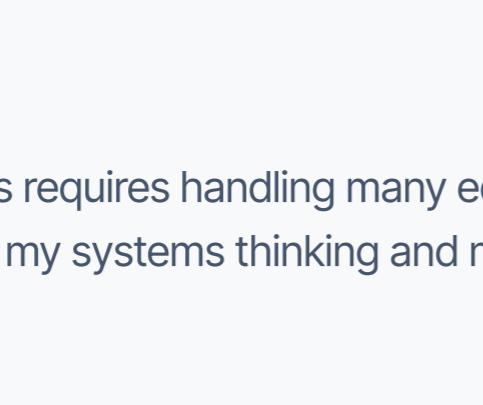
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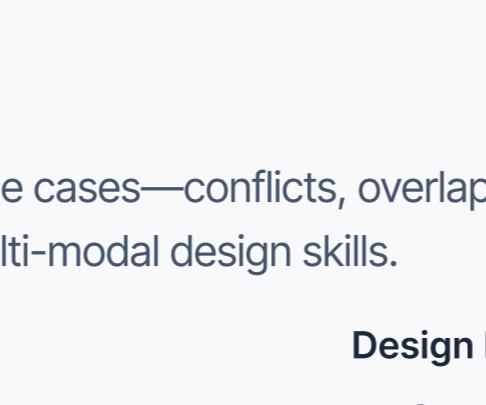
Mobile Experience — On-the-Go Booking

Fast 2-tap booking with "Rooms Near You" feature for immediate availability

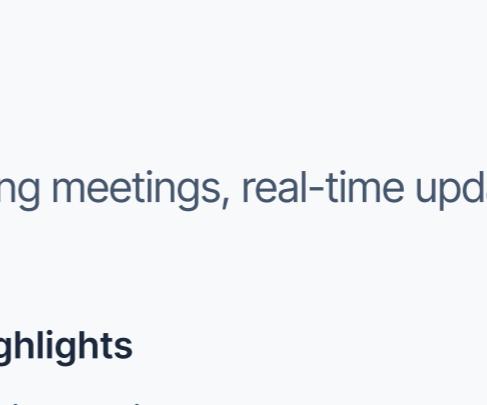
- Quick login with biometric support
- "Rooms Near You" shows immediate availability
- Integrated calendar and booking history
- Fast desk booking for hot-desking environments



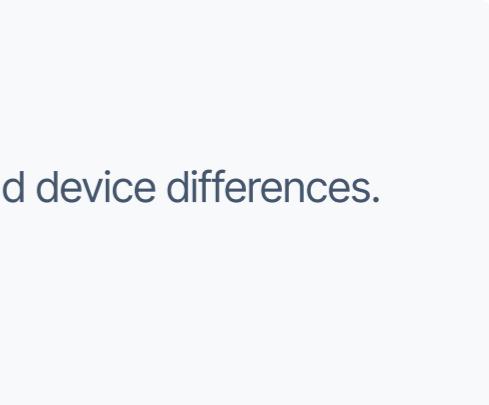
Login



Search



Bookings



Calendar

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Tablet Experience — Large-Screen Optimization

Room kiosk displays with integrated circular time picker for on-site booking

- Designed for room-mounted tablets and kiosks
- Large touch targets for easy interaction
- Real-time room status at a glance
- Circular time picker optimized for tablet screens

Available Room

Time Selection

Occupied Room

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Design System & Visual Language

Consistent, accessible design system across all platforms

Design Principles

Clean, neutral palette for enterprise

WCAG AA accessible contrast ratios

Modular components across platforms

Unified iconography and patterns

Primary

#E293B

Accent

#14B8A6

Alert

#EF4444

Component Library

Built a comprehensive library of reusable components: buttons, inputs, calendars, time pickers, cards, and navigation elements that work seamlessly across web, mobile, and tablet.

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Multi-City & Advanced Features

Enterprise-scale booking across multiple locations and buildings

Key Features Designed

- Multi-city and multi-building search
- Floor plan visualization with availability
- Recurring booking patterns
- Team booking for group meetings
- Real-time conflict detection
- Equipment and amenities filtering
- Quick extend and modify options
- Booking analytics dashboard

Multi-City Search

Floor Navigation

Desk Details

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Outcome & Key Learnings

Impact

Delivered a complete room and desk booking experience across web, mobile, and tablet platforms. The design reduced booking steps by 50%, clarified real-time availability, and introduced a unique radial time-selection interaction that became the core differentiator of the product.

3

Platforms

Web, Mobile, Tablet

50%

Faster Booking

Time Reduction

1

Signature Feature

Radial Time Picker

What I Learned

Designing booking tools requires handling many edge cases—conflicts, overlapping meetings, real-time updates, and device differences. This project sharpened my systems thinking and multi-modal design skills.

Skills Developed

- Complex state management
- Real-time data visualization
- Cross-platform design systems

Design Highlights

- Custom interaction patterns
- Accessibility-first approach
- Production-ready handoff

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