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My Portfolio

Bryan A.
Azimoh



UX/UI DESIGNER &
Software Engineer

[@Bryan_Awele_Azimoh](#)

Part 1

Interaction Design



Part 2

A p p

01

WeHop Interactive Jump Tiles

[Product's Web Page](#)

weHop is a game platform based on a grid of interactive hexagon tiles. By browsing through the games in the game display, players can pick between fun and exciting different games to play on the weHop grid. weHop is a potpourri of classical hopscotch, Twister, Just Dance and lots of physically and mentally challenging games such as memorization games, arithmetic games, musical chairs and many, many more.

The tiles are physically interactive: they react to interaction in the form of steps and jumps, and return auditory, visual and tactile feedback. The players play the games by interacting with the grid.

Prototype description

A grid with 7 functioning tiles and with 2 functioning single-player games, freeHop and HopAttack were successfully developed. In freeHop the user interacts freely with the grid until exhaustion, and gets a summary of how many jumps they did in what timeframe at the end of the game. HopAttack is inspired by Whac-A-Mole, where the user has to jump to the lit up tiles within 30 seconds. The tiles are designed to be modular, meaning that they can be connected and disconnected and rearranged freely. This allows the grid to be versatile in tile grid configuration and expandable. A multitude of various games could be coded and implemented to the platform. Although only two single-player games were implemented, the platform supports the development of future games through Arduino code, both singleplayer and multiplayer



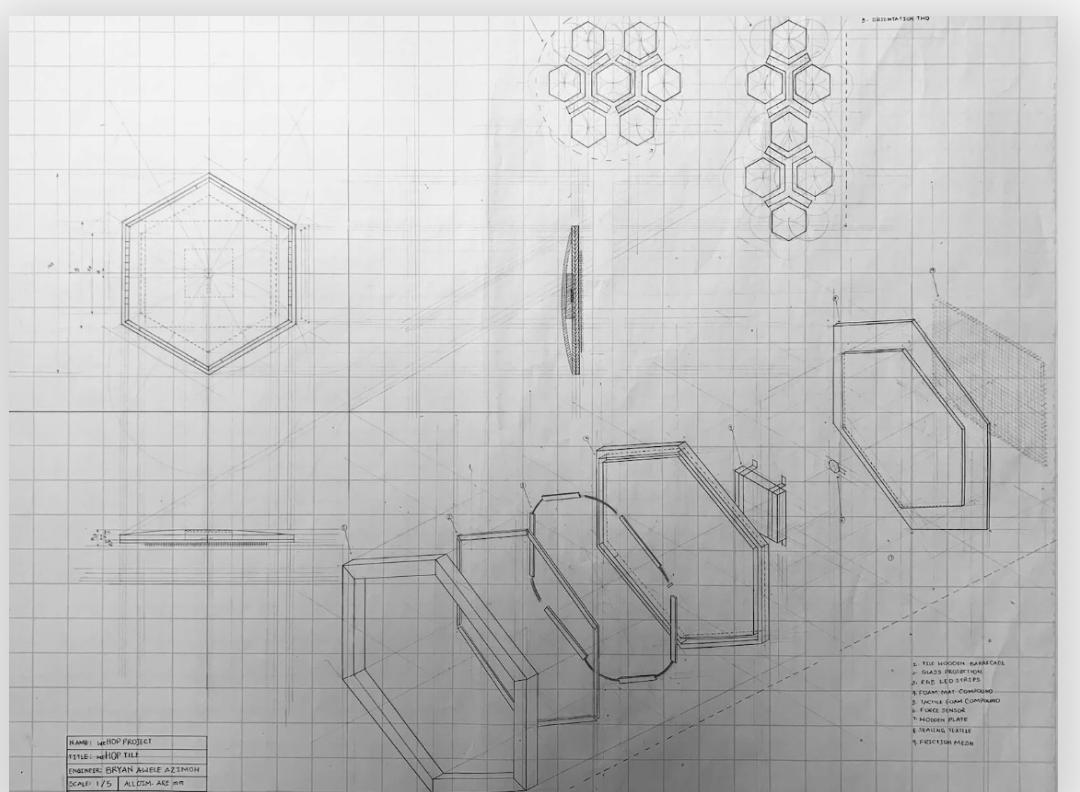
Unity UI



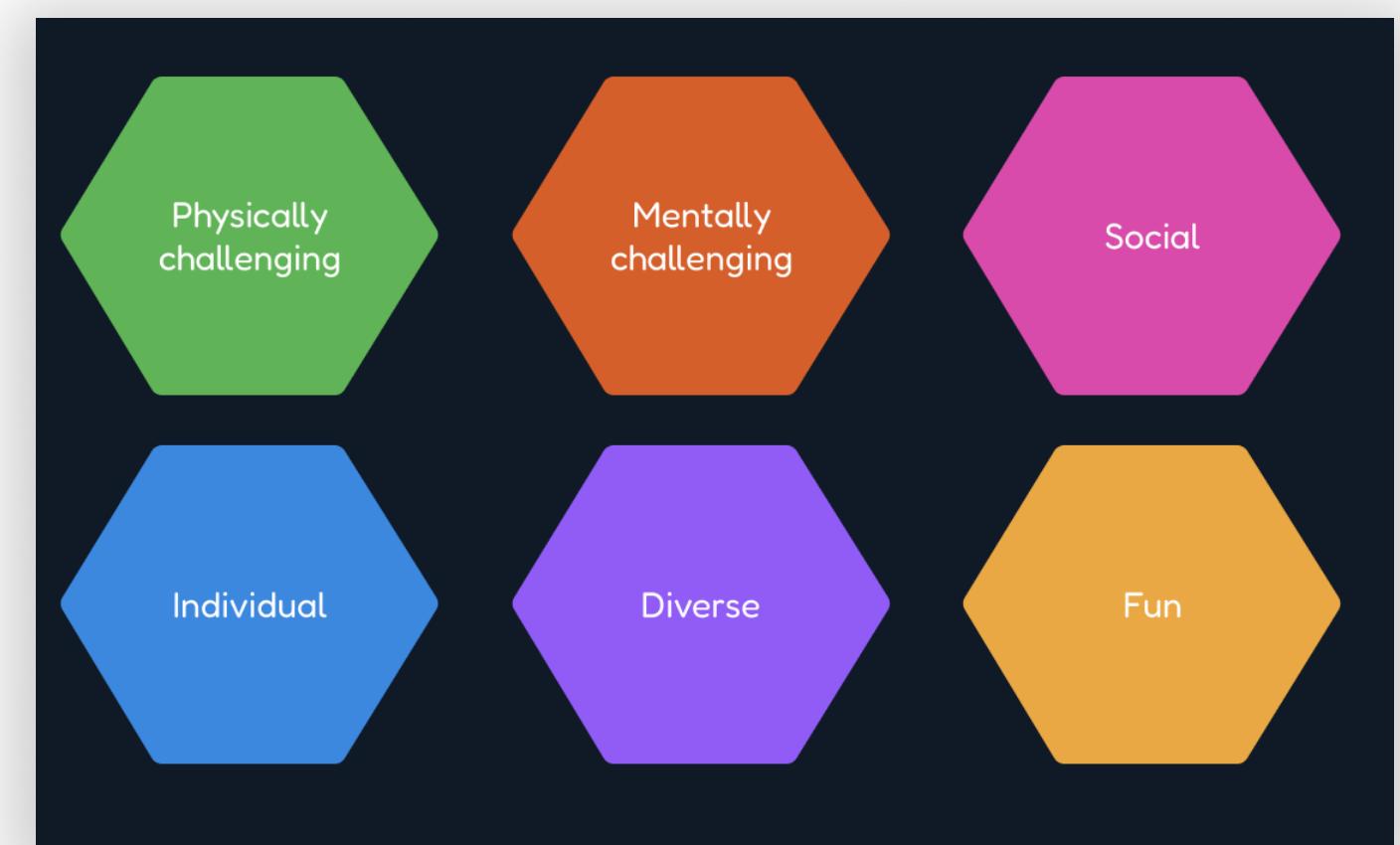
Jump Tiles



Tiles being interacted with in a different orientation



Isometric & Orthographic projection
(Patent)



WeHop goals Achieved

02

HybridWiz A Digital Tool To Facilitate Hybrid Work

Hybrid work which is flexible work model that supports a blend of in office and remote working is becoming more popular due to the advent of the pandemic and many benefits from remote working. This raises new challenges regarding how work is planned to ensure productivity.

App Features

- User Dashboard

The dashboard view is the default page a user sees after a successful login to the application. It provides viewers with an overview of stats like the current population density at the office, number of available desks.

- Calendar & Schedule synchronization

In a hybrid work model , it is important for users to be able to plan the days that they would be present at the office. Therefore, HybridWiz provides this functionality, and also it allows users to synchronize schedules with that of their team members or any desired colleagues in particular.

- Desk-booking system

This provides user's with the functionality to quickly find and book a desired desk or room in an office space.



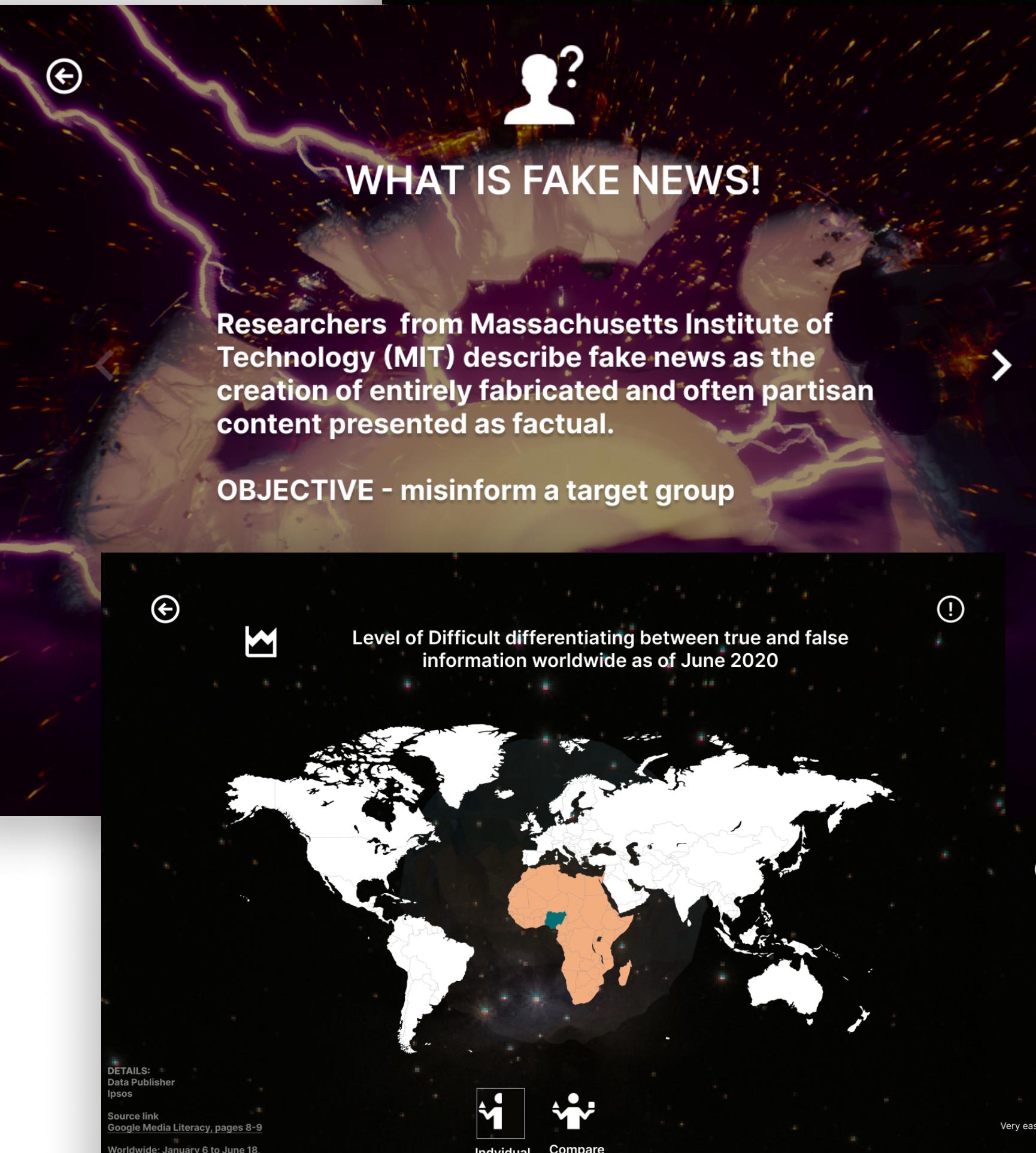
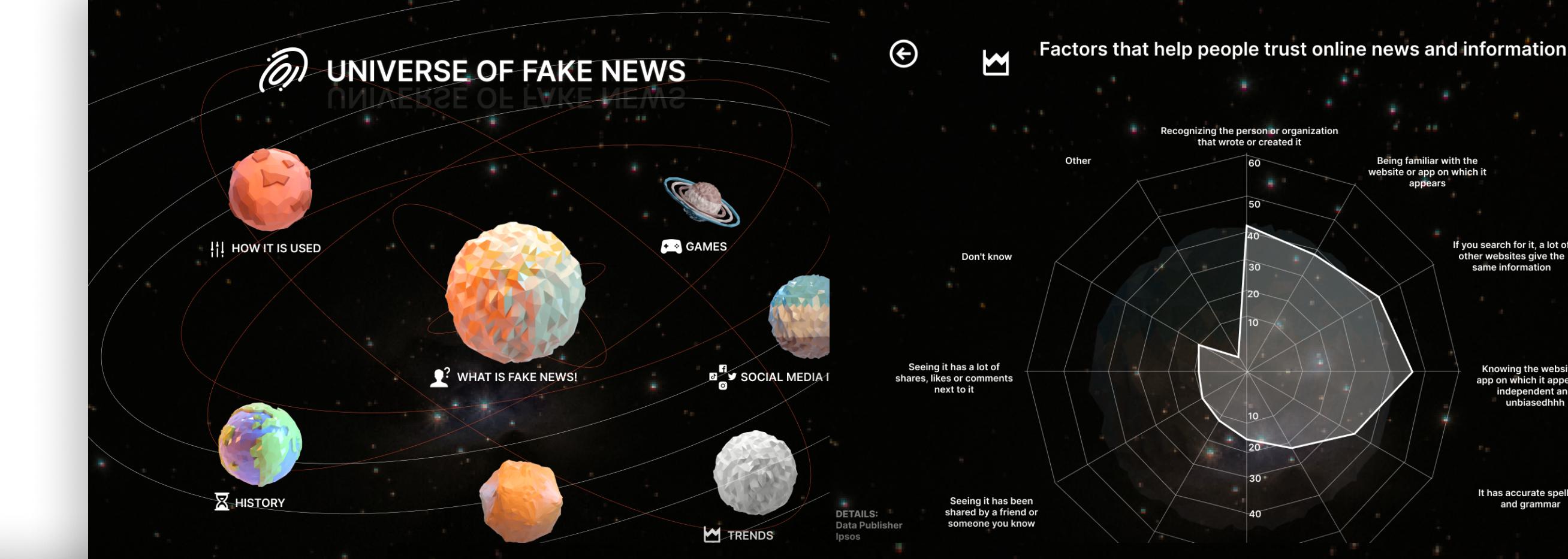
03

Universe Of Fake News

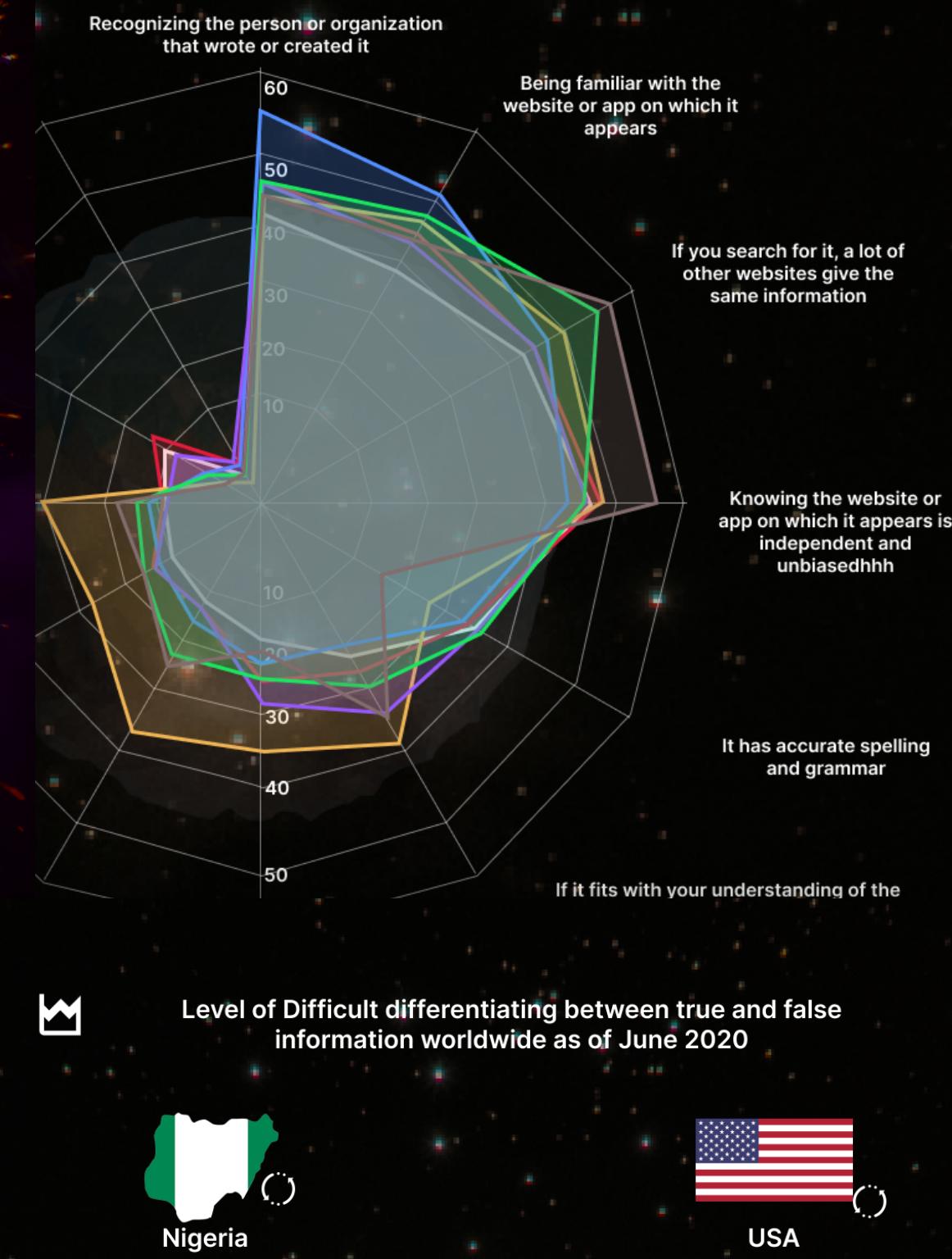
Designing An Interactive Information Visualization Platform To Facilitate Lectures And Workshops Used For Teaching Kids Between The Ages 13-15 About Fake News.

The goal of the Information-visualization was to not just bombard the children with information on fake news, but to create a graphical interactive platform to help the children potentially understand 'fake news' and its consequences, and to work as a tool to support and provoke further investigation, therefore facilitating acquisition of in-depth knowledge on the topic.

- Design Theme - Solar System
- Seven parameters: 'What is Fake news?', 'History of Fake News', 'Popular figures in Fake news', 'Trends', 'How fake news is used', 'Social media Influence', and 'Games on Fake News'. Which are channels that represent small pieces to help you see and understand the bigger picture of the topic - Fake news.
- Lecture-slides presentation style format, containing information that introduces the user to the world of fake news
- Use of Radar chart to visualize multivariate data
- Map Visualization of data showing people's perception of the difficulty of differentiating between true and false information worldwide



Important factors in helping consumers trust that news and information is true in selected countries worldwide as of June 2020



04

Lets Meet Tinder Extension

Have ever matched with someone on tinder, had a nice conversation, but then end-up having difficulty in planning a nice activity or place to meet? Well you are in luck because I present to **Lets Meet** tinder in app extension that provides users with simple data on good meetings spots/activities based on the matched preferences of the users.

- Makes planning activities easier
- Provides verified outdoor locations to ensure safe meeting places
- Unobtrusive design
- An in app extension, so it's easy to use and return to the main tinder chat



The image displays the Lets Meet Tinder Extension interface across four screens:

- Tinder Message Screen:** Shows a conversation with a user named Lisa. Lisa's messages include "Hi. How r u doin today?" and "Good I've had a good day. Was waiting for u to write! Maybe its about time we take this from Tinder to meeting irl". The user has a "Let's meet" button in their message bubble.
- Filter Screen:** A modal overlay titled "Filter" with a red fire icon. It allows users to filter activities by Type (Sports, Outdoor, Indoor, Dinner, Drinks, Classes, Games, Art, Music, Food, Health, Dance), Price (\$, \$\$, \$\$\$, \$\$\$\$, \$\$\$\$), Mood (Cozy, Happy, Social, Romantic, Energized), and Maximum distance (10 km). Buttons for "Clear" and "Apply" are at the bottom.
- You liked Screen:** A list of activities the user has liked:
 - Dinner and quiz at Hops
 - Shuffleboard
 - Visit a museum
- Detailed Activity Screen:** A modal for "Dinner and quiz at Hops". It shows a photo of a dinner table, information about the activity, and a "Send back to your match" button. It also notes "Nour sent you these suggestions of activities through Let's meet:" followed by a list of activities: Dinner and quiz at Hops, Shuffleboard, and Visit a museum.

05

Light Rig Control

Skeuomorphism design inspired by Akai MPC300

The system's UI has been designed to help lightning designers set up different components of a light show in advance before music performance.

- Designed for tablet platforms
- Facilitates a board like interaction
- Simple and intuitive actions
- Light & Flexible
- Supports gesture controls
- Haptic feedback
- Autosave
- Mode-less feedback

