

Younes Hadry

Product Designer

Portfolio

Selected Samples 2016

LEARN 02 06 **PROCESS DELIVER** 03 05 **EXPLORE REFINE** 04 **DEVELOP**

PRODUCT JOURNEY

LEARN

Collect information
Analyze behaviors
Setup personas
Setup product goals

EXPLORE

Diagram
Low-fidelity prototyping
Intern testing
Possible states

REFINE

MVP & testing
Final UI prototypes
Etiquette
Styleguide

PROCESS

User journey
Map screen info
Red route analysis
Low-fidelity Wireframing

DEVELOP

General UI components
Specifications
High-fidelity prototypes
Moodboard & UI overview

DELIVER

Analytics
Checking product goals
Conversion rate optimization
Growth Hacking

CASE STUDIES

01 Booking Bricks

SAAS platform for managing rental objects in Europe, such as cabins, single rooms and appartements.

02 Product Manager

Web based application that acts as a back-office for managing products.

03 Customer Manager

Web based custom solution for retail stores to manage their customers.

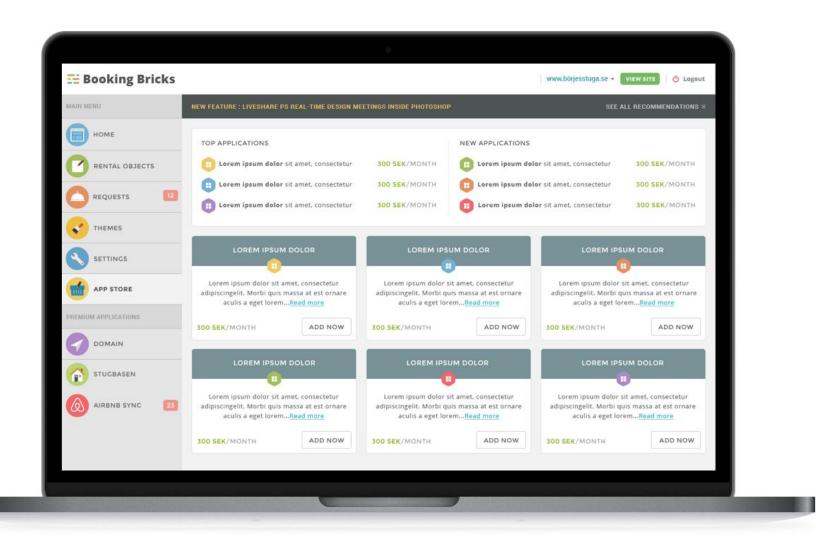
04 Schedulr

iOS mobile application for iPad and iPhone, built for retail businesses to track and manage their customer appointments.

05 botDB

Part product database, part futurist dream, botDB is building the world's authoritative database for consumer robotics, growing to include 3D Printers, Drones, and more.

Booking Bricks



Date

Challenge August 2014

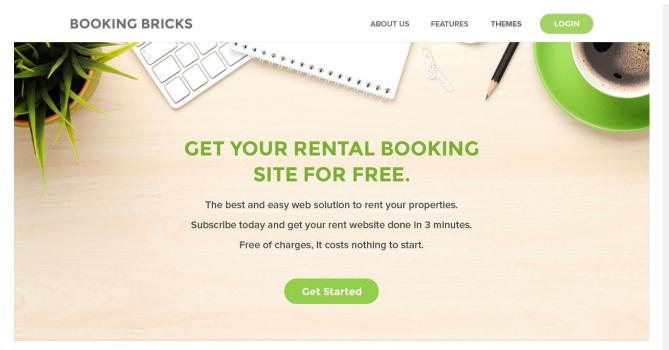
Create an easy to use & visually appealing web application and landing page in order to maximize user adoption.

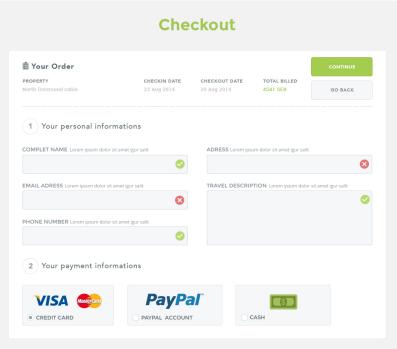
Platform

What I did

Web / SAAS

Information Architecture, Wireframing, UI Design.



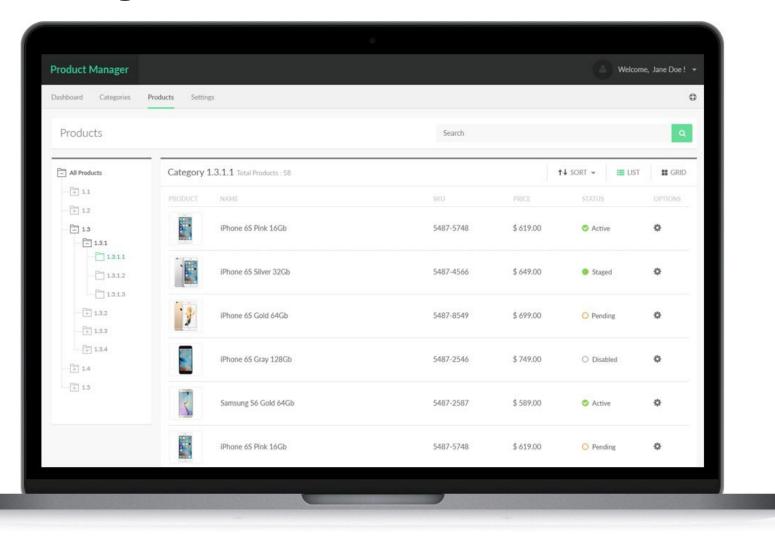


Free website with online booking functionality

Now it's easier than ever for you to rent out your vacation home!







Date

Challenge

February 2016

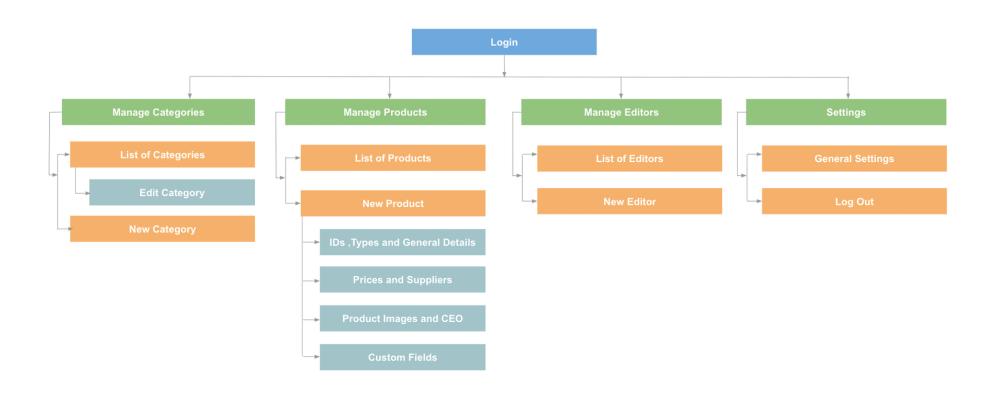
The most used screen should fit up to 130 form inputs and reduce the average session duration.

Platform

What I did

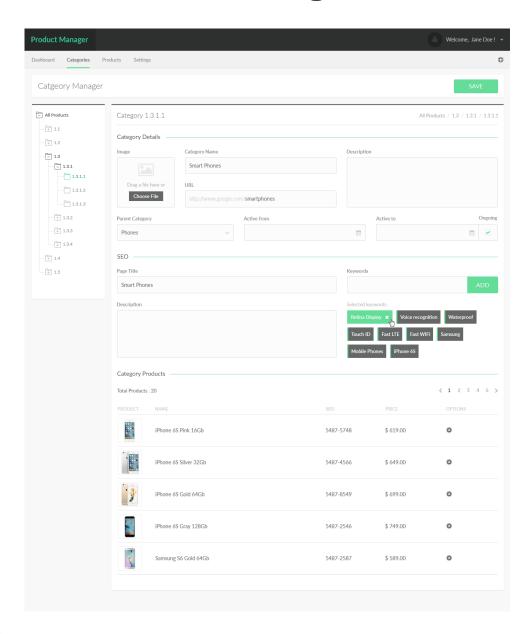
Web / Custom

Information Architecture, Wireframing, UI Design, Red route analysis, Front-end development



Map screen info

Gathering product information based on stakeholder documents. This map is highlighting the first navigation diagram, used to avoid dead ends. It's also a good reference for the development team to forecast a lean implementation of screens and features.





Wireframing

Explore the possibility of key features and make the ideas go visual. I used Invisionapp to prototype screens with a set of functions that deliver 80% of the product's value.

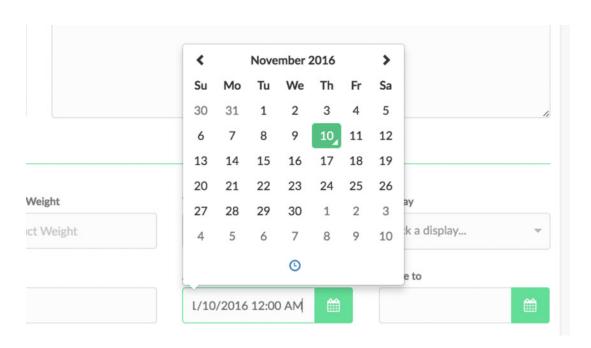
The folder tree is a key feature to display main and sub categories of products.

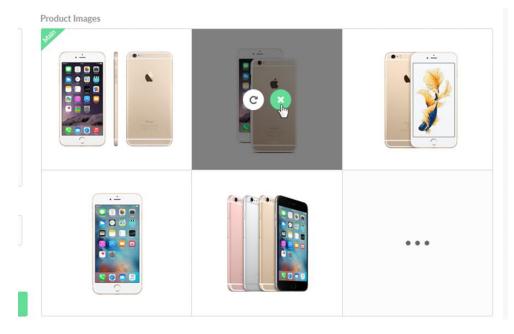
High-fidelity prototype

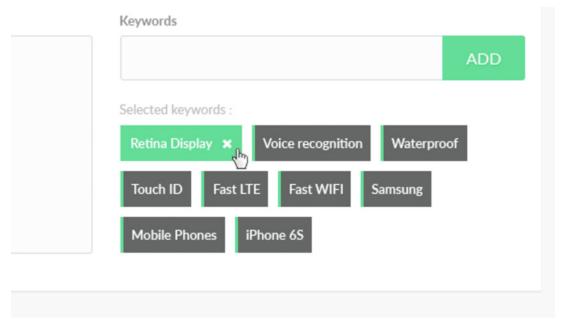
Gathering product information based on stakeholder documents.

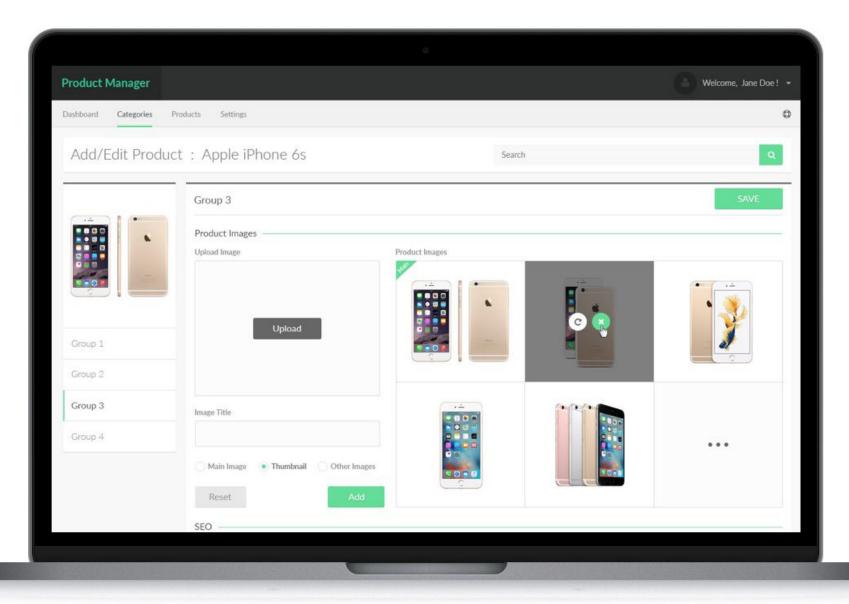
Interaction

I used Invisionapp to include features interaction into the high fidelity prototype. Keeping everything in one place is important to avoid any confusion and gives a great idea about the final product.



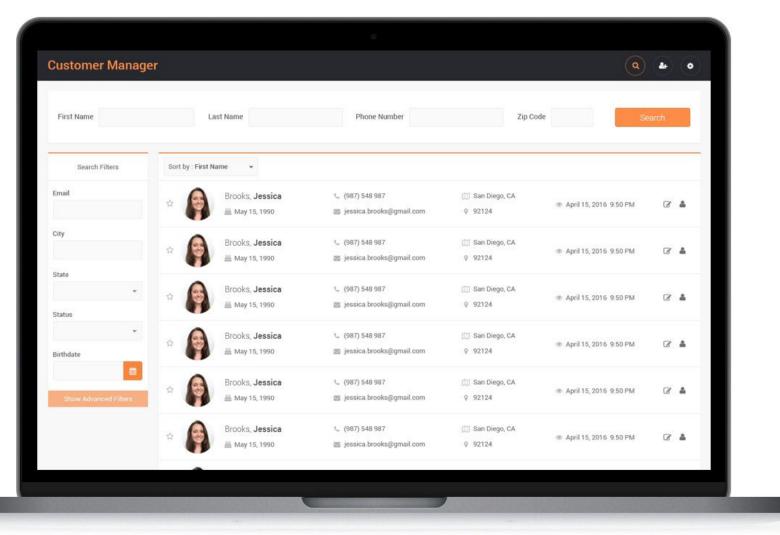






Front-end development

Delivering production-ready HTML5/CSS3 code that match W3C standards



Date

May 2016

Scope

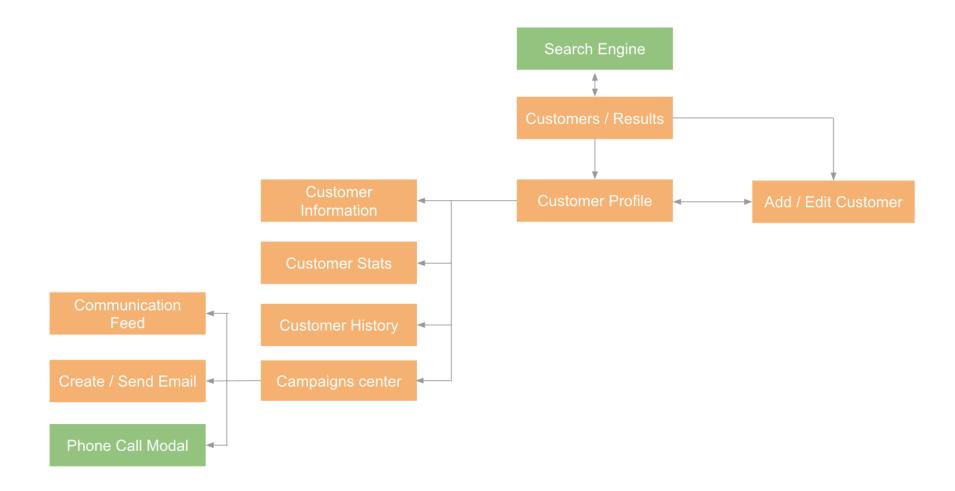
Redesign a web based custom application to manage customers of a retail store to follow the same modern direction of the company's custom solutions

Platform

Web / Custom

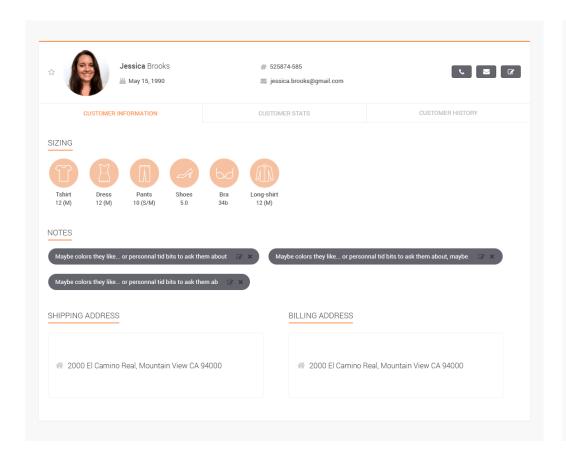
What I did

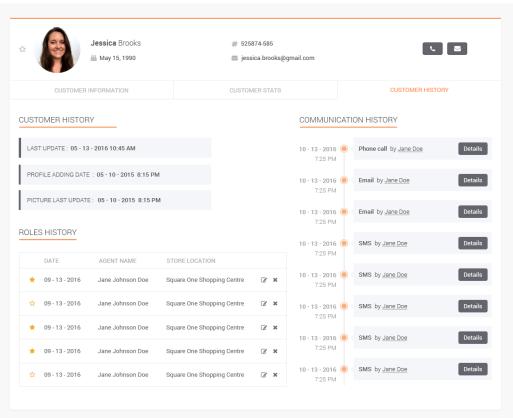
Information Architecture, UI Design, UX Design.



Map screen info

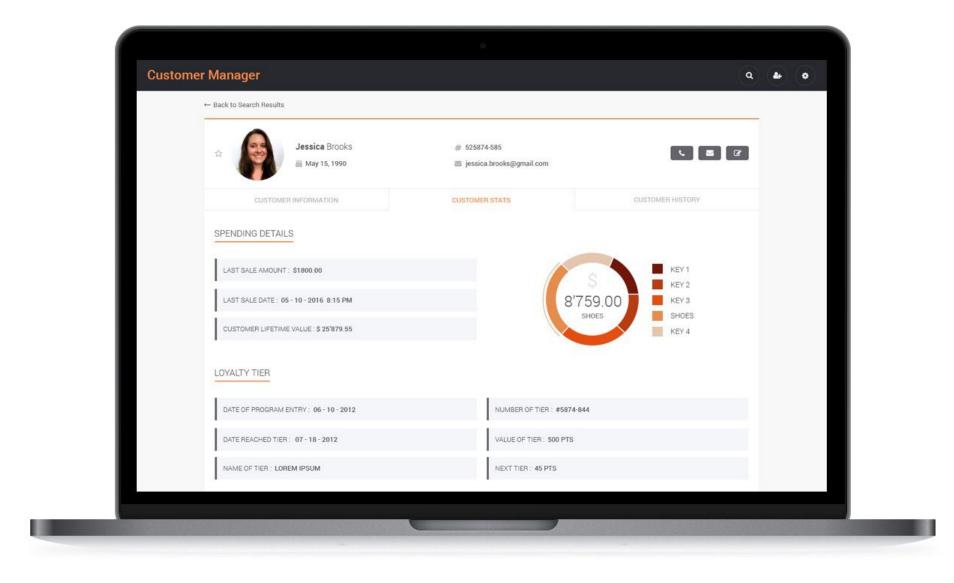
Develop UX by improving navigation paths and adding a new feature of Communication feed.





Product Redesign

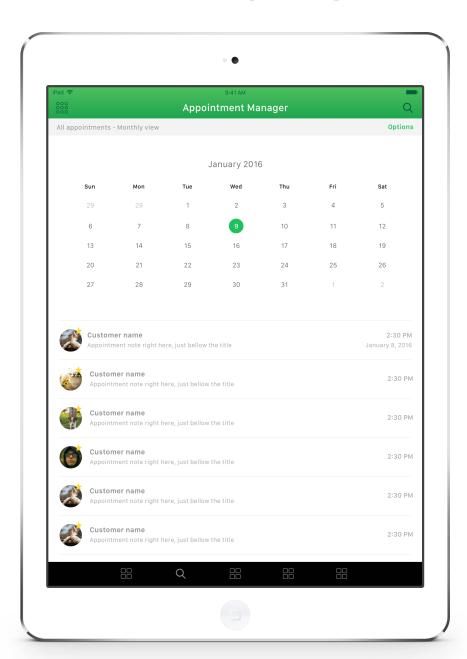
The redesign of an existing product is very challenging, the application should look and feel better while keeping the previous features. The good news is: there is a good amount of analytics data and users feedback to boost the application's efficiency.



Data Visualization

Create visually-appealling charts that could be easily implemented in the code, It's important to discuss this design decision with the developer to be on track of the UI feasability.

04 Schedulr (WIP)



Scope

Appointment Manager is an iOS mobile application project, aiming to create an efficient tool for store managers and sales associates to track and manage their customer appointments.

Challenge

Create a performant and flexible iOS10 application that can be easily used by three user types, related by a business hierarchy.

Role

Product Design, Information Architecture, UX Design, UI Design

Tools

Sketch, Adobe Illustrator, InvisionApp.

User Group 1 : Associates



Emily

Demographics:

Sales Associate 23 years old College undergraduate

Key Characteristics:

- → Initiative and the ability to focus on opportunities and solutions;
- → Tend to not have excuses for a situation and take action when situations require action;
- → Determined to win and willing to take risks.

User Story / Tasks:

- → Respond to customers calls and emails and take appointments;
- → Welcome clients and guide them through their shopping experience.

Goals:

- → Anticipate customers needs and keep tracking the upcoming appointments;
- → Reach customers satisfaction through good shopping experience.

Frustrations:

- → Needs to be alerted when an appointment is upcoming;
- → Afraid to forget the customer's details (name, expressed need...)

User Group 3: Brand Managers



David

Demographics:

Brand Manager 48 years old Master degree in Marketing

Key Characteristics:

- → Strong analytical skills and data-driven thinking:
- → Comfortable working with numbers, metrics and spreadsheets;
- → Drive for results and leaderships skills.

User Story / Tasks:

- → Monitor stores performance;
- → Analyze feed of appointments of each store and compare stores performance;
- → Define access permissions for store managers.

Goals:

- → Manage customer journey and each connection with brand;
- → Provide Stores and managers with what is needed to provide the best experience to customers

Frustrations:

→ Providing technology to stores to enhance the brand experience while re-training staff due to turn over

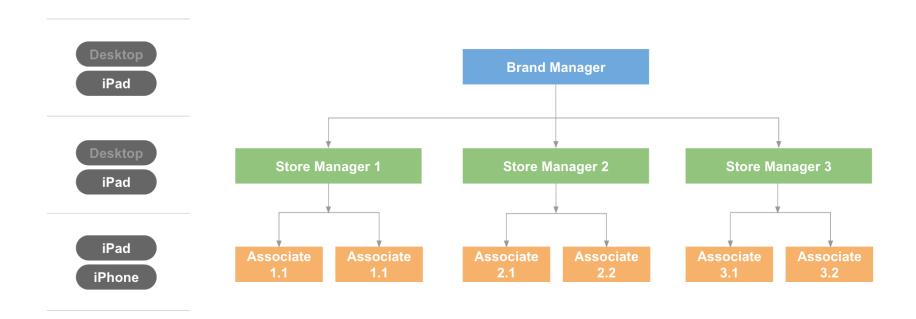
User Research: Personas

This is the type of applications that has very specific target users, it is very important to list their tasks, their goals, their struggles and their needs.

Schedulr app serves three primary user groups (sales associates, store managers and brand managers) related by business hierarchy.

User role hierarchy

This document aims to show the hierarchical structure that organize the user groups



User Research : Role hierarchy

Each user group has specific appointment-related tasks, goals and frustrations. The three groups are going to use the same application, with different access to the features. Therefor, they have similar tasks and needs (such as accessing the customer information)

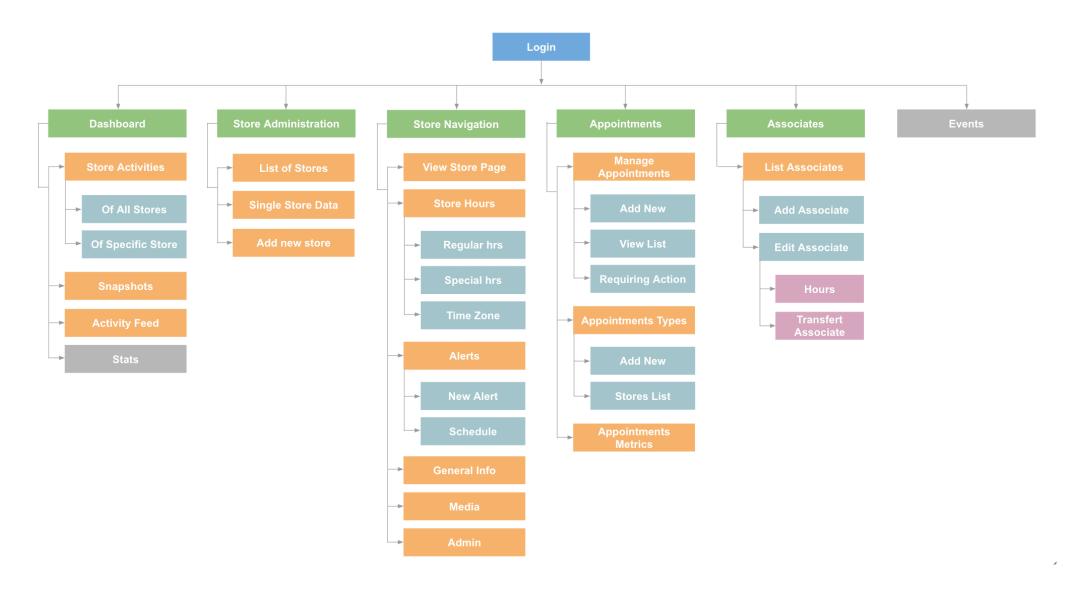
Red Route Analysis

Daily Use	View appt metrics	Add new apptAssign appt to associates	Monitor appt. ActivitiesView customer details	View apptsView customer details
Weekly Use	Compare store perf	Monitor Associate perf	Search Associate	
Monthly Use		 View/Edit appts types New store alert Schedule store alerts 		View store details
Rare Use	Add new store Add new appt. Type Transfert associates		View associate profile	
	Used by Few	Used by Some	Used by Many	Used by Everyone

Red Route Analysis

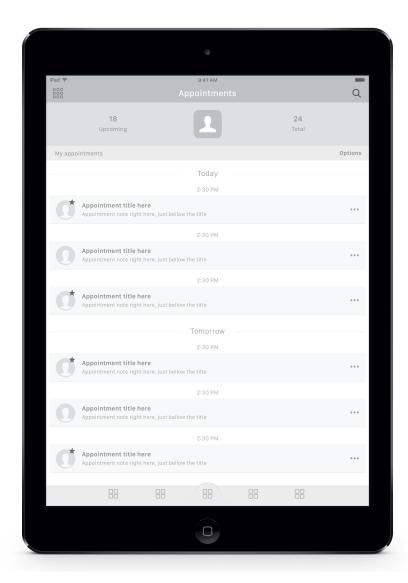
Red Route Analysis prioritize the user experience for common tasks, so the ones used frequently by most users could be easily accomplished.

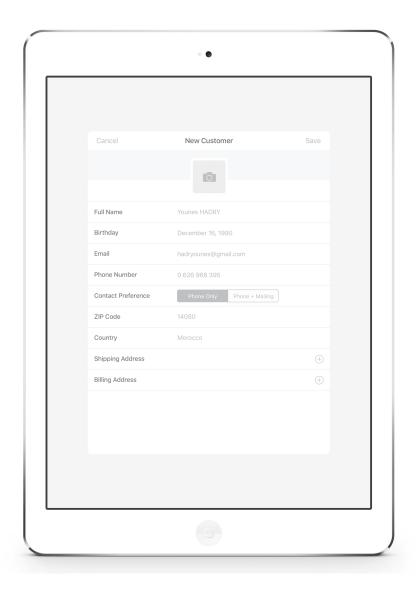
1



Information Architecture

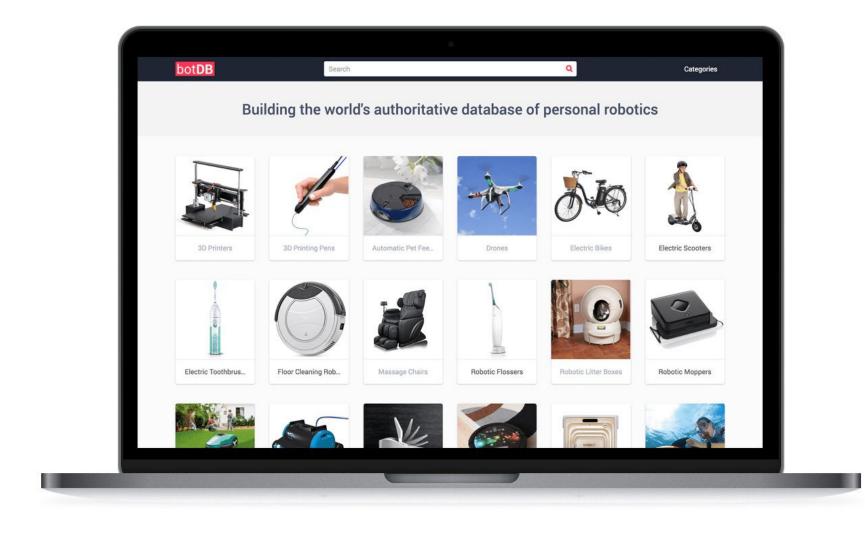
Build a map of application for each user type from the project specifications and user data that was gathered during User research phase. After confirming each user type's features, this general map was created as the first diagram of the application.





Mid-fidelity mockups

Craft mid-fidelity mockups based on IOS10 GUI and following IOS best practices to design a solid base that could support future iterations. At this step, it's important to use physical device to test and confirm each UI component in order to make good design decisions.



Date

June 2016

Scope

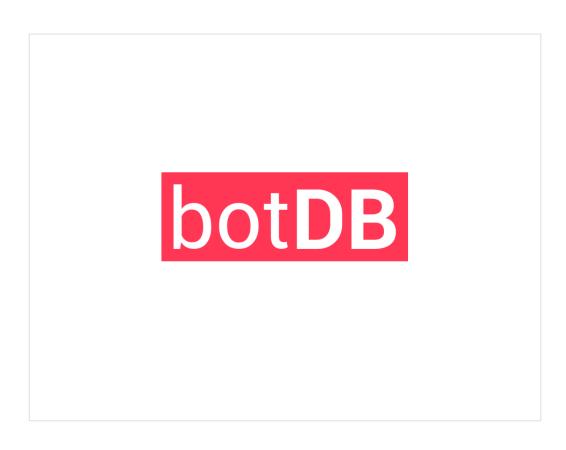
Design and code a highly-converting flexible mobile-first UI that adapt to every product category of the database, the current and future ones.

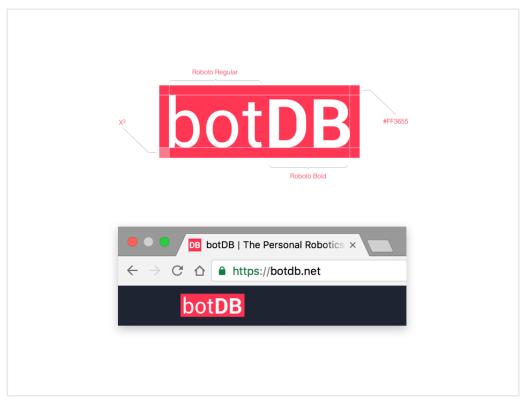
Platform

Web / Mobile

What I did

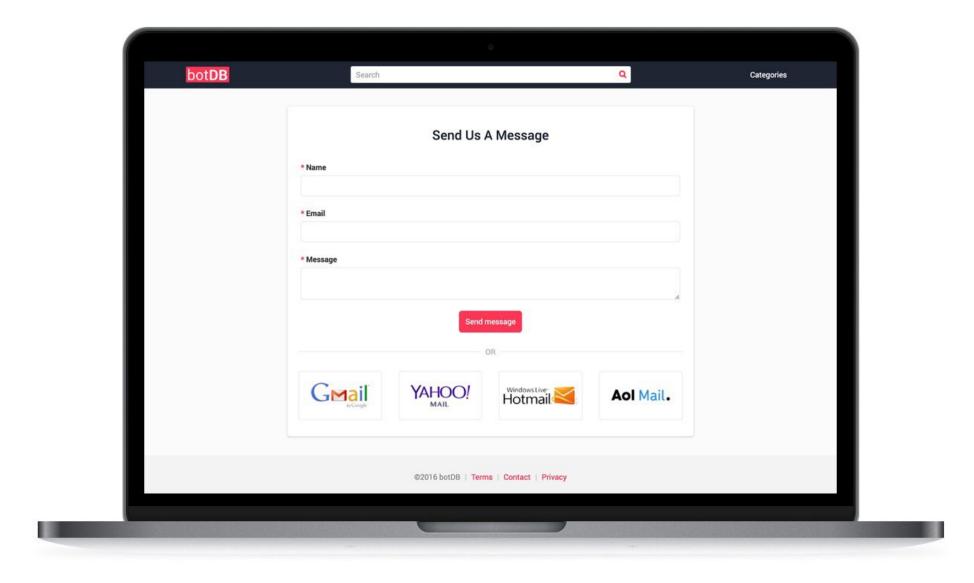
Branding, UX Design, UI Design, Frontend development, Conversion Optimization.





Branding

The goal was to design the simplest logotype possible using the primary UI color (magenta) and "BOTDB" name. Deliverables were the logo (complet and minified versions), favicons, brand guidelines, Youtube channel art and icon.

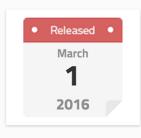


UX Design

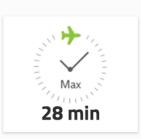
I used Lean UX methodology to produce prototypes progressively and iteratively with constant feedback from my client, while performing intensive and simultaneous device and A/B testing to boost the lead conversion rate.

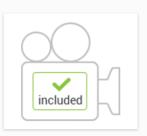
A Look At The Phantom 4



























UI Design & Development

I am a designer who loves to code, my skills make me capable to provide the **Design in Browser** option for my clients when it's needed, especially when the final product is responsive. So most of this UI design process has been performed in the browser. But not completely, I used Photoshop and Sketch to create a comprehensive style for botDB and to craft some prototypes before their implementation.

THANK YOU VERY MUCH

More projects at **dribbble.com/hadry**Learn more about me at **youneshadry.com**+212 6 26 96 83 95