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UX Portfolio

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About

I've been making websites for over 15 years. But for most of that time, I never considered myself a designer. As developers, the designs we receive cover a wide spectrum of fidelity, but there are always gaps to fill, and filling those gaps involves design. It turns out I was designing the whole time. Maybe I should become better at it?

UI design allows me to apply the same critical thinking and planning skills I use every day as a developer, while enabling me to chart a course all the way from ideation to implementation. And the research mindset of UX brings a new dimension to how I can create better products.

In these projects (and the linked demos) you'll see the final outcomes, but also the research and planning which led to them. And that to me, is the heart of user experience design.

- **WikiHow Redesign** is a detailed, refocused take on a popular app.
- **Smart Mirror UI** explores future UI concepts, and makes it real with a live demo.
- **Hades Builder** conveys densely-packed information in a rich aesthetic.
- **Grow Notes** combines three core features into a cohesive app design.

WikiHow Redesign

UX Design Winter 2021

- Mobile app redesign and interactive prototype

Objective

- Redesign the WikiHow mobile app with a focus on article navigation

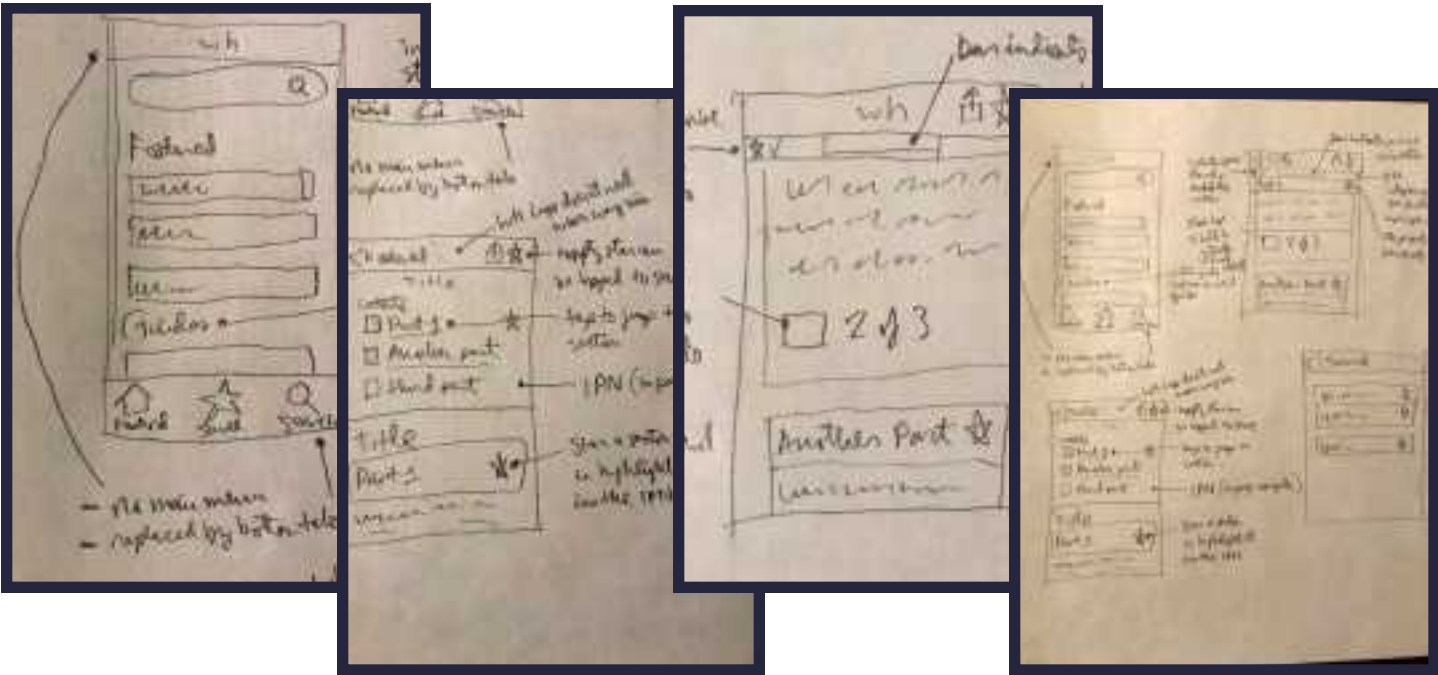
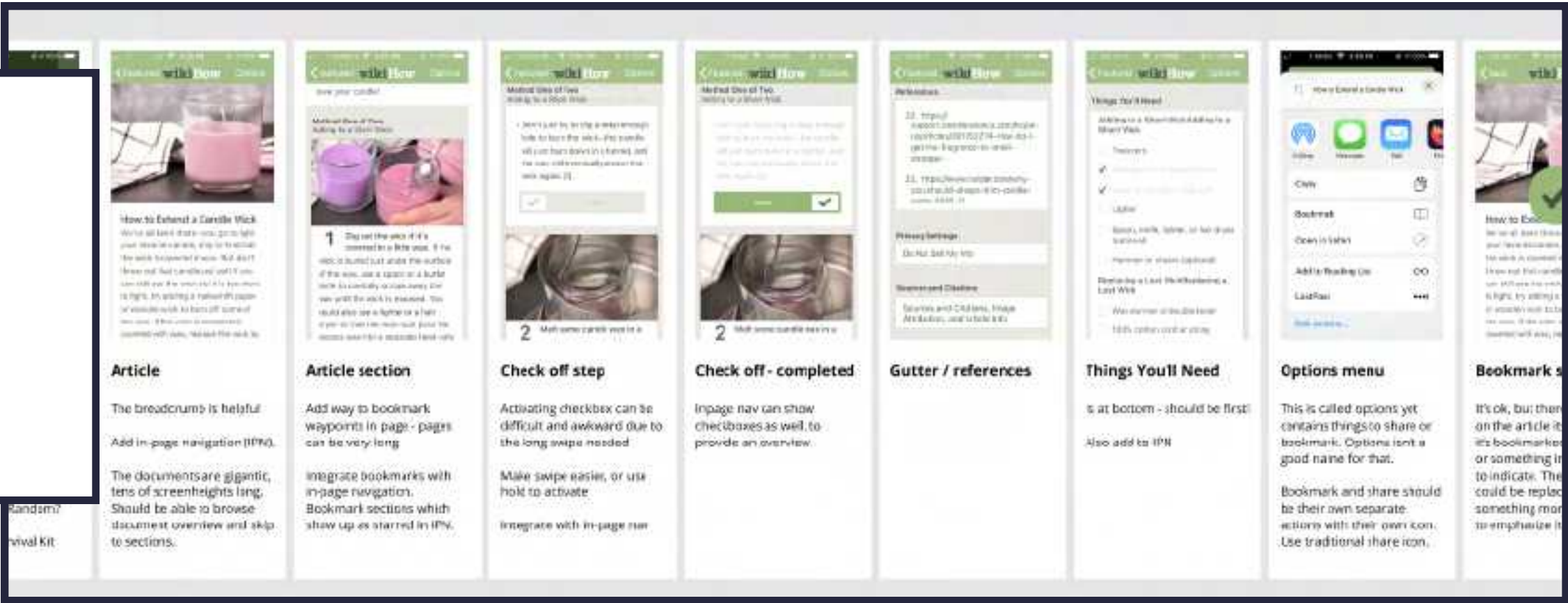
Tools and Techniques

- App audit, sketching, ideation, Figma, design system

App Audit

Before I could redesign the app, I needed to audit it.

I reviewed every screen in the app. How could it be improved?



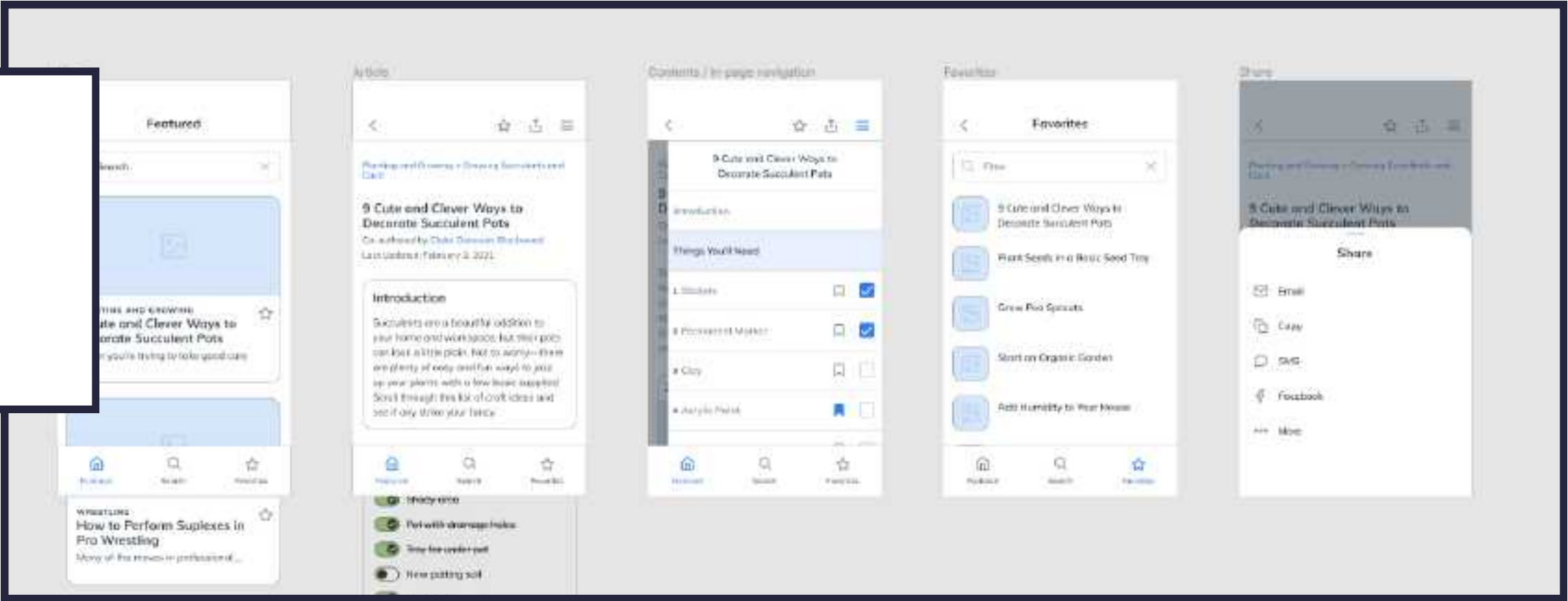
Sketching and Ideation

Sketching helped me explore ideas to flush out the article view.

How could articles be quickly navigated and bookmarked?

Quick Mockup

I used the Daresay design system to quickly build a prototype and experiment with ideas.



Frame 02
WikiHow Redesign

Design Goals

- 1) Simplify navigation. The main nav can be improved with a tabbed interface that consolidates featured content and is always visible.
- 2) Article content is the core of the app, but the app's long articles are difficult to navigate and keep track of. An "in-page navigation" can make it easier to navigate long articles and track progress.

Implementation

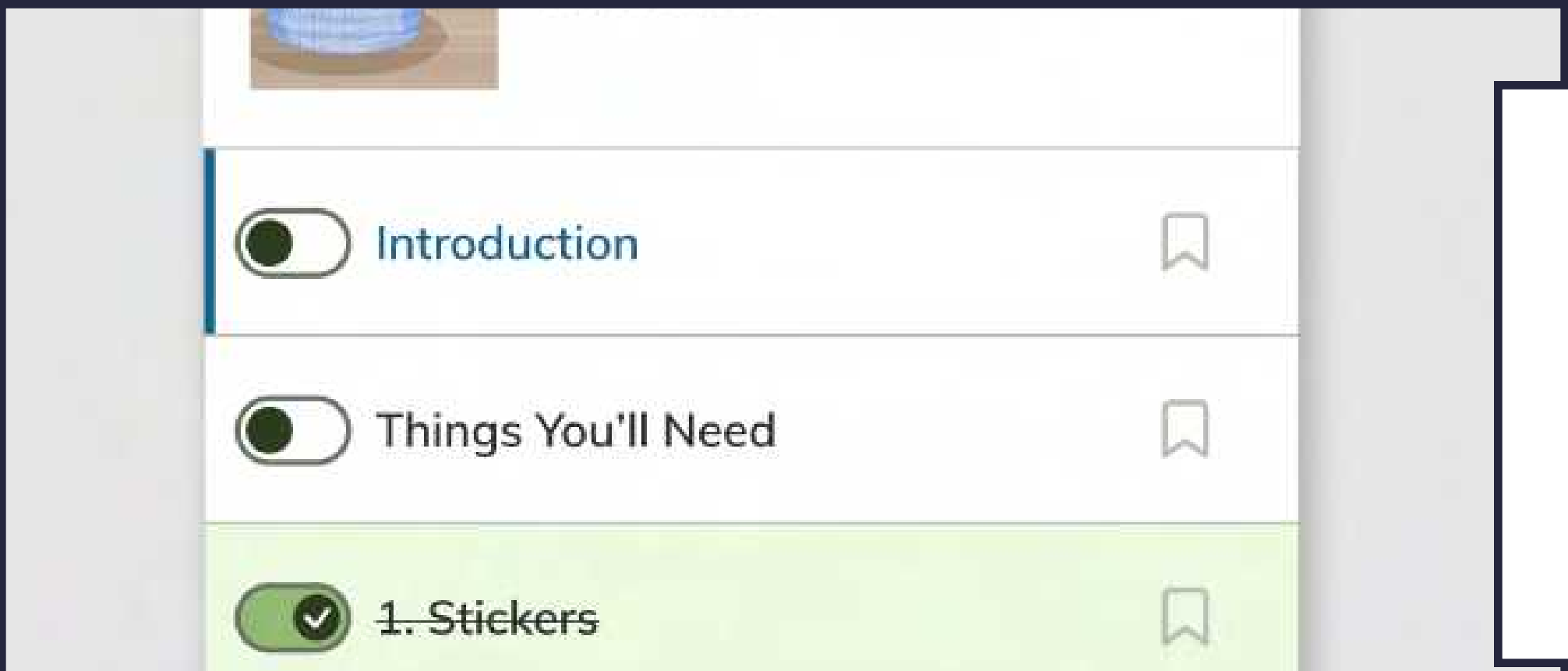
- 1) A new tabbed navigation gives quick access to the three main ways to find articles.
- 2) The article view now has an "in-page navigation" (IPN) menu. The IPN lists the article sections, with an overview of:
 - (i) which sections are complete (checkboxes)
 - (ii) which sections are bookmarked (bookmarks)

Design Goals

I explored concepts for the new article system and wrote out some key features.

16 Custom Components

I went deep into Figma's component system to create an accurate, consistent design.



Interaction and Detail

The article navigation menu has sections that can be toggled and bookmarked.

Nearly every part of this prototype can be interacted with. It's very "complete".

Smart Mirror UI

UX Design/Web Development Winter 2021

- High fidelity mockup of a jumbo touch screen UI
- Live in-browser demo with real time UI contrast adjustment

Objectives

- Design combinable widgets for an interactive smart mirror UI
- Demonstrate realtime UI contrast adjustment with a live demo

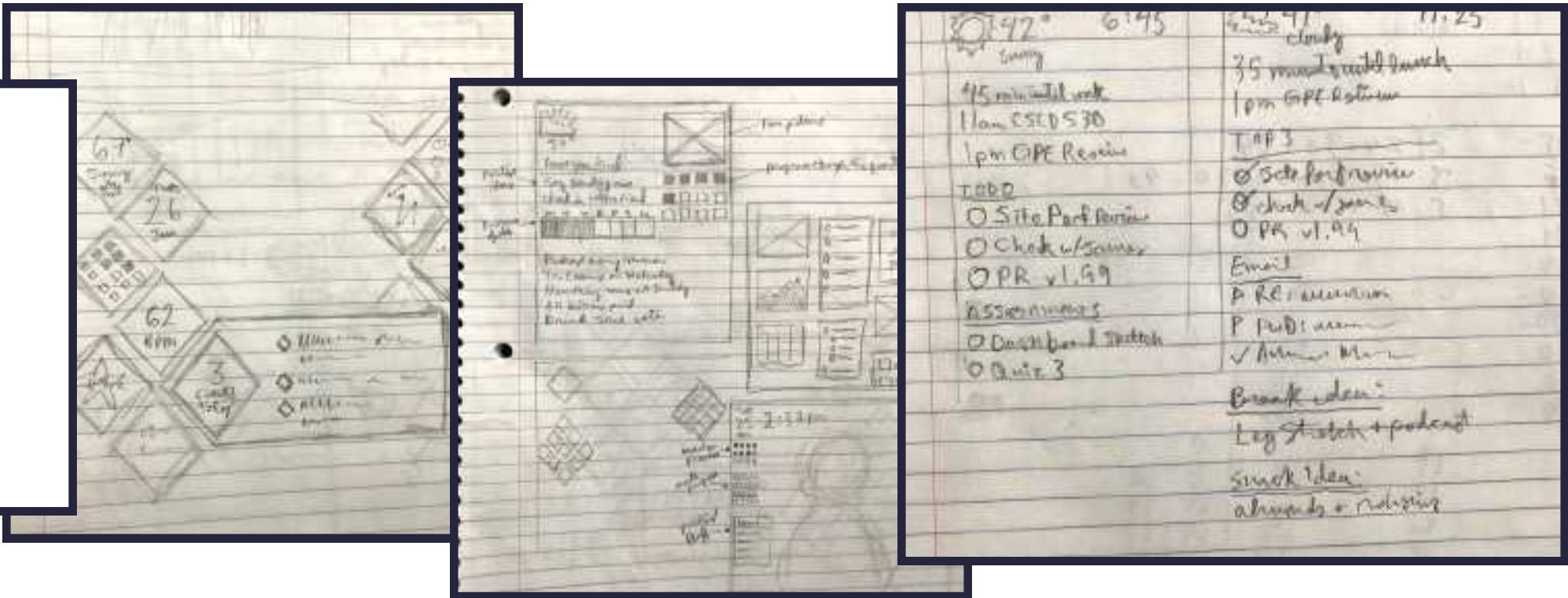
Tools and Techniques

- Information mapping, sketching, expert review, design system, WebRTC, Canvas

Sketching

Sketching helped me quickly test ideas and layouts.

What concepts might be possible?



- Daily schedule
- Pre-work
 - Breakfast
 - (pre-COVID times) Decide what to wear (weather)
 - Leisure ~30-60mins
 - Think about any special outliers to my schedule, e.g. haircut/dentist (personal calendar)
 - (pre-COVID times) Bus to work (read)
 - Work - morning
 - Review emails for flagged items (email)
 - Review calendar for meetings (calendar)
 - Review todo list (task board)
 - Special attention to items with due dates today/soon
 - Midday
 - Lunch hour - address urgent school tasks (Canvas)
 - Work - afternoon
 - Double check things which have expectation of being completed today (email/task board)

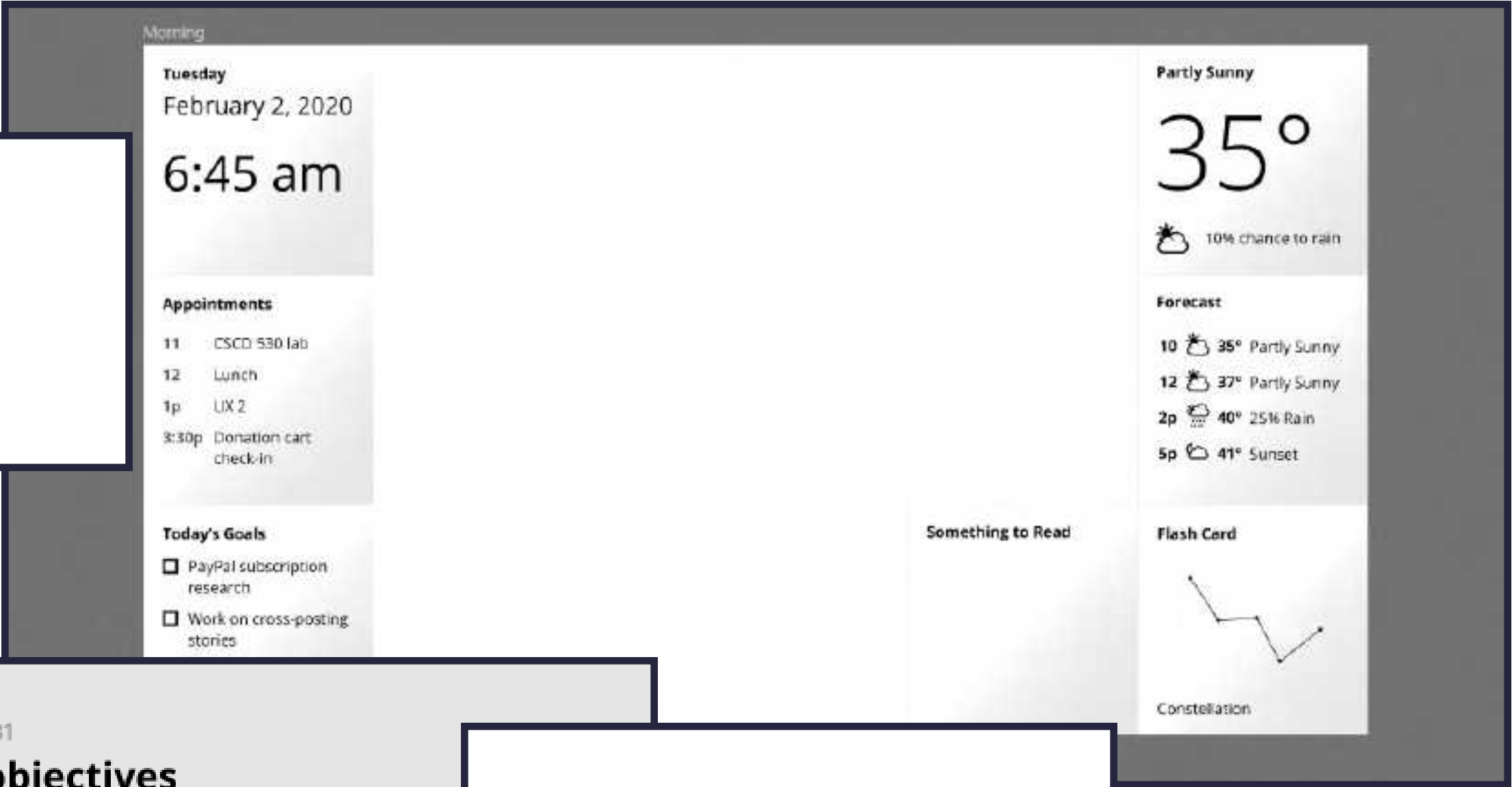
Information Mapping

I explored the times and contexts when I would use a personal dashboard.

What information would be important, at what times?

Grey Box Design

A monochrome prototype helped refine the layout while keeping decisions minimal.



Frame 31

1.0 objectives

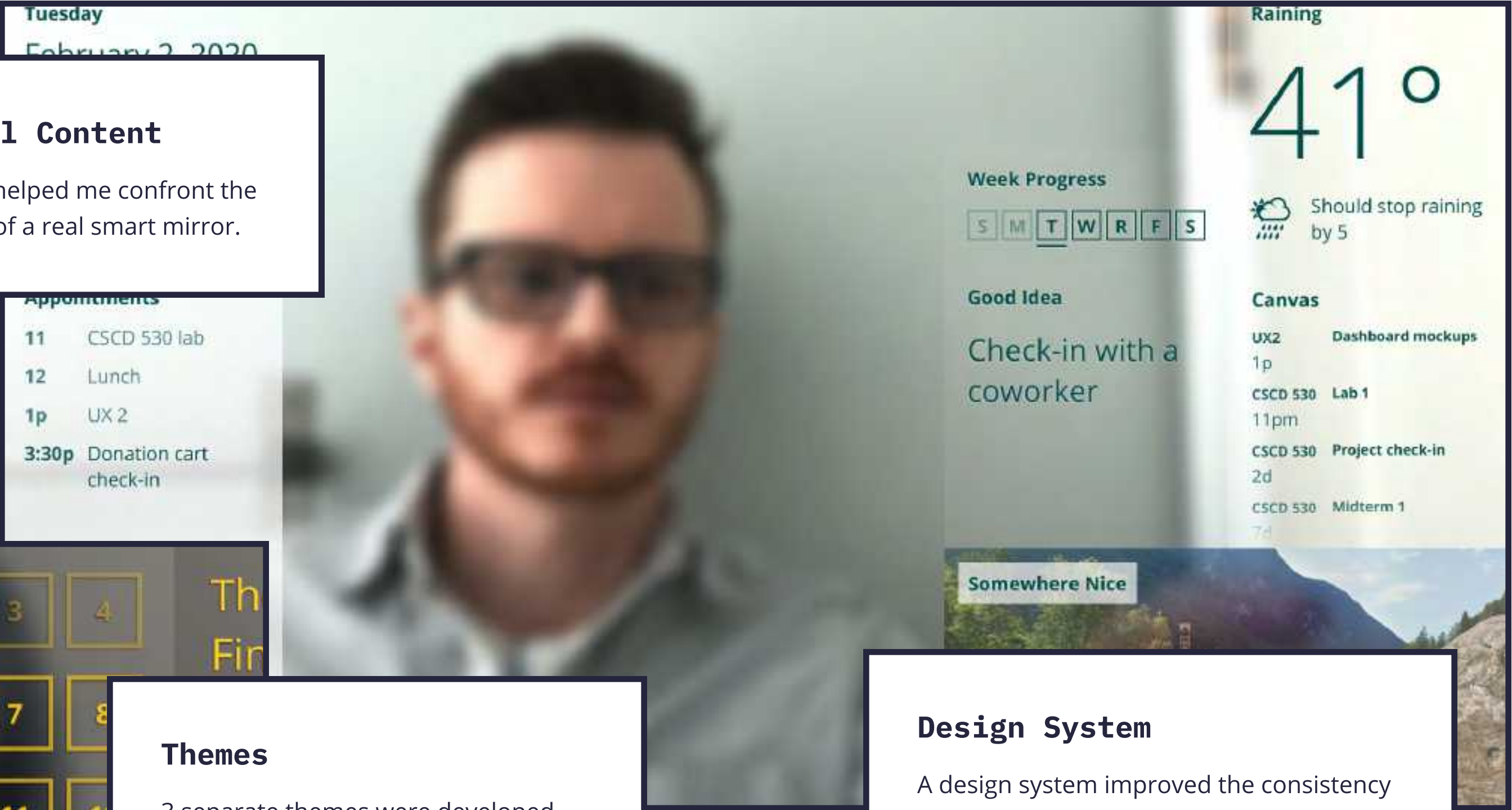
- Ensure all text elements use preset
- Create spacing system in the style t
- Add a color system
- Colors adjust to time of day
- Background images
- Color photo
- Tiles adjust contrast
- Provide version without background gradients

Expert Review

My instructor helped me find 11 key areas to improve for my next iteration.

Using Real Content

Using photos helped me confront the UI challenges of a real smart mirror.

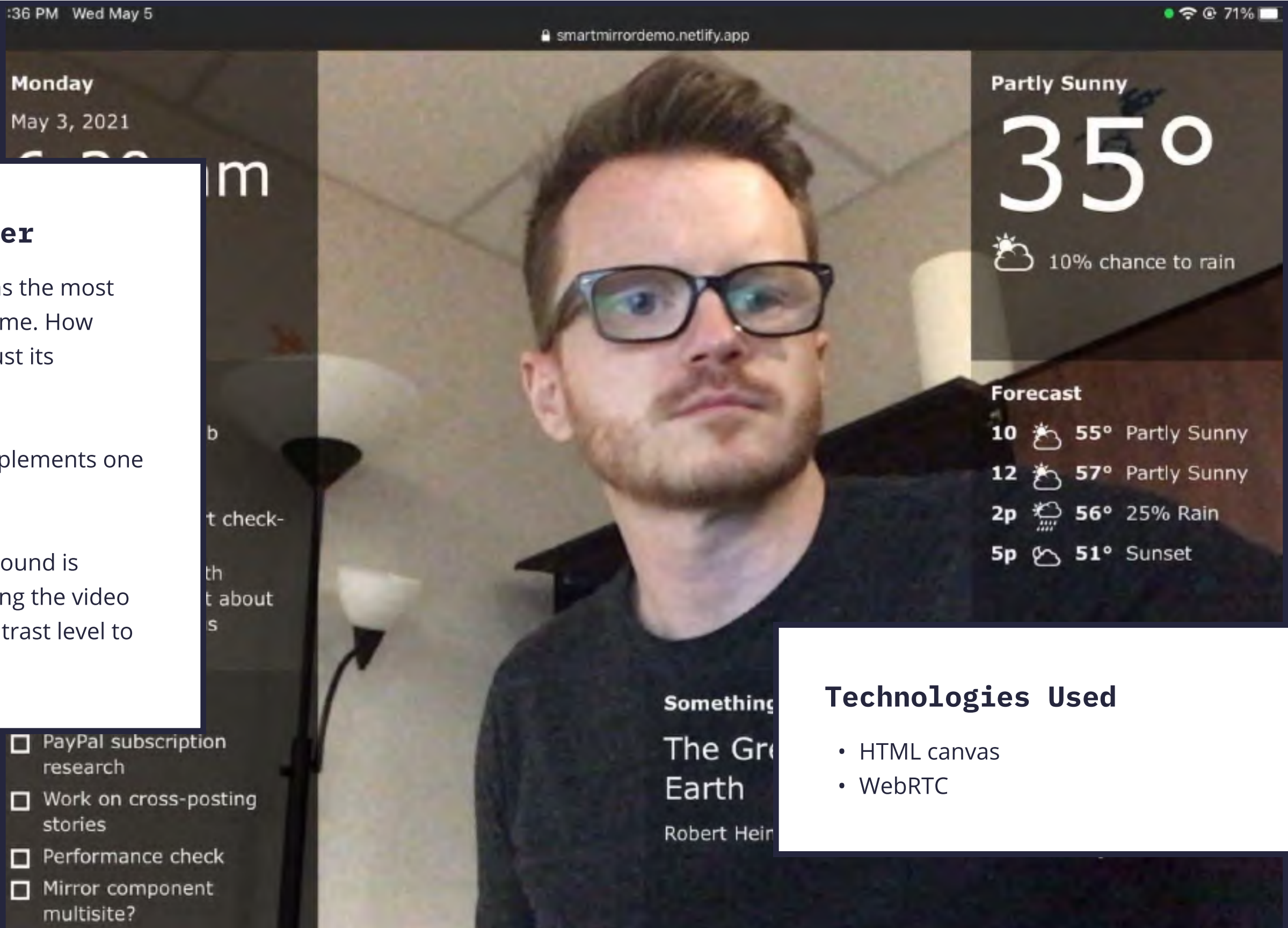


Themes

3 separate themes were developed, one for each time of day.

Design System

A design system improved the consistency and structure of the UI modules.



Taking It Further

The UI contrast issue was the most interesting challenge to me. How could a real UI auto-adjust its contrast?

This live HTML demo implements one static screen of the UI.

But each UI cell's background is adjusted in real time using the video feed, keeping a high contrast level to ensure readability.

Technologies Used

- HTML canvas
- WebRTC

Hades Builder

Web Design Fall 2020

- Thematic web design with an aesthetic focus

Objective

- Design a cool and fun website for fans of an award-winning game with a rich, colorful aesthetic

Tools and Techniques

- Survey, visualization, research, design system, Figma

Collecting Viewpoints

I started with a poll to find out what fans wanted out of a Hades-themed website.

A visualization helped me understand the most important needs of players.

How do you usually play Hades?

☐ Switch

☐ PC with a controller

☐ PC with mouse+keyboard

☐ Other: _____

Do you ever look up information about Hades? (select all that apply)

☐ Yes - on my desktop, while playing

☐ Yes - on my desktop, while not playing

☐ Yes - on my phone or tablet, while playing

☐ Yes - on my phone or tablet, while not playing

If you look up info about Hades online, what kind of info are you looking for?

1	[Fun factor]	40	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	1	1	1	1	1	1	1	0
2	[Raw power]	36	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	1	1	1	1	1	1	0	0
3	[Uses the weapon/aspect I prefer]	35	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	1	1	1	1	1	1	0	0
4	[Synergy]	34	2	2	2	2	2	2	2	2	2	1	1	1	1	1	1	1	1	1	1	1	1	1	1
5	[Uses the playstyle I prefer]	31	2	2	2	2	2	2	2	2	2	2	1	1	1	1	1	1	1	1	1	0	0	0	0
6	[Consistency (ability to pull off the build)]	30	2	2	2	2	2	2	2	2	1	1	1	1	1	1	1	1	1	1	1	1	1	0	0
7	[Viability (with my difficulty level)]	24	2	2	2	2	2	1	1	1	1	1	1	1	1	1	1	1	0	0	0	0	0	0	0
8	[Uses the gods I prefer]	24	2	2	2	2	2	2	2	2	1	1	1	1	1	0	0	0	0	0	0	0	0	0	0
9	[Novelty / uniqueness]	22	2	2	2	2	1	1	1	1	1	1	1	1	1	1	1	1	0	0	0	0	0	0	0
10	[Popularity of build]	12	2	2	2	1	1	1	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
11	[Who created / shared the build]	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
12																									
13	[Humor / memes / community content]	29	2	2	2	2	2	2	2	2	2	2	1	1	1	1	1	1	1	0	0				
14	[Info about how weapons, hammers, or aspect]	22	2	2	2	2	2	2	2	2	1	1	1	1	1	1	0	0	0	0	0				
15	[New builds to try]	22	2	2	2	2	2	2	2	1	1	1	1	1	1	1	1	0	0	0	0				
16	[Info about how boons work]	21	2	2	2	2	2	2	2	1	1	1	1	1	1	1	0	0	0	0					
17	[Info about which boons are considered strong]	21	2	2	2	2	1	1	1	1	1	1	1	1	1	1	1	0	0	0					
18	[Info about which aspects or hammers are con]	20	2	2	2	2	1	1	1	1	1	1	1	1	1	1	1	0	0	0					
19	[Game news]	18	2	2	2	1	1	1	1	1	1	1	1	1	1	1	1	0	0	0					
20	[Streamer content]	10	1	1	1	1	1	1	1	1	1	0	0	0	0	0	0	0	0	0					



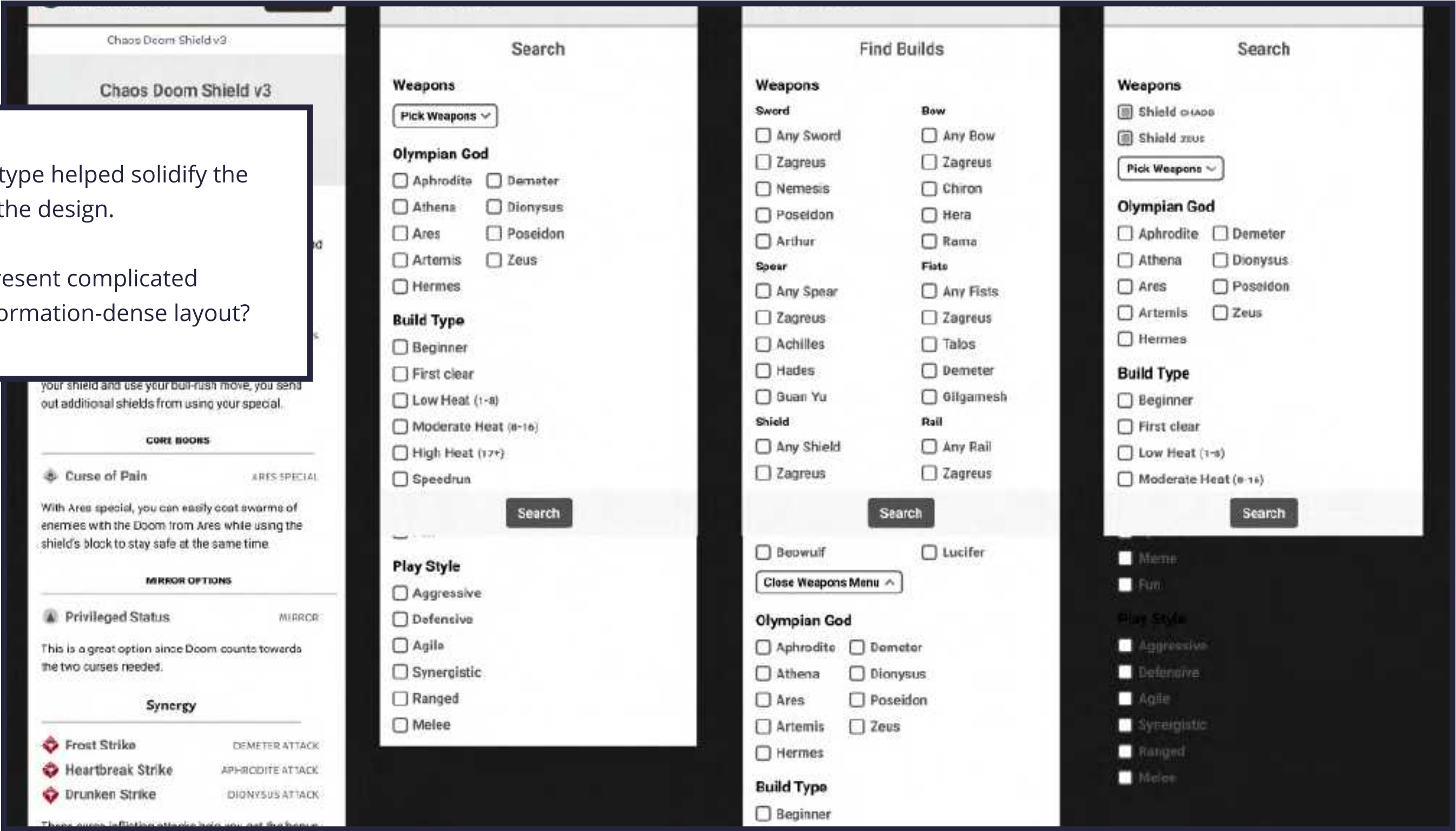
Look and Feel

I researched similar projects across the gaming sphere.

I collected colors and pieces of game UI.

The lo-fi prototype helped solidify the main ideas of the design.

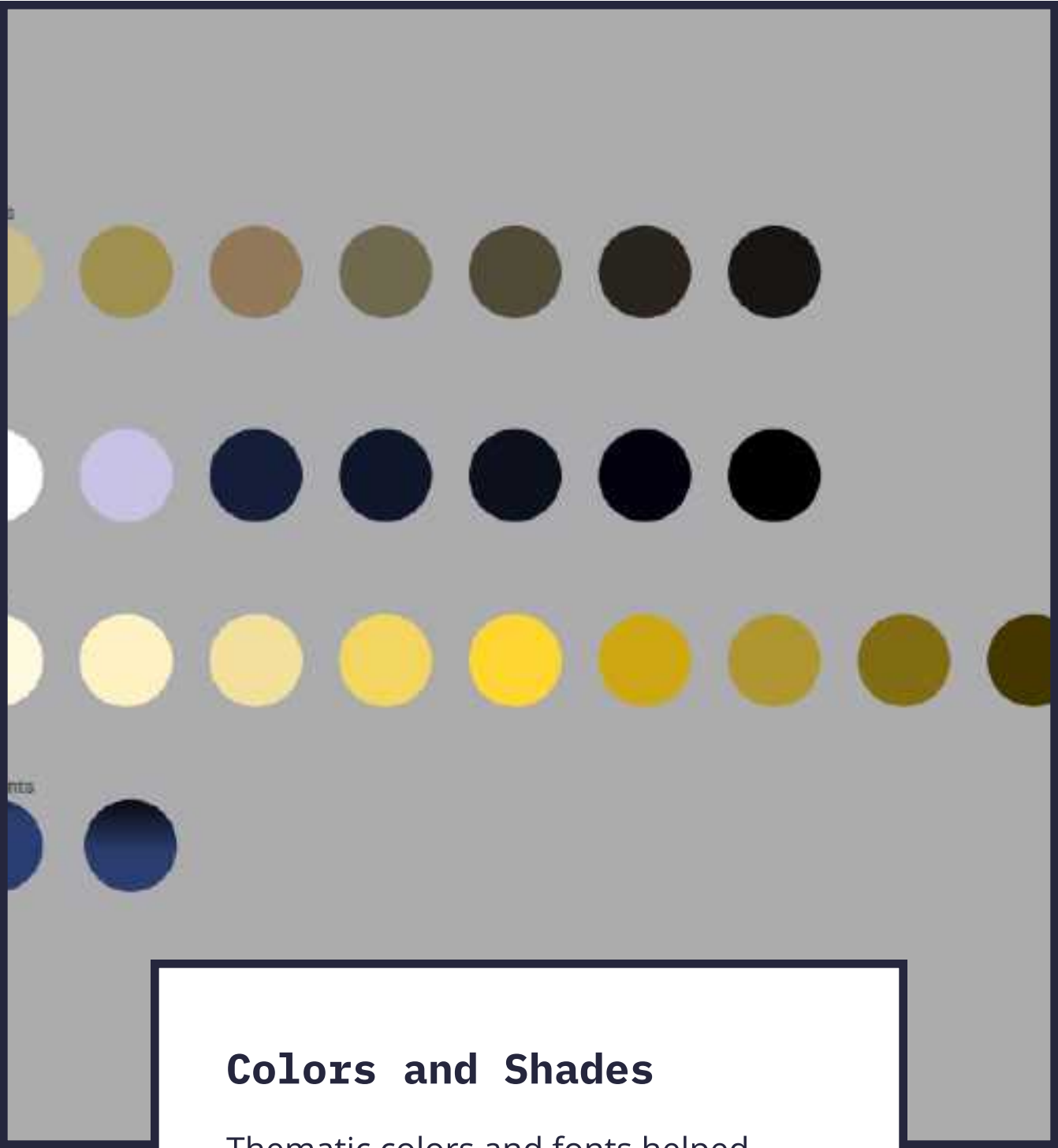
How could I present complicated ideas in an information-dense layout?



Typography

Gamers need detailed info, and Hades' rich visuals sets high expectations for the website's theme. I used fonts and colors inspired by the game itself.

22 GARAMOND CAPS
24 ALEGREYA SANS CAPS BOLD
20 ALEGREYA SANS CAPS BOLD
18 Alegreya Sans Bold
14 Alegreya Sans 14 Bold
16 Bold
14 Bold
14 Regular

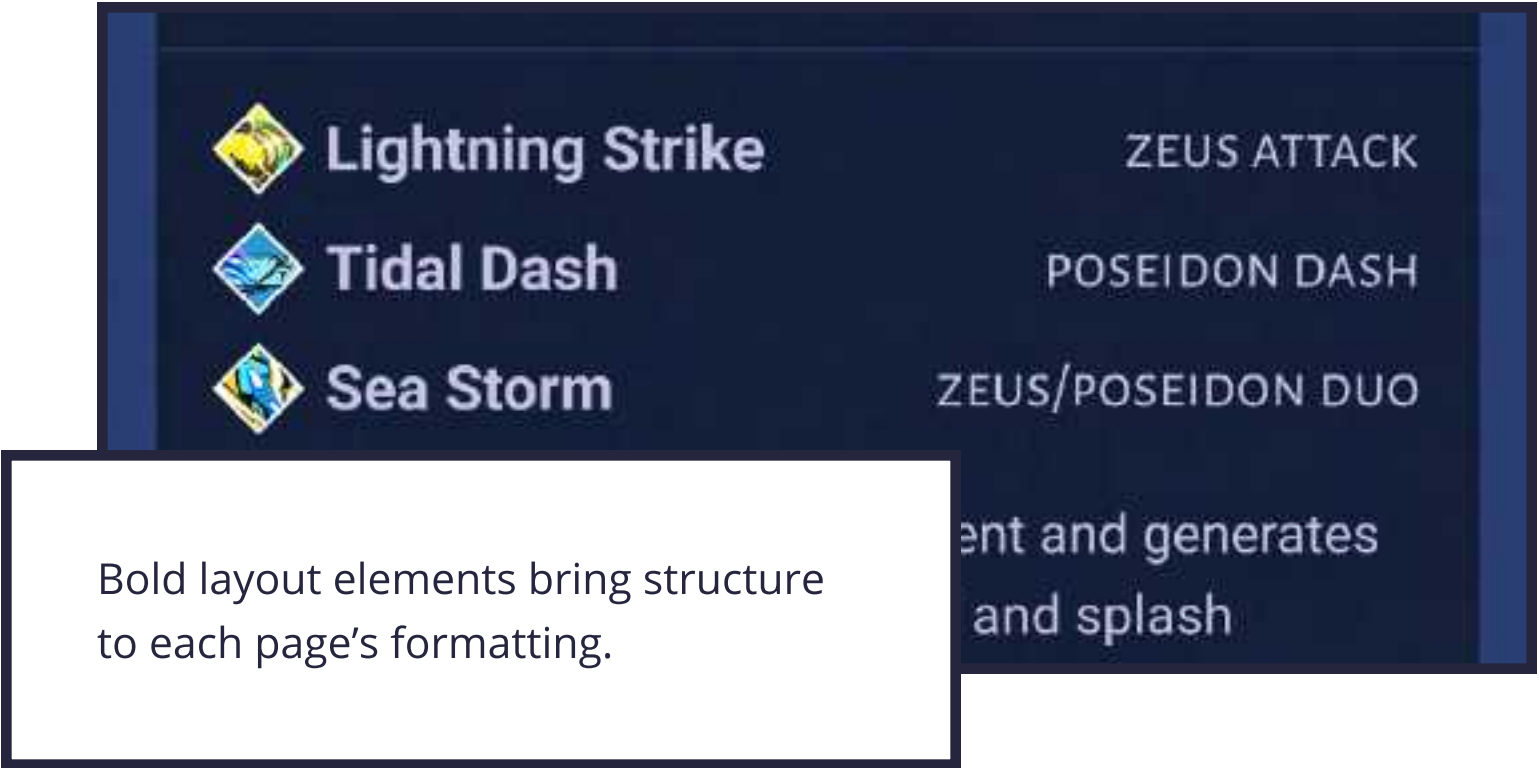
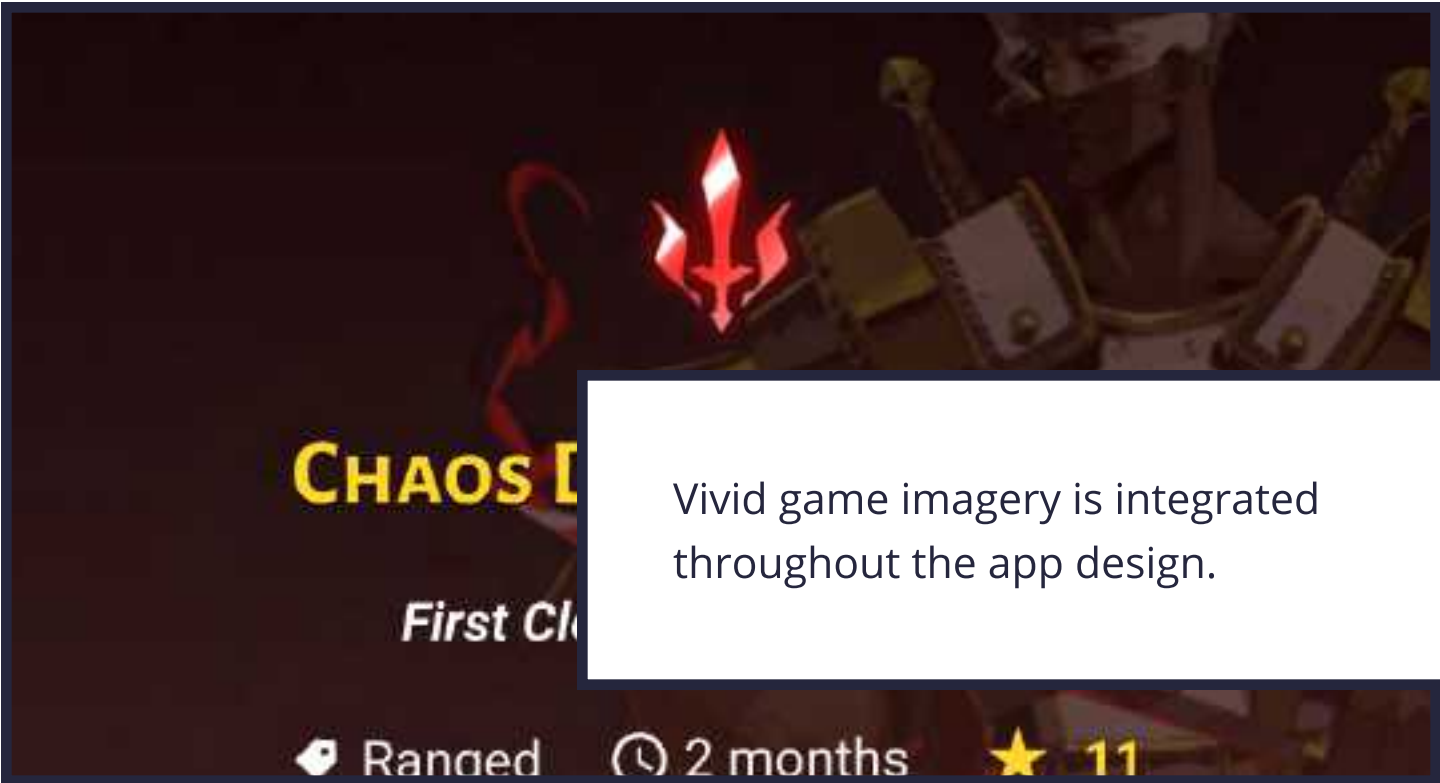


Colors and Shades

Thematic colors and fonts helped bring to life a luscious design system.

Info Cards

"Info Cards" give quick info in a dense format, while keeping a tidy appearance.



Grow Notes

App Design Spring 2021


- Multi-function app with a cohesive visual style

Objective

- Integrate three core features in an bright, fun app layout

Tools and Techniques

- Persona, user interview, research, sketching, device testing, design system



"I take great care in everything I do."

Bio
Cheyanne is a professional who takes a careful, artistic approach to her hobbies, while keeping a focus on personal fulfillment. She enjoys reading, collecting vintage clothes, and loves the idea of

Goals

- Maintain a healthy garden
- Grow successful vegetables
- Keep within a reasonable budget

Pain Points

- Browsing many pieces of information that may not be mobile friendly
- Keeping track of what needs to be done in the garden

Motivations

Knowledge

Fulfillment

Behaviors

- Shares detailed guides and reports in hobby communities
- Scours the web and apps to get to the bottom of complex ideas and processes

Personality Traits

Extrovert

Introvert

Sensing

Intuition





Thinking

Feeling

Judging

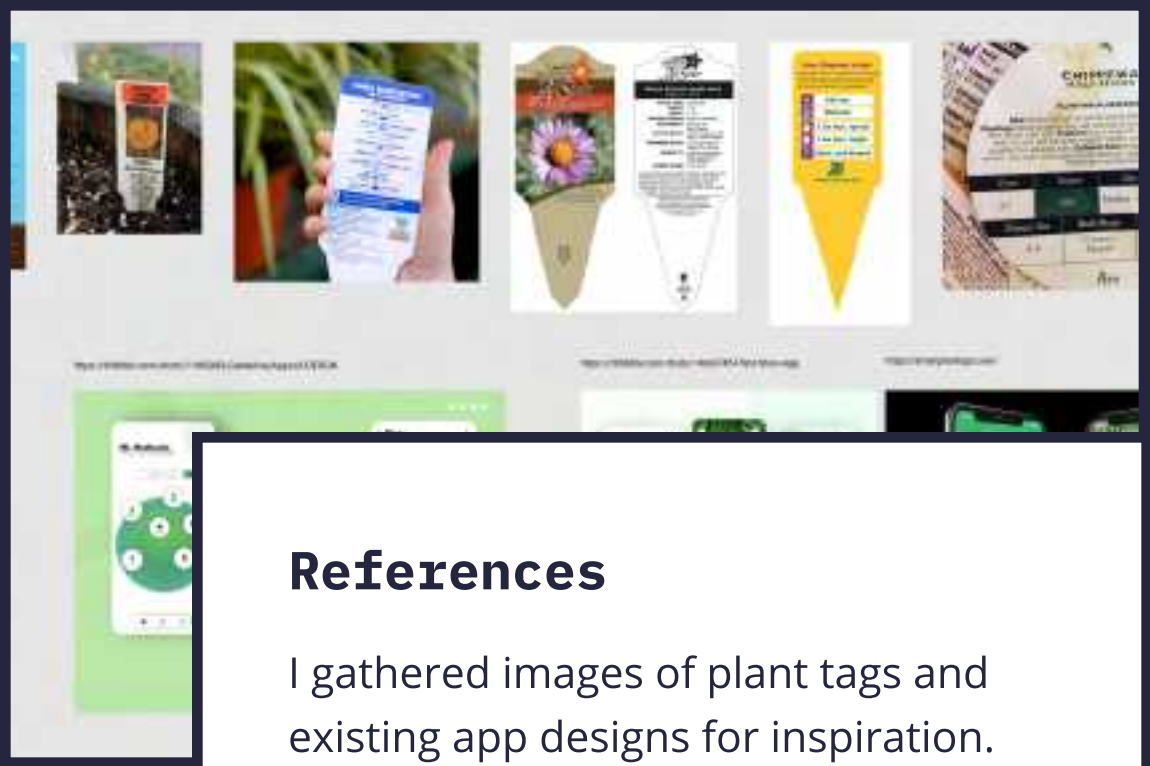
Perceiving

Brands



Persona

Producing a user profile helped center the design and focus on meeting user needs.



References

I gathered images of plant tags and existing app designs for inspiration.

- Add plant

- Search box
- List of common choices - based on nearby things or your history / favorites
- Recommendations for this area
- Recommendation based on "Companion Plants"
- Recommendations for Native Plants (do well in your area)
- From seed? vs pre-started
- Timestamp
- Days to harvest (prefilled default)
- Idea or actual?

• Garden detail

- Garden Name (optional)
- List of plants

about the plant, like on the tag that it comes with

each plant to harvest

at sun needs:

ail

able to go to Guide

lly

es

ce / icon

istance

us / minus?

with pins

where things were planted, also for next year

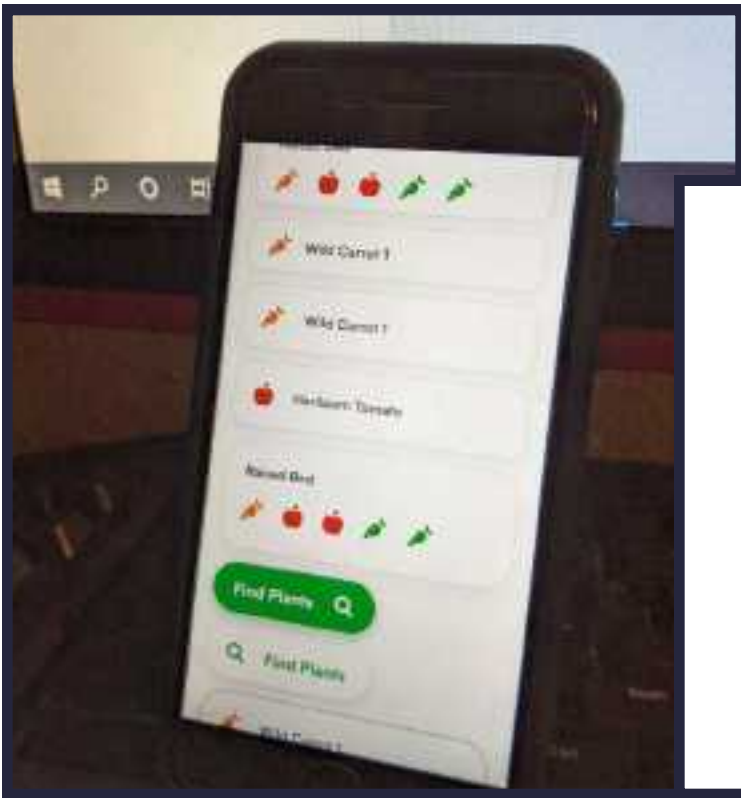
User Interview

I interviewed a gardener to find out about their problems and needs.



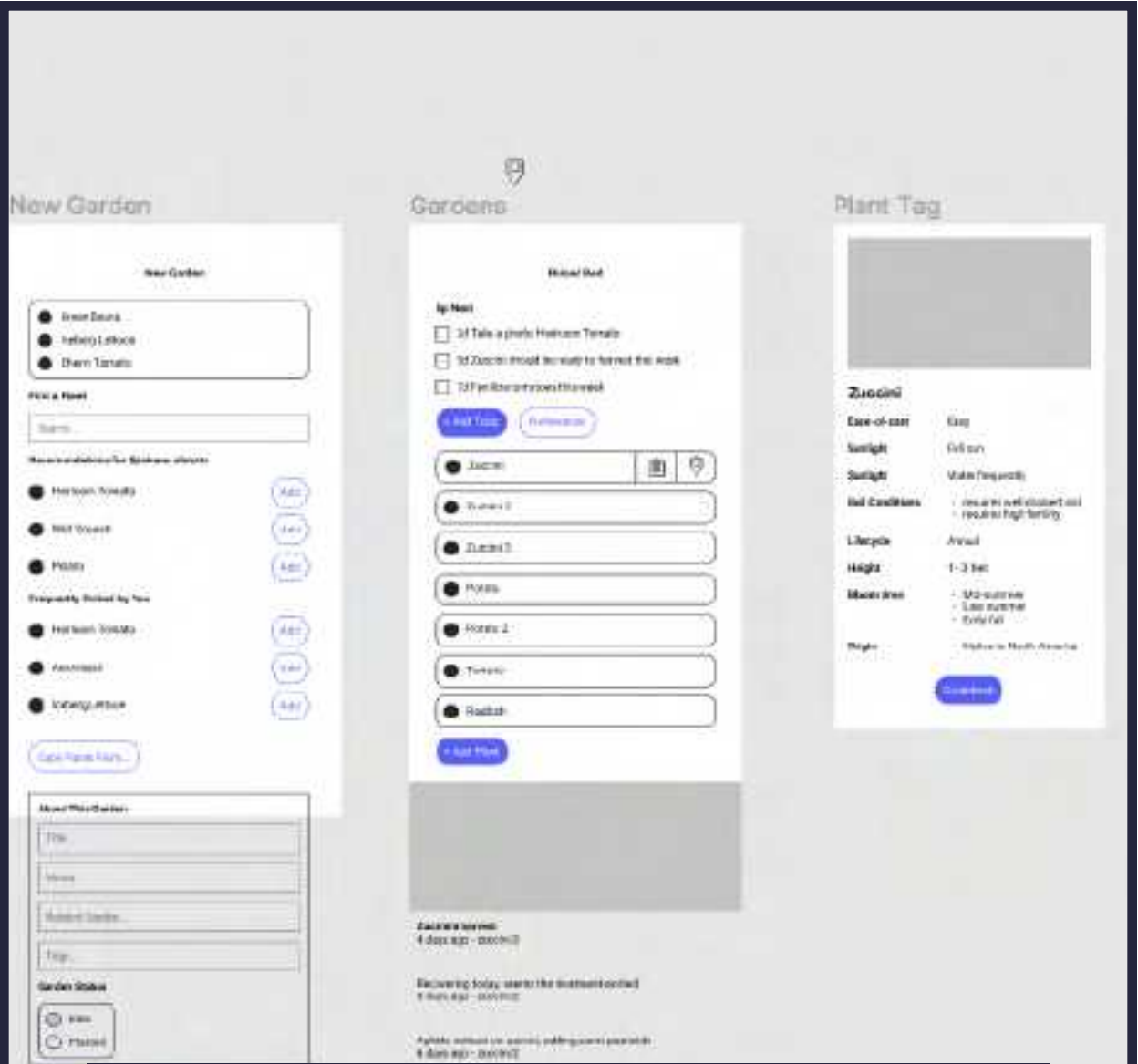
Sketches

The to-do system started to take shape after I sketched out some rough ideas. Could I use Figma's new interactive component feature to design a detailed to-do item?



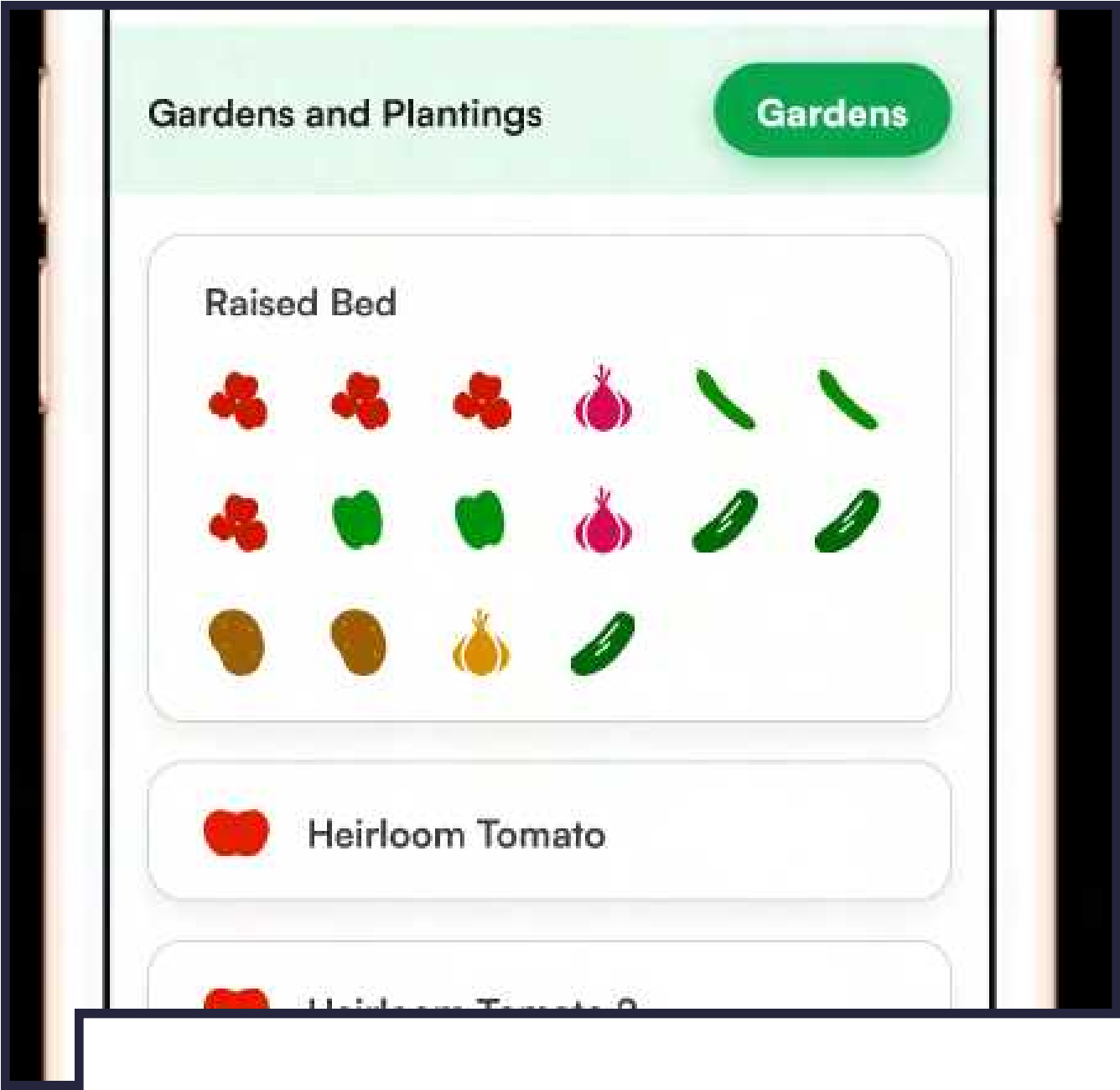
Device Testing

Figma Mirror made it easy to get immediate feedback on UI density and visibility with a real phone. I could start iterating on UI elements and test them instantly.



Interlocking Features

The first prototype helped explore how the 3 main features would fit together. To-dos, gardens, and guides would integrate throughout the sections of the app.

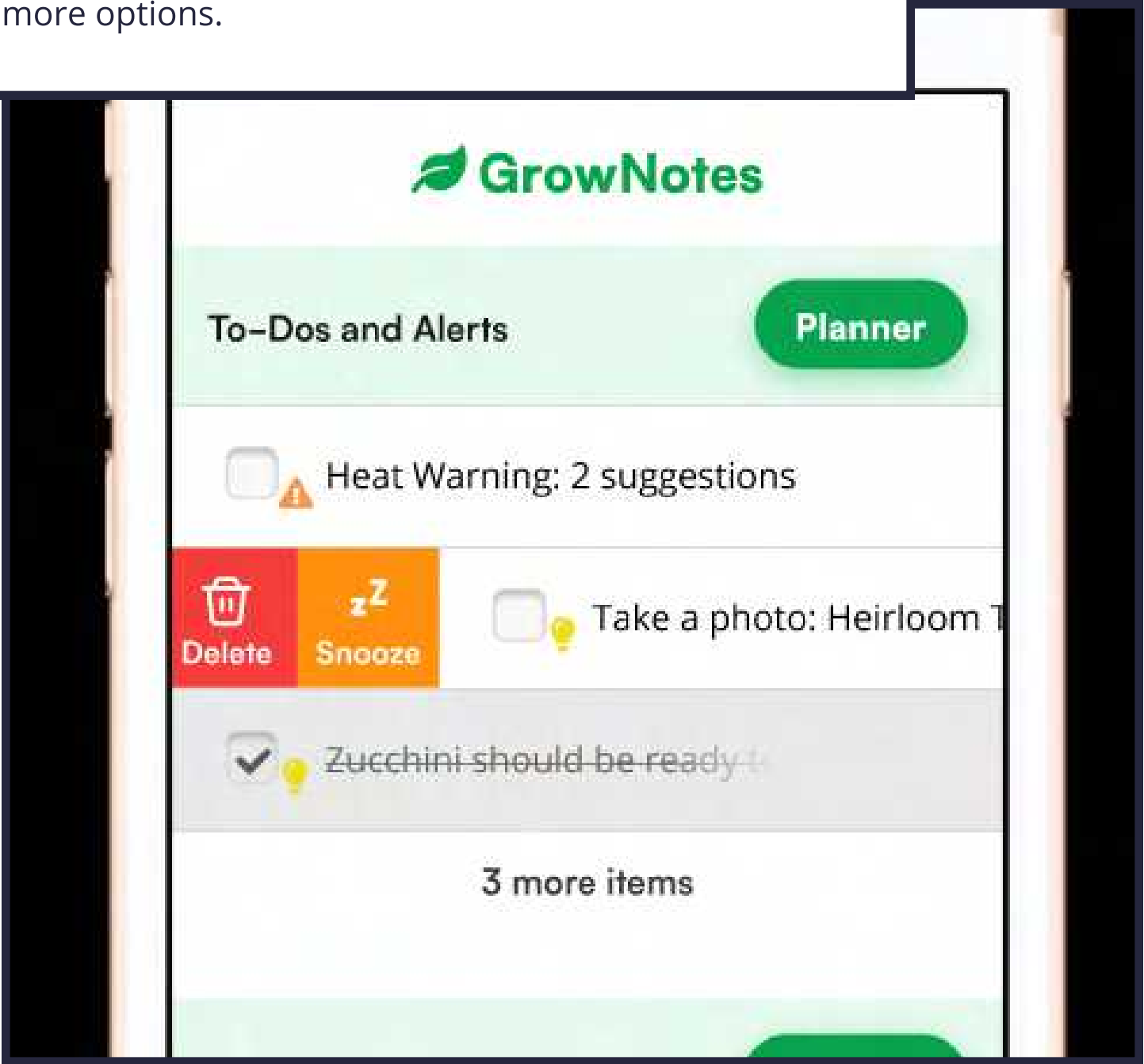


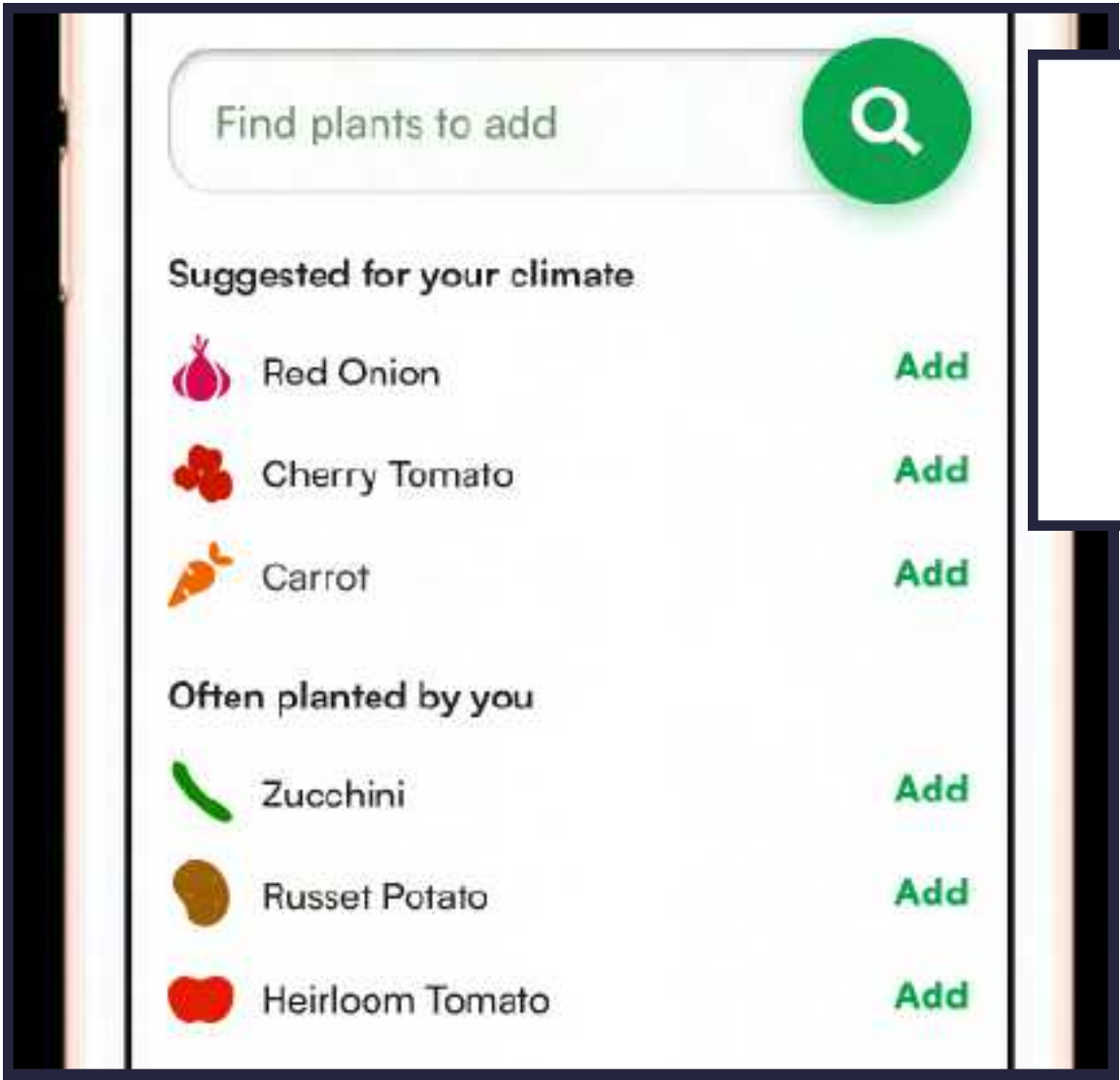
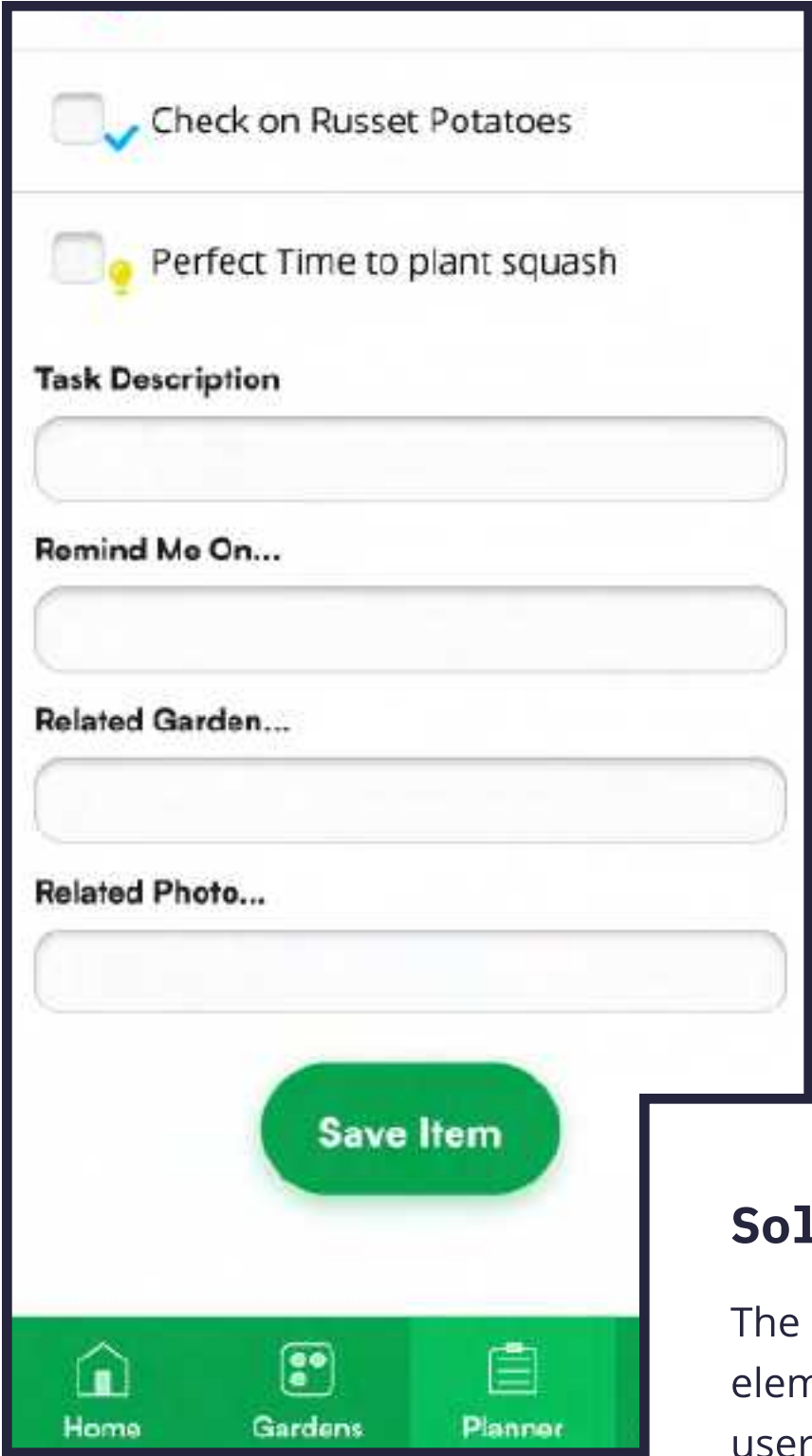
Garden Management

The Garden section gives a tidy overview of all your plantings.

Interactive To-Dos

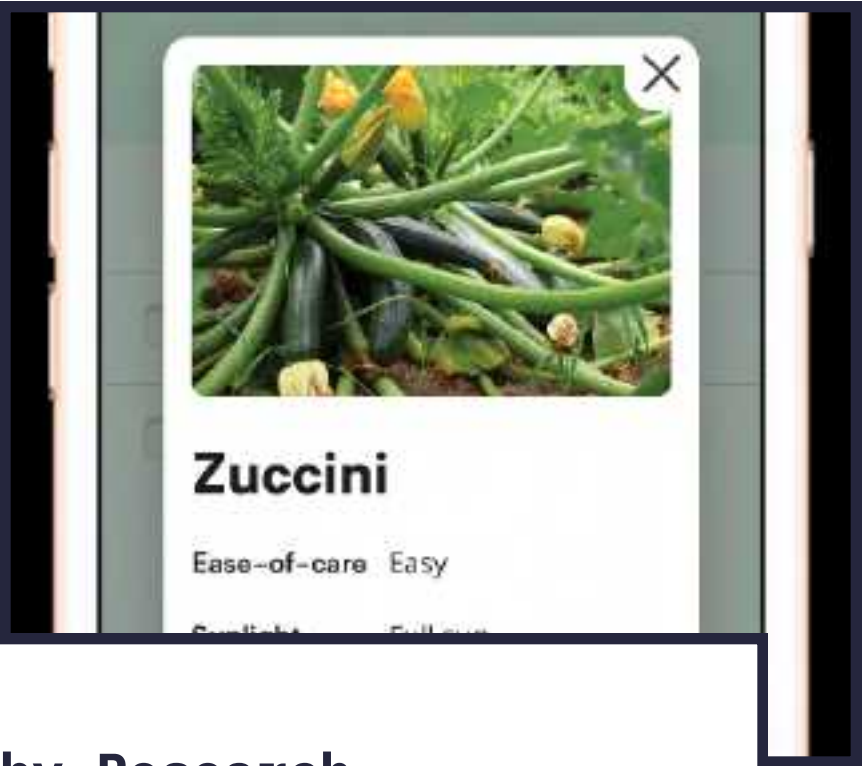
To-do items have multiple states, and can slide for more options.





Cohesive, Fun Visuals

The main sections of the app share a consistent visual theme, while being fun and bright.



Solid Fundamentals

The app’s navigation, forms, and other UI elements are modeled after experiences users will be familiar with.

Inspired by Research

The Guidebook’s quick-info modal is inspired by the tags found on plant starters.