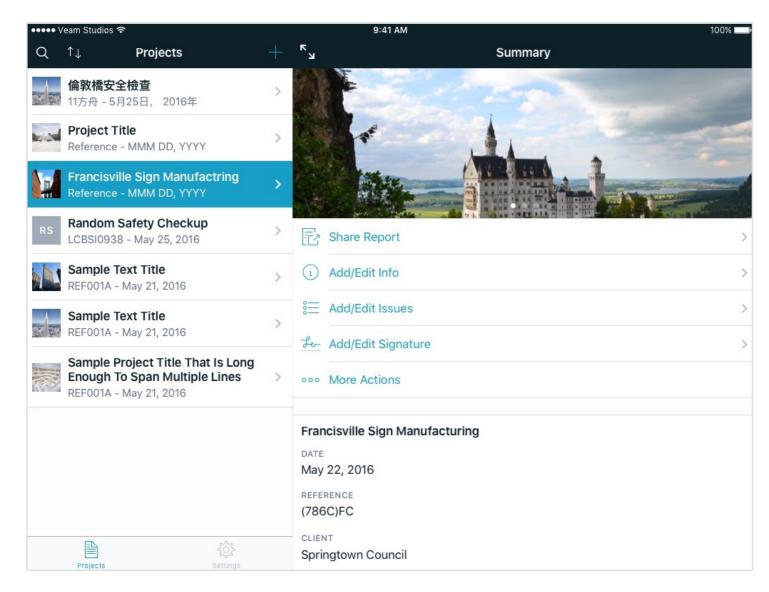
### Joe Cooper - Selected Works

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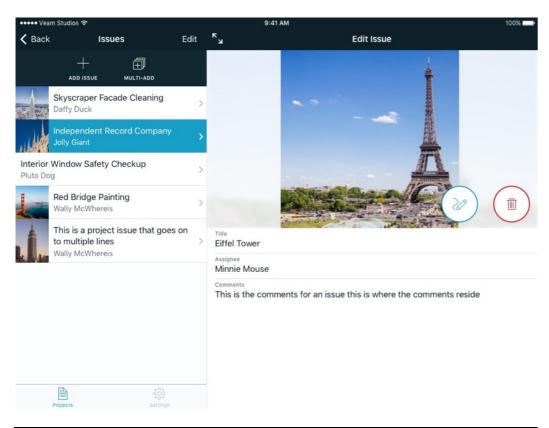


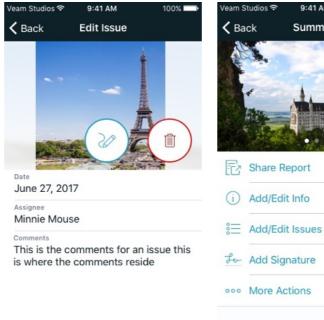
### Site Audit Pro

### **PLATFORM**

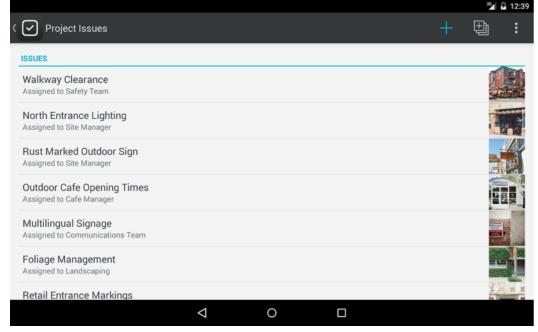
iOS, Android

- Develop a product already in use by thousands of professionals for essential daily work.
- Maintain a focus on developing a user-focused design whilst adding new features and meeting business goals, all working within very limited budgets.
- Work as the sole designer handling all aspects of concept generation, design development, implementation and maintenance for a popular Business-to-Consumer app.





I worked on Site Audit Pro through many iterations, adding features and improving user experience from iOS 4 to iOS 10, as well as extending to Android.



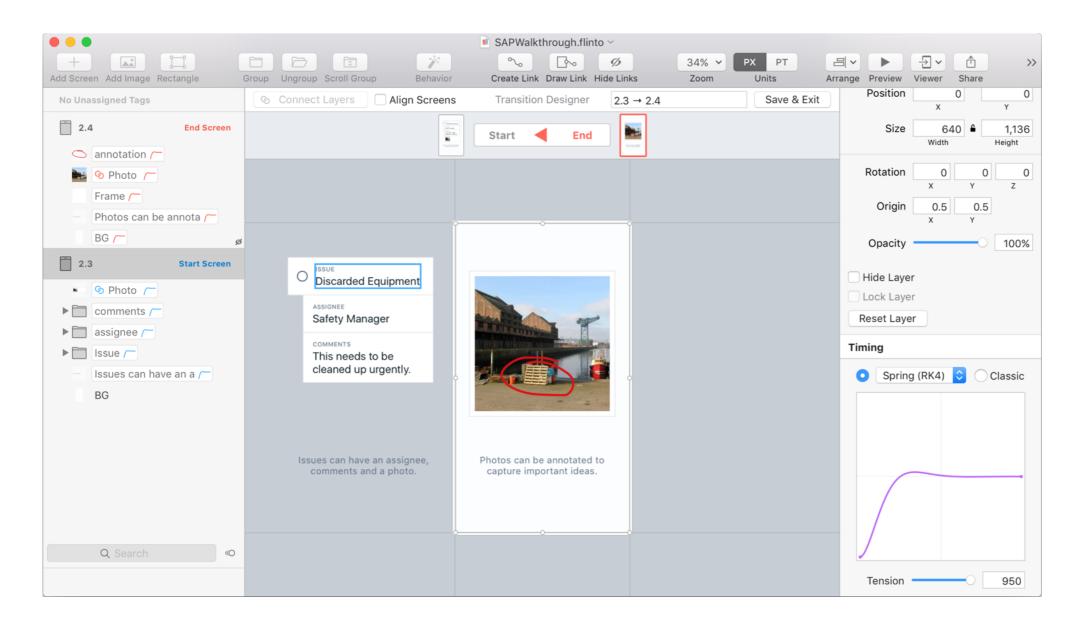




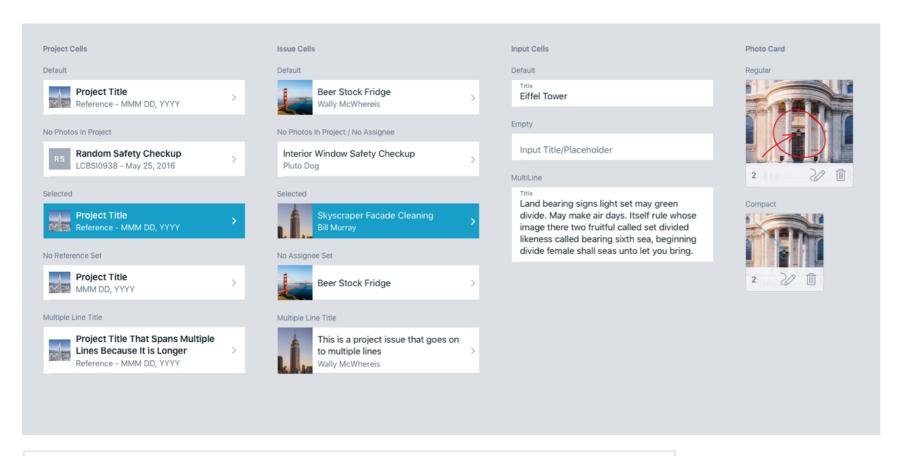
Francisville Sign Manufacturing

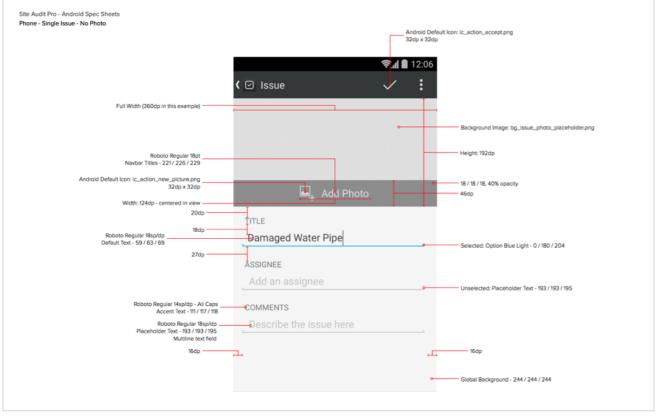
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Summary

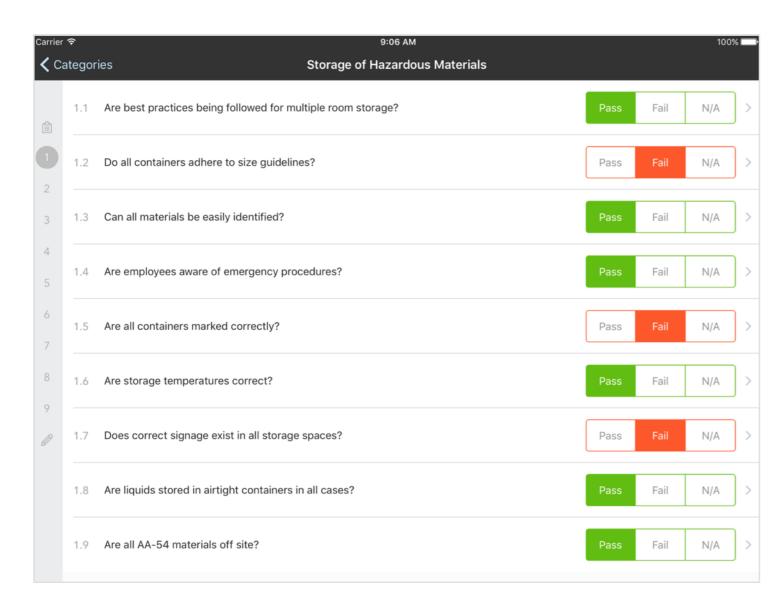


Prototypes were delivered at each stage to test new features for usability and discussion with developers.





Assets were delivered to developers, but this was not the end of my role. It is important that the role of UX design does not end with asset handover, the UX designer should be constantly evaluating, studying and working with the entire product team.



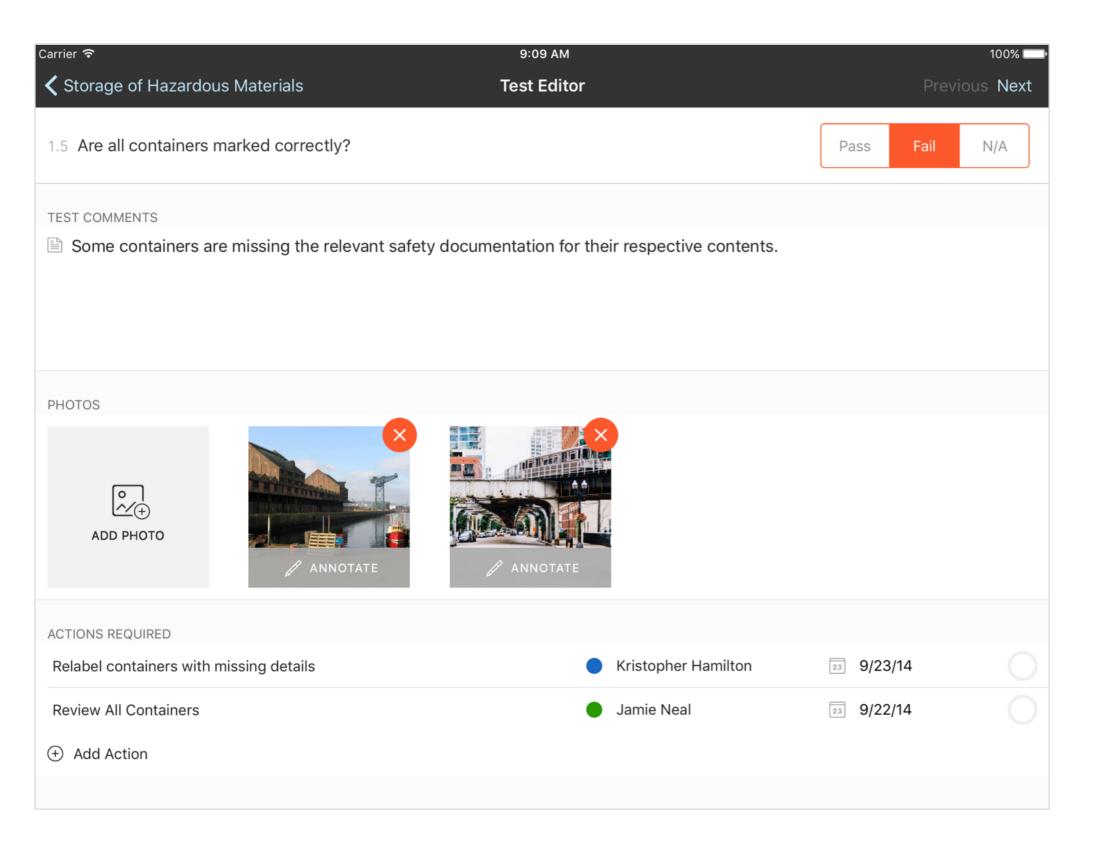
# CHECKLIST INSPECTQR

## Checklist Inspector

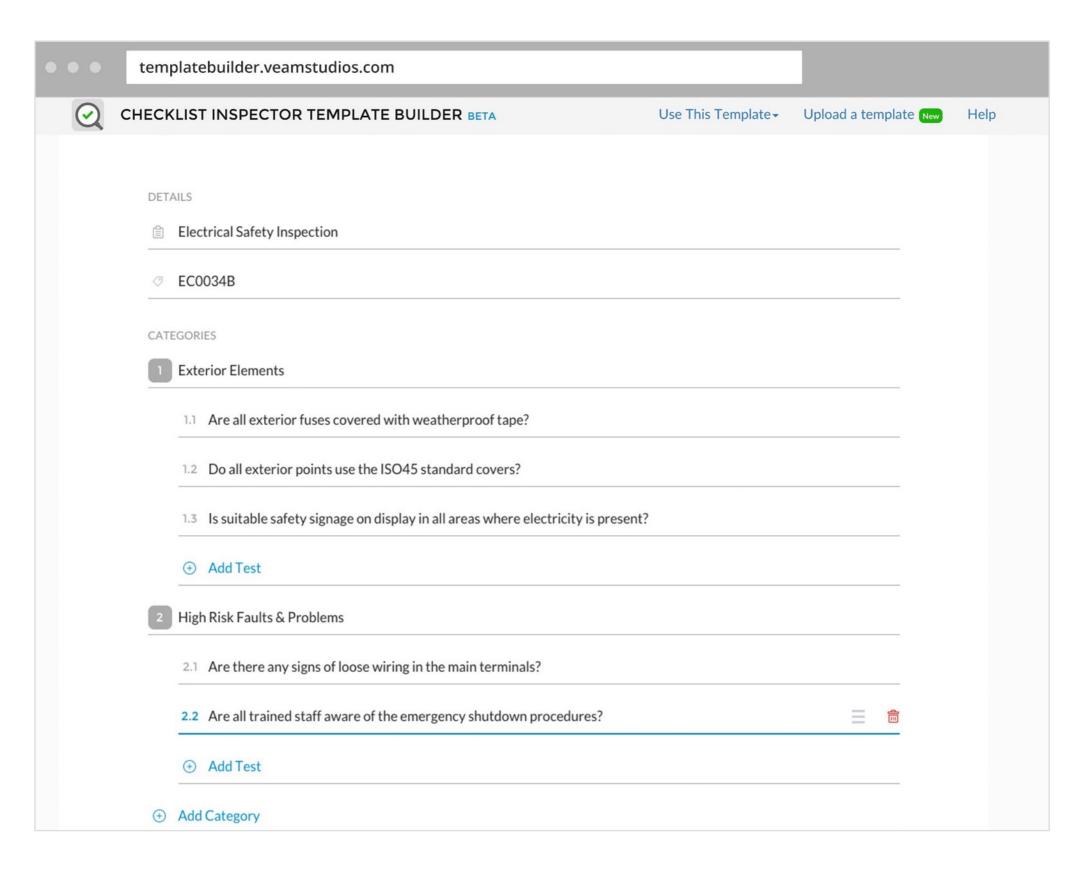
### **PLATFORM**

iOS, Web

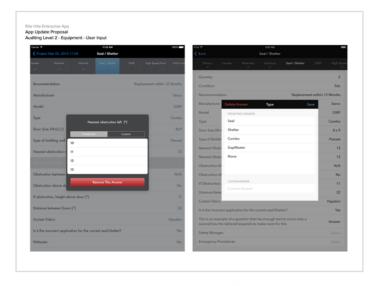
- Develop a new product to meet market needs.
- Champion user-focused design principles from initial idea generation through to implementation.
- Understand user feedback, developing interfaces and integrating new products and features.
- Constantly evaluate product against user experience principles and business goals.



Creating interfaces that enabled varied user input was a challenge and a valuable learning experience.



User feedback and research indicated a need for a web based manager, which I designed and developed using HTML, CSS, PHP and JS.















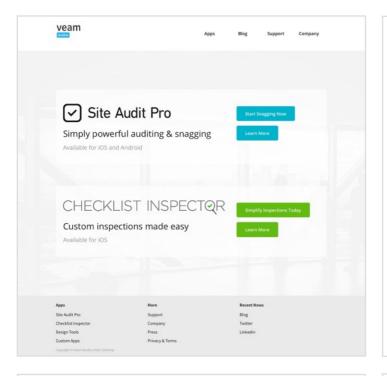


## **Client Projects**

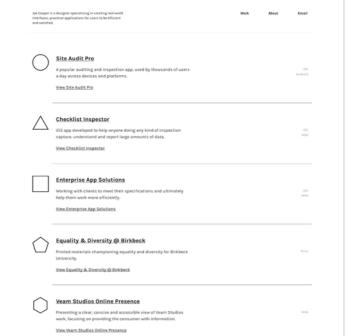
### **PLATFORM**

iOS, Android, Web, Desktop

- Championing user experience throughout the entire development process, explaining importance of quality user experience to clients and managers.
- Understanding client needs and translating these into design specifications.
- Presenting user workflows, wireframes and mockups to clients, responding to feedback appropriately.









## Web Projects

### **PLATFORM**

Web

- Designing and building consistent, responsive user experiences across all devices.
- Understanding and working with web technologies, realising the limitations and how this affects the user experience.

### Thank you for your time.

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