Anthony Maocheia-Ricci

UX Design // UI Development

► About me

Hi! 👋 My name is Anthony Maocheia-Ricci, an aspiring UX/UI Designer. I'm studying Computer Science with a minor in Psychology, and a specialization in Human-Computer Interaction at the University of Waterloo.

Though my academic background is mainly focused around computer development and human behaviour, I've been designing since my early teens. Not only have I picked up useful skills such as the Adobe Creative Suite and Figma throughout the years, I've also had experience doing digital artwork and design for initiatives like Edu-Action!, and have been exposed to some usability and accessibility testing through my last co-op at the University of Waterloo's Library.
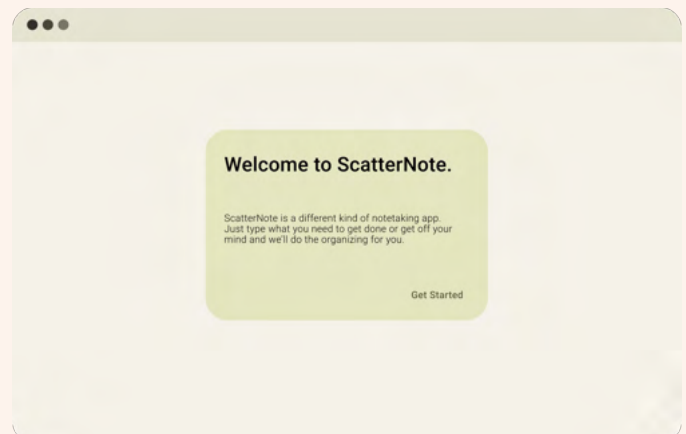
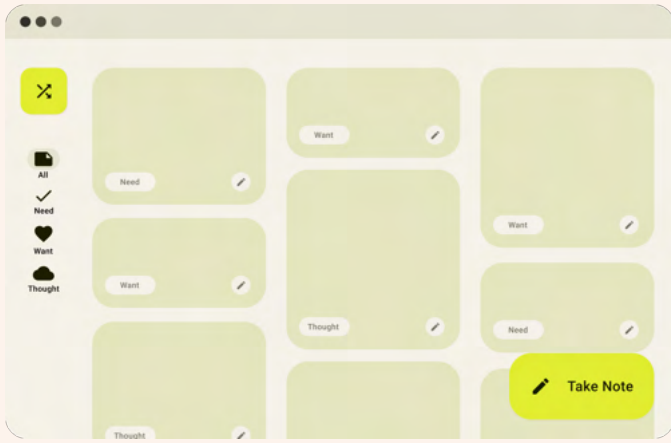You can find me on LinkedIn, or contact me directly at amaochei@uwaterloo.ca

Here's a run down of some of my UX related projects:

1. ScatterNote

Meet ScatterNote: a notetaking app that helps organize your ideas with the power of AI.

Throughout university, I've found myself as the type of person who loves to write and journal my thoughts when I feel I'm overwhelmed with life. Even when talking to friends, we all seem to try and write down our feelings in various ways: some using a physical journal, some with their phone's built-in notes app, and some even using a private "spam" social media account to let their feelings flow.

Welcome to ScatterNote.

ScatterNote is a different kind of notetaking app.
Just type what you need to get done or get off your
mind and we'll do the organizing for you.

Get Started

Personally, I've tried all three of these approaches, and they're all lacking in one form or another. A physical journal has the ability to be fully customized from one page to another, but is inaccessible in the dark and requires a pencil or pen. A classic notes app has the opposite issues, as you can access it whenever and however, but it lacks the customization of paper. Using a private social media account can work, but you may be uneasy posting intimate feelings on the internet in some form.

From those issues, I created a proof of concept for a notes app that attempts to fix them. ScatterNote allows you to take short form notes of any kind, and will automatically sort them into Need(s), Want(s), or just general Thought(s).

This gives more customizability than a normal notes app, as you can either choose to have your whole list of thoughts on a page, or specifically view what you need to do, if you're feeling productive.

The benefit of short-form notes is similar to a Twitter post, or frankly any social media post; it allows you to get an idea out there quickly, and without having to formalize it. You can use ScatterNote to start a rant, vent, or even genius idea, and it'll automatically sort your thoughts for you, without the need to think about it.

For the design, I chose to use the newest Material UI version, Material You. Since upgrading my phone, I've been enamoured with the small changes that happen between various apps due to it's dynamic colouring. This helps to make an application feel more personal, as the colour scheme will be different for every person using it.

Along with the desktop version, I've also made designs for a companion phone app- the benefit of note taking with ScatterNote can go anywhere. Following Material guidelines, various features get moved such as the side-mounted navigation rail moving to the bottom-mounted navigation bar.

ScatterNote as a proof of concept is an application that I would not only see myself using, but also others in a journey to clear their heads in a simple yet complex way.


ScatterNote was designed in Figma, and used Material UI icons. The full proof of concept pages were arranged in Adobe Photoshop.

ScatterNote Proof of Concept — Anthony Maocheia-Ricci

ScatterNote Proof of Concept — Anthony Maocheia-Ricci
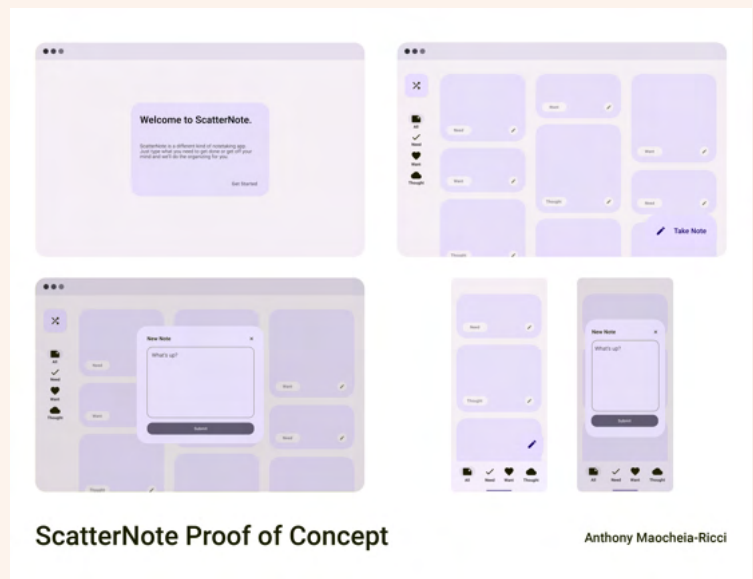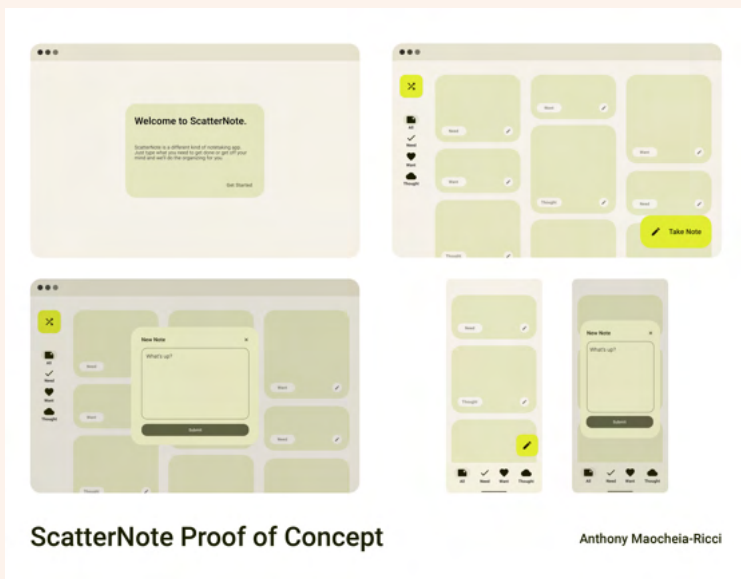
2. Recyc-AI

Welcome to Recyc-AI (originally A.I. Waste Guide). Recyc-AI is a application that helps you sort your waste in the correct bins with the help of image recognition.

This mobile application was brainstormed, prototyped and implemented for Hack The North 2020++. As a team, me and my friends were thinking of an application that would not only be cool to present, but also be useful in our daily lives. Knowing how annoying it is to remember where a specific garbage item goes, we came up with the idea of an app that would recognize what you're holding, and tell you where it goes immediately after using computer vision technology.
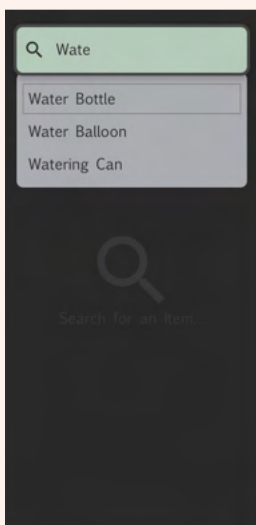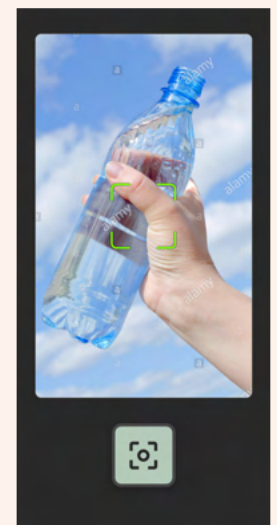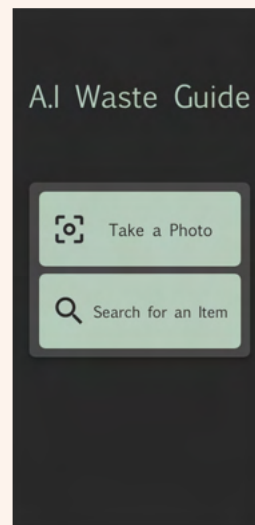
This project was my first actual venture into UI prototyping, but I recognized how important it was to have a prototype of an application made before implementing the interface when working on a team to ensure each element gets made smoothly. While I did not use Material 2 guidelines for this prototype, I used icons from the UI set throughout.

The full prototype for the application can be accessed here. As this was for a hackathon, me and my teammates implemented it to the best of our ability, with the search working, but the camera being replaced with an image URL for the time being. a video of the implementation can be viewed here.

Recyc-AI was designed and prototyped in Adobe Xd, with some graphics being made in Adobe Photoshop. It was then implemented using React Native.

3. Messaging for Spotify

Introducing Messaging for Spotify, a messaging app for you and your friends that revolves around the popular music streaming service, Spotify.

As a group of friends, surrounding acquaintances and I, we all love to share and discover various bands and songs we discover through Spotify. Now, Spotify natively has the ability to follow your friends and see what they're listening to via a "friend activity" tab on desktop, but there exists no way to talk to your friends and comment on their listening habits within the app.

That's where the idea of Messaging for Spotify came from: a sister application for Spotify that allows you to both listen to music and connect with your friends all at once.
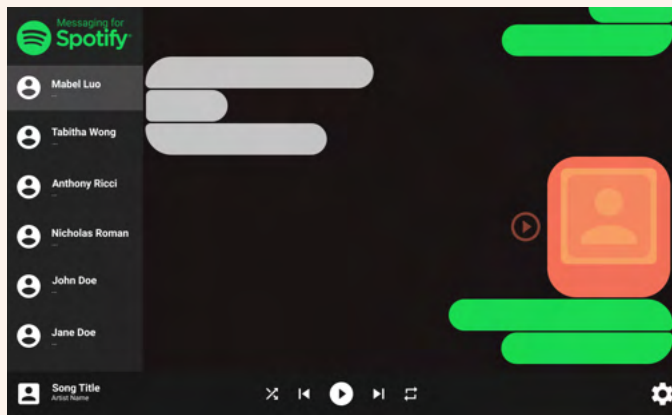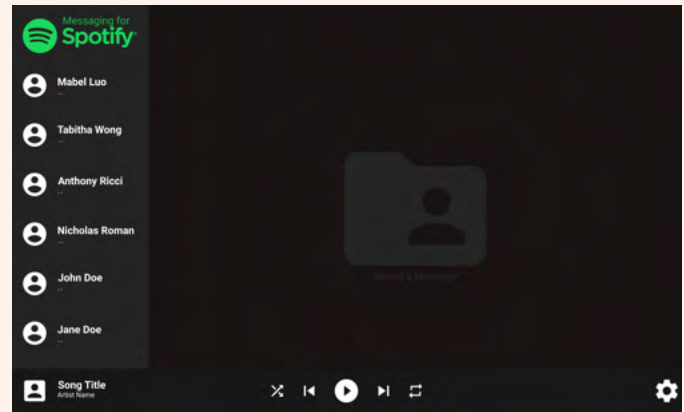
The Messaging for Spotify design is directly based off of the Spotify design language, and tries to meet various brand guidelines, such as using the full logo and keeping the naming in the "for Spotify" style.

This concept was fully prototyped, and can be accessed here.

Messaging for Spotify was prototyped and designed in Figma, and the proof of concept page was laid out in Adobe Photoshop.
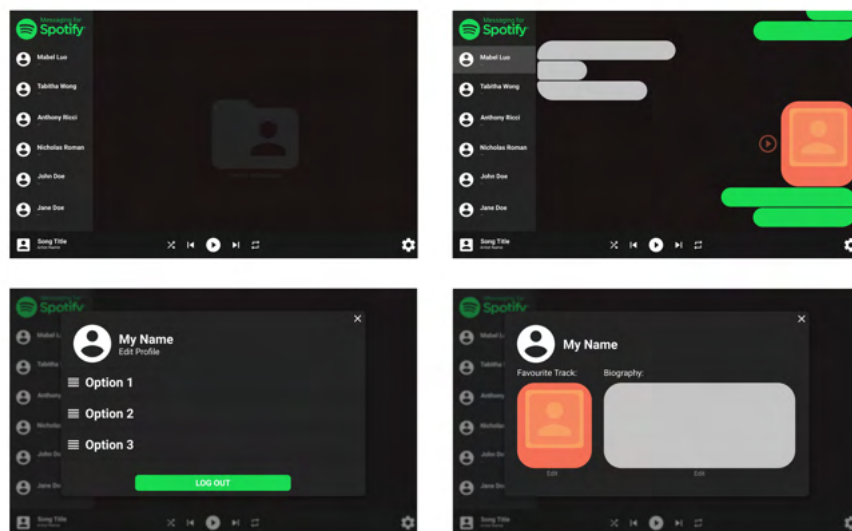
Messaging for Spotify Proof of Concept

Anthony Maocheia-Ricci

■ Thank you!

If you've made it this far, thank you so much for reading! If you want to see more of what I've done, you can check me out at anthonymricci.com, my personal website that contains more than just my UX/UI projects: I also develop (unsurprisingly, given my major) and have some front-end and game projects linked there, along with some of my digital artwork made for both personal and initiative-related reasons. Hopefully this portfolio gave you more insight to my designs and (hopefully) talk to you soon! 👋

– Anthony