**Recruiter App**

2016. Mobile App. UX. Prototyping

Recruiter app is designed for recruiters to do recruit activities on the go, making their recruiting experience more seamless. They can easily post jobs, check applicants and reach out to applicants easily through this app.

At the beginning phase, we sent out surveys to learn how many people actually use mobile apps to conduct recruiting activities. The feedback told us people are strongly interested to see new applicants, share applicants and reach out to applicants through their mobile devices. Based on these demand. We started to decide the MVP of this project and I started to create wires for the app.

Below is the user flow for the first phase’s MVP.

<Insert flow chart>

Below is the screenshots of the app. And the app is now available in both app store/Google Play to download.

<Insert the mock>

**Advocate Dashboard**

2016. Website. UX. Prototyping

The problem

Advocate is a website service built for schools admins to be alert of on campus security events and deal with students involved. There are many types of admins in the system, while the current system’s dashboard shows very general information, not relevant to any type of role. Thus we wanted to redesign it to be more usable for all users and customize it to be relevant to specific types of users.

Method

1. Survey

The 1st round research we used survey to ask their current usage of current dashboard and wish list for dashboard features.

2. 1st round Interview

In order to learn more about the users’ daily routine of using Advocate and provide shortcut from dashboard, we selected 6 admins from different universities to do user interviews. From this interview we learnt:

* All users check new issues and issues assigned to them first
* All users check their calendars to see to-dos that due today
* All users like to use recent items
* Some users want to see a summary analytics of history data

Based on these feedbacks, I generated the initial prototype and reviewed internally with our design/development team.

3. 2nd round interview

To make sure things meet people’s expectation, we scheduled this 2nd round interview with the same set of users from 1st round interview. All users feel the new dashboard is quite useful to them and they all commented on some details about rearrange things based on relevancy. Based on these, I refined prototype and our team is confident to start implement the new dashboard.

Below is the final solution

**Goodnight**

This is an app designed to help people have a good sleep in white noise and set alarm of awaking time. In this design, I was mainly responsible for initial sketch, and high-fidelity mockups.

Here are some of the sketches: <insert pic>

Here are the mocks: <insert pic>

**Swipe Right**

Swipe right was a mobile app designed and implemented in 24 hours in Symplicity’s hackathon competition. In the 24 hours, I was the ideal initiator and also responsible for the user flow design and UI.

The problem and solution

The mobile engagement is quite low in the current student apps and employer apps. So I came up with this idea to raise the engagement. The app utilized swiping right/left gesture to quickly sort content into like/dislike in the job-hunting area. The app has two groups of target users: active job seekers and recruiters. For active job seekers, they can swipe right to like job and swipe left to dislike. For recruiters, they can swipe right to like an applicant and swipe left to dislike it. It’s a quick way for them to sort out content on the go.

Here are some mocks for it: <insert pic>

**SympLink**

Symplink was a web app designed and implemented in 24 hours in Symplicity’s hackathon competition and won the 2nd prize. In the 24 hours, I was responsible for designing user flow with prototypes.

The problem and solution

Symplicity has many high education products, but each one was isolate, students need to login to each one to see updates. So solve this problem, we came up with this central notification center. Students only need to login once and see all the updates here and filter if needed. They can also easily access to the relevant app through each notification if needed.

Here are the wires created:

**Safe and Sound**

Safe and sound was an app designed and implemented in 24 hours in AT&T’s Hackathon Competition and won the 2nd prize. I was responsible for the UX/UI design for this competition.

The problem and solution:

When people are in dangerous situation, there’s no way for police to quickly locate them and deal with the cases. So we utilized the Bluetooth in mobile phones to let people report their situation and let police quickly locate the incidence and take actions.

Below are mocks for both target user groups:

**Antidote**

Antidote was a 1-week competition hosted by 18F. In this project, I was responsible for UX and UI design. My work included utilizing surveys and interviews to get initial requirement, generate prototypes and deliver final prototypes based on usability tests, create high-fidelity mockups and quality assurance the final implementation. Due to a bunch of reasons we didn’t get the prize but in this project we’ve all experienced very agile and fun teamwork.

The problem

The problem raised by 18F is to use FDA’s medication data to present the data in a meaningful way.

The progress

1. Look at the FDA’s database together and analyze what data we have;
2. All team members sketch in 15 minutes and vote for the best;
3. Create surveys to get people’s demand;
4. Pick target users to interview;
5. Generate prototype;
6. User test with the people interviewed to see if meet their expectation;
7. In the meantime review within team to get feedback;
8. Iterate prototype based on feedback from both sides;
9. Confirm prototype with testers and team and finalize version;
10. Deliver to dev team and start to create mockups.

The solution

Based on the database and interview with people. We finally landed on designing a website that provides medication data for patients to view the medication information and add their review to it, like a medication yelp.

Below are the prototypes and mockups: <insert pics>