



Jonah Quist

UX Portfolio

Selected Works

Improving Bus Waiting Experience

User Research | Sept 2021 - Dec 2021

Undertook an end-to-end research project to improve the experience of waiting for the bus: identified design and research questions, planned and organized qualitative and quantitative data collection, and produced several actionable results

Project was designed to answer the question:
How can we improve the experience of waiting for the bus on campus?

Leveraged Varied Research Methods:

- Field study observations
- One-on-one interviews
- Digital confidential survey

Analyzed Step by Step and Produced Results:

- Fully documented and recorded
- Created affinity analyses
- Graphed survey data
- Produced three final actionable recommendations

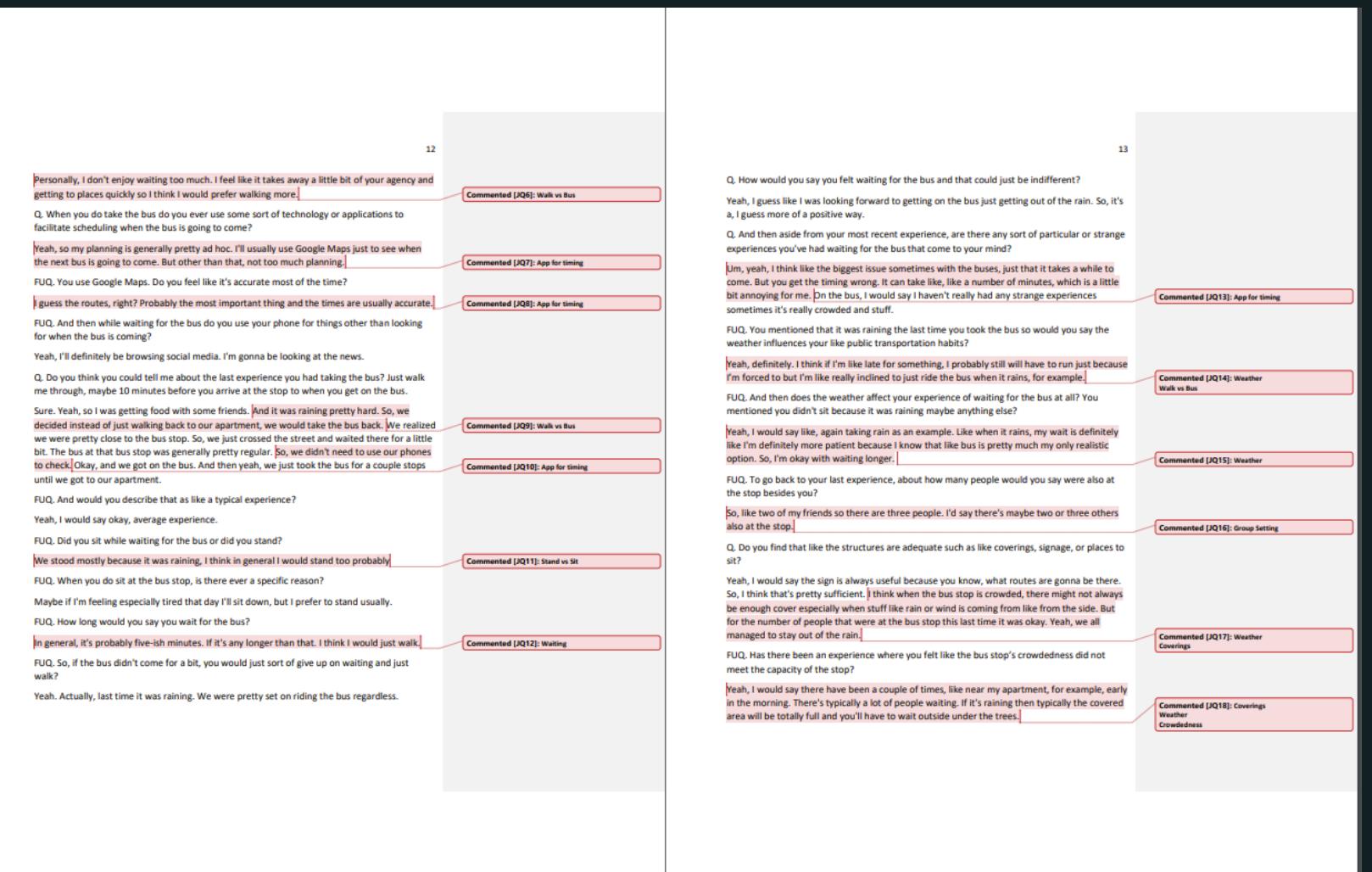
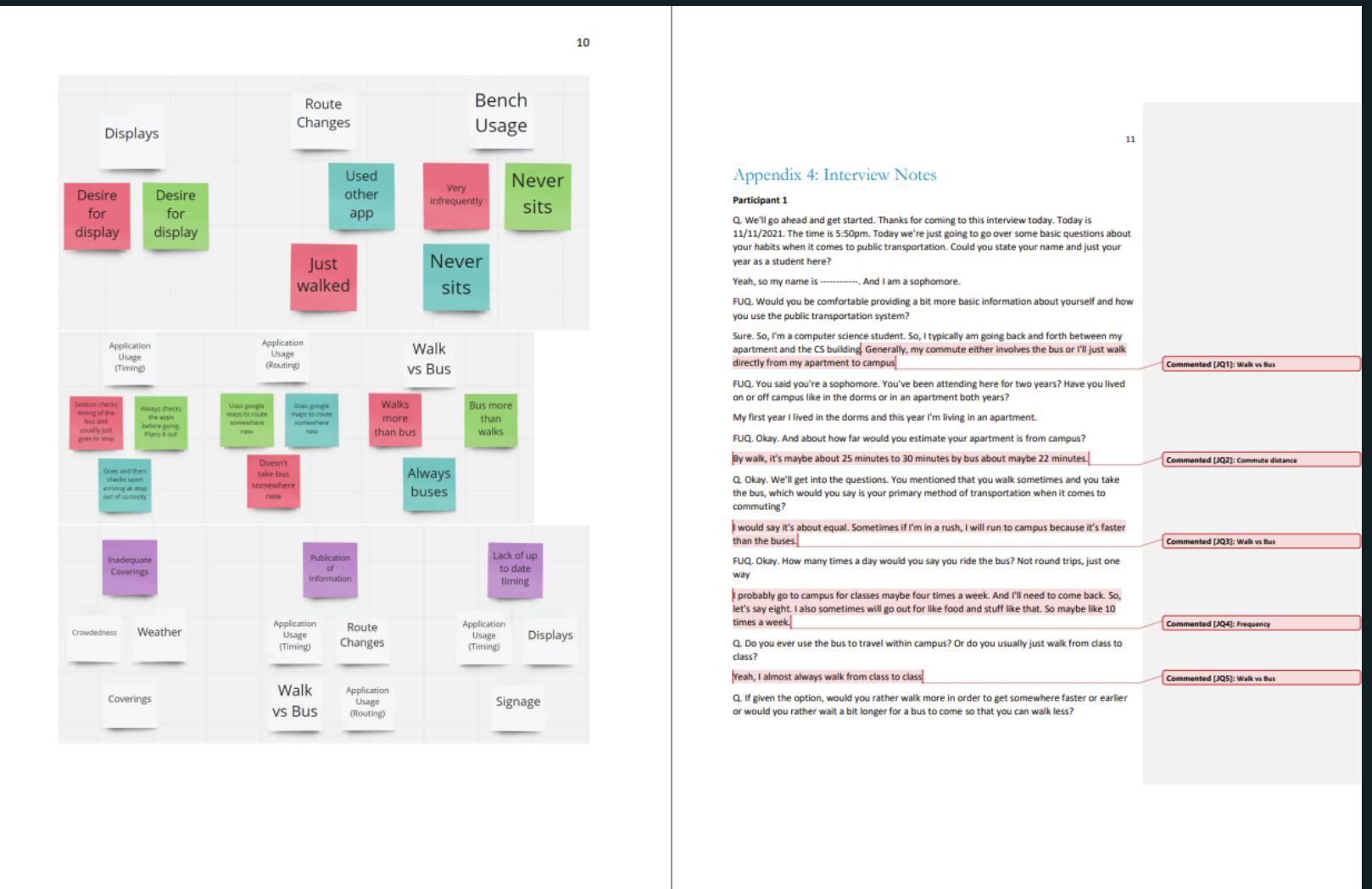
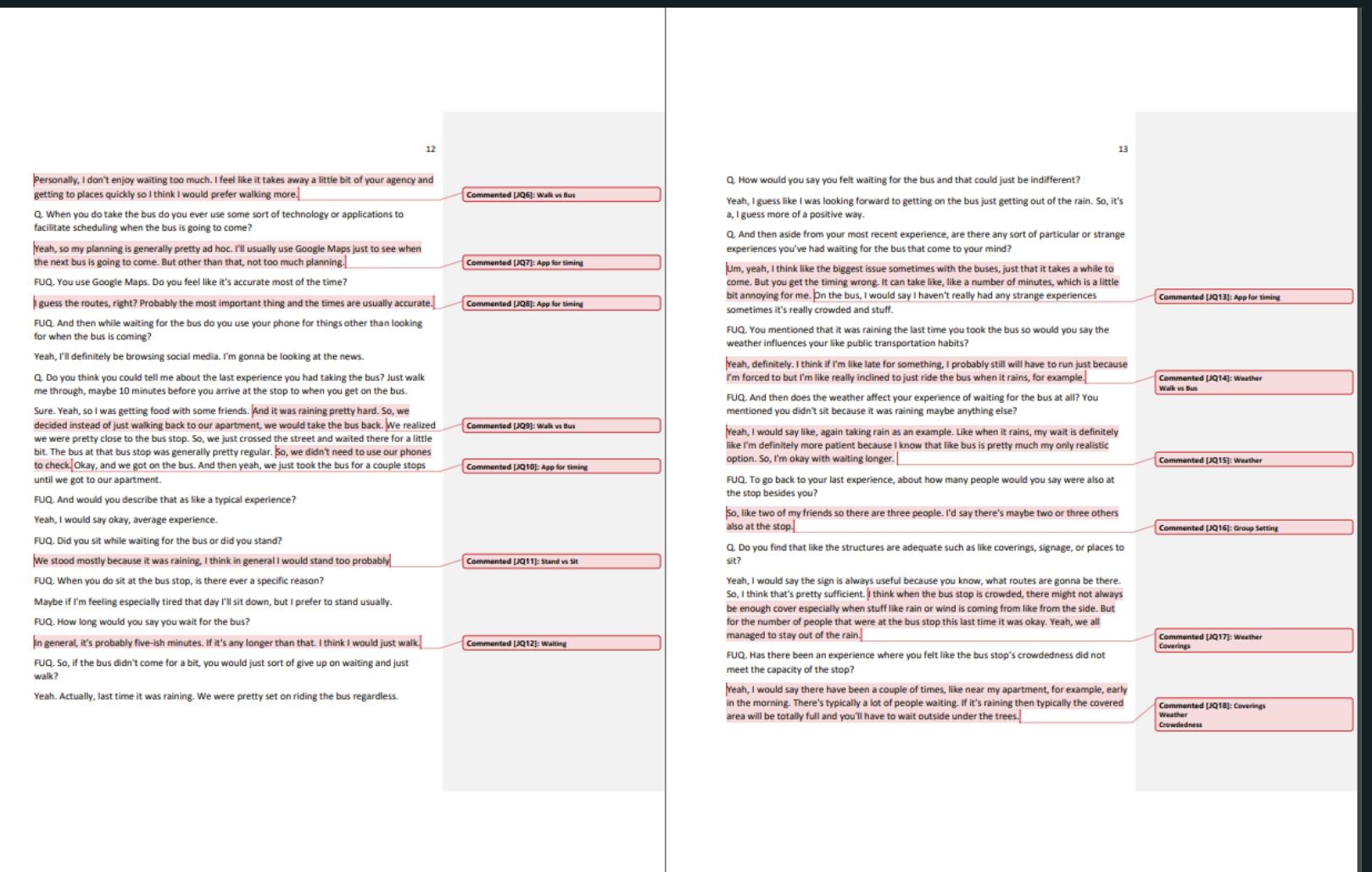
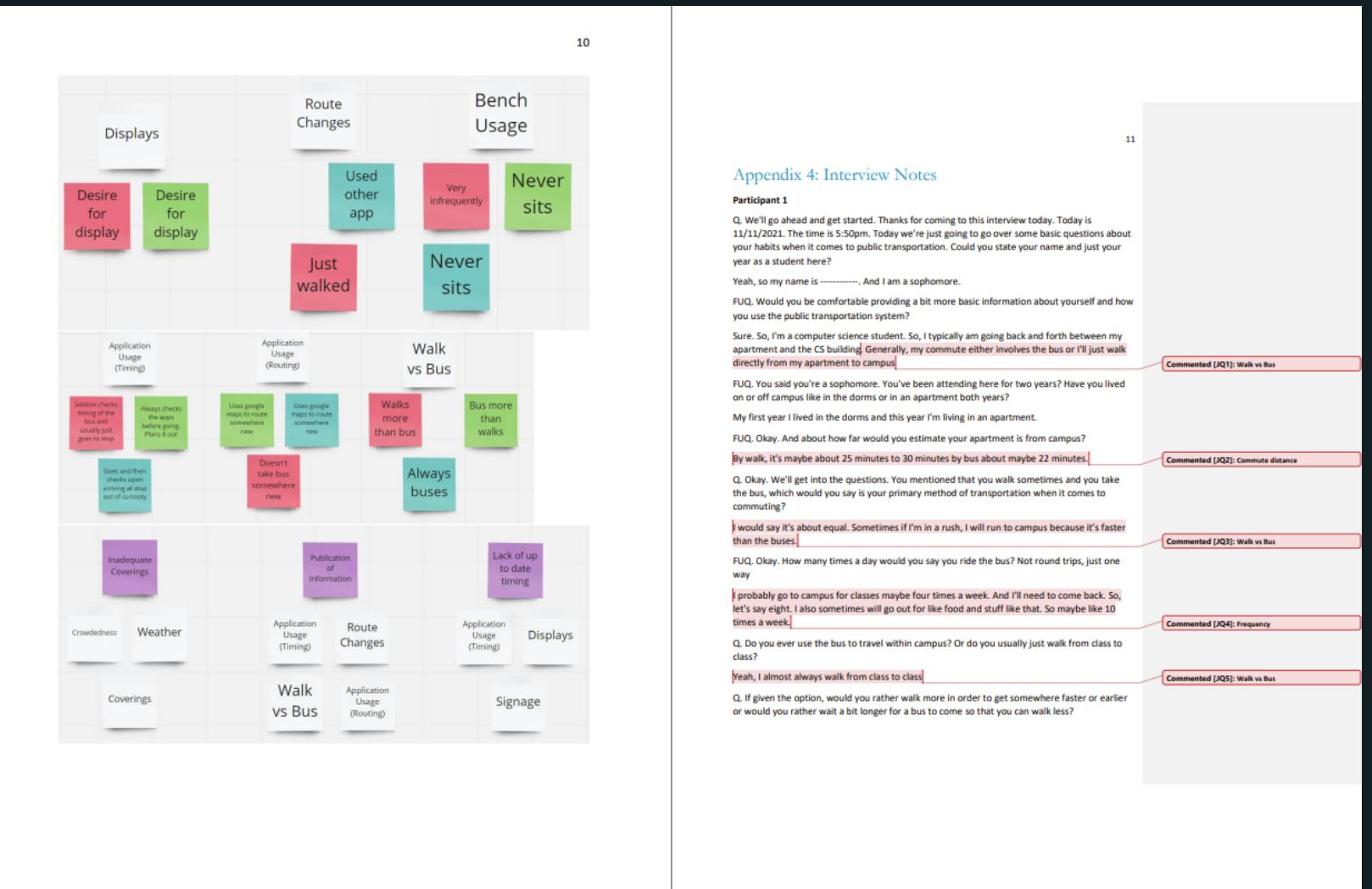


Sample of detailed affinity analysis. See more in full report linked at end

Compiled each data collection type into three separate top line reports

Fully documented including introductions, context, methodology, data analysis, recommendations, and appendixes

[Combined Plans] [Combined Report]
[Survey Presentation]



Sample of Thematic Analysis, transcribed interviews, and subsequent notes

MigraineBuddy Redesign

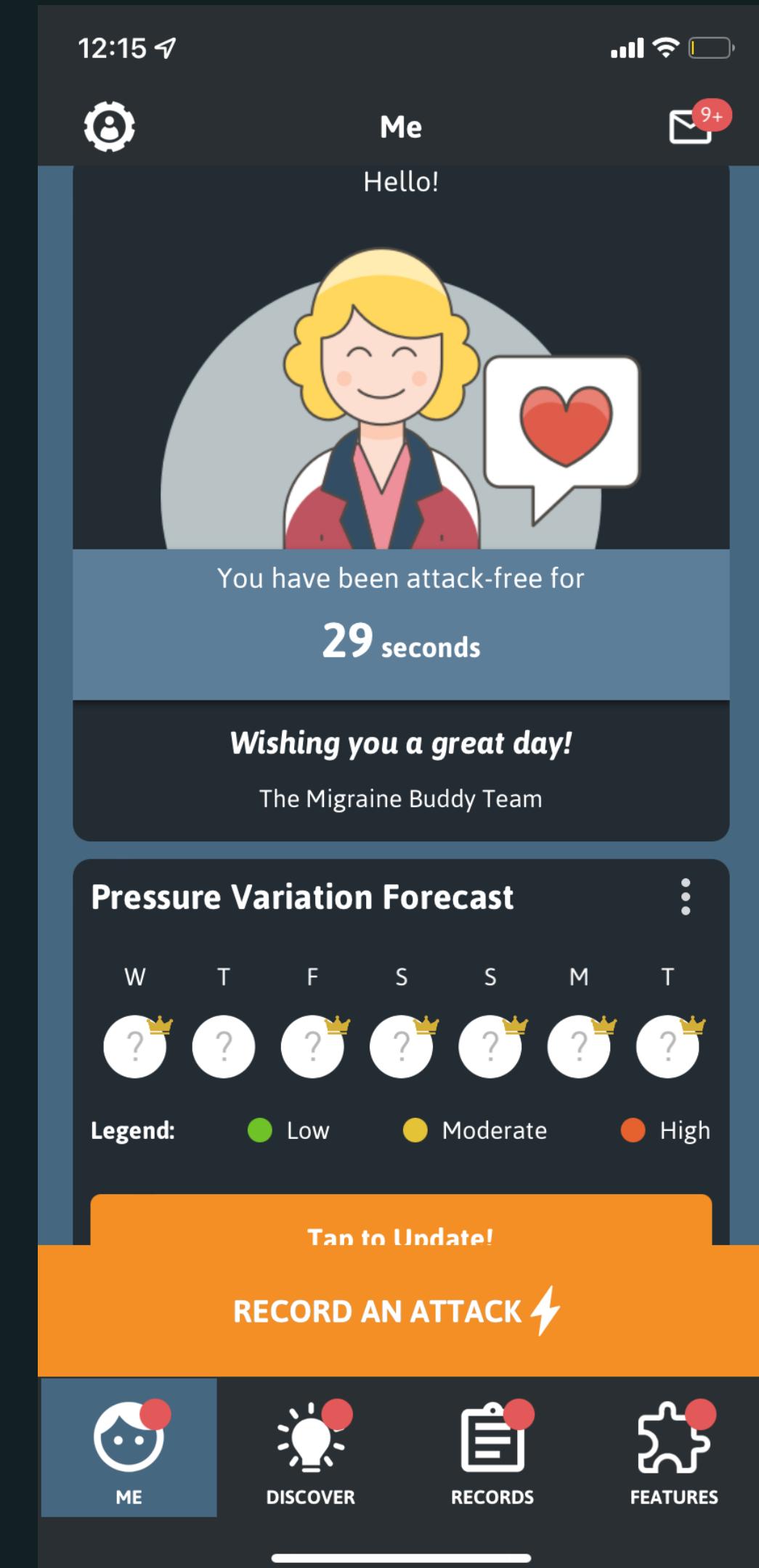
Migraine Tracking App | Nov 2021 - Jan 2022

A personal project aimed at improving the design and usability of a popular app used to track and log chronic migraines

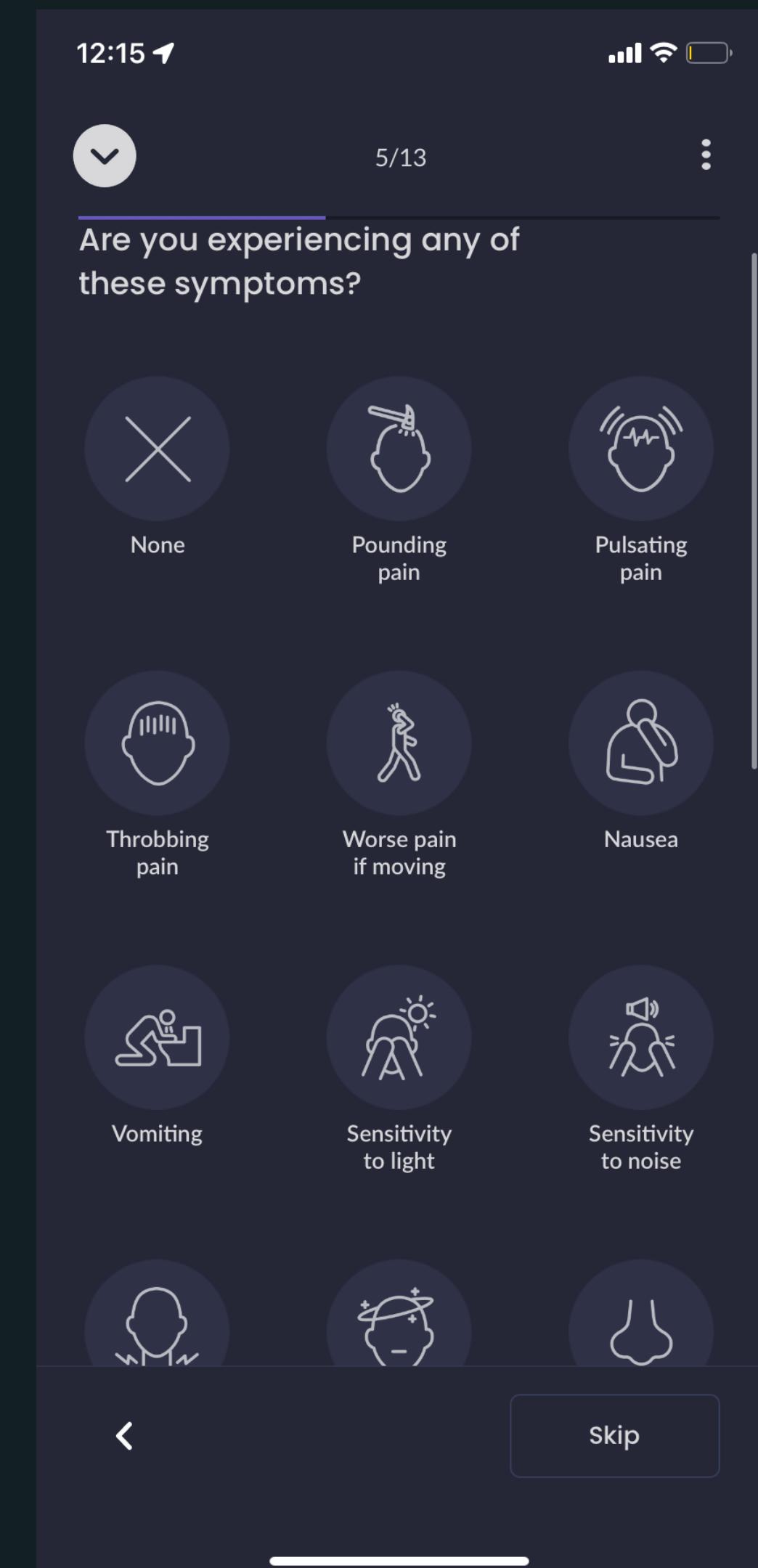
Began by evaluating what parts of the design were good and which were less so. The positive parts of the app were a color scheme that was not visually straining and a solid basic layout and flow. However...

The original app suffered from a bloated interface, difficult to navigate form system, and poor readability.

As someone who uses this app I found these issues to doubly frustrating as the app is often used when the user has a migraine



Record and Attack and Tap to Update blend together, there are 5 different notification bubbles



The text is grey, small, and low contrast. The items are arranged in a random grid and 13 pages of forms (???)

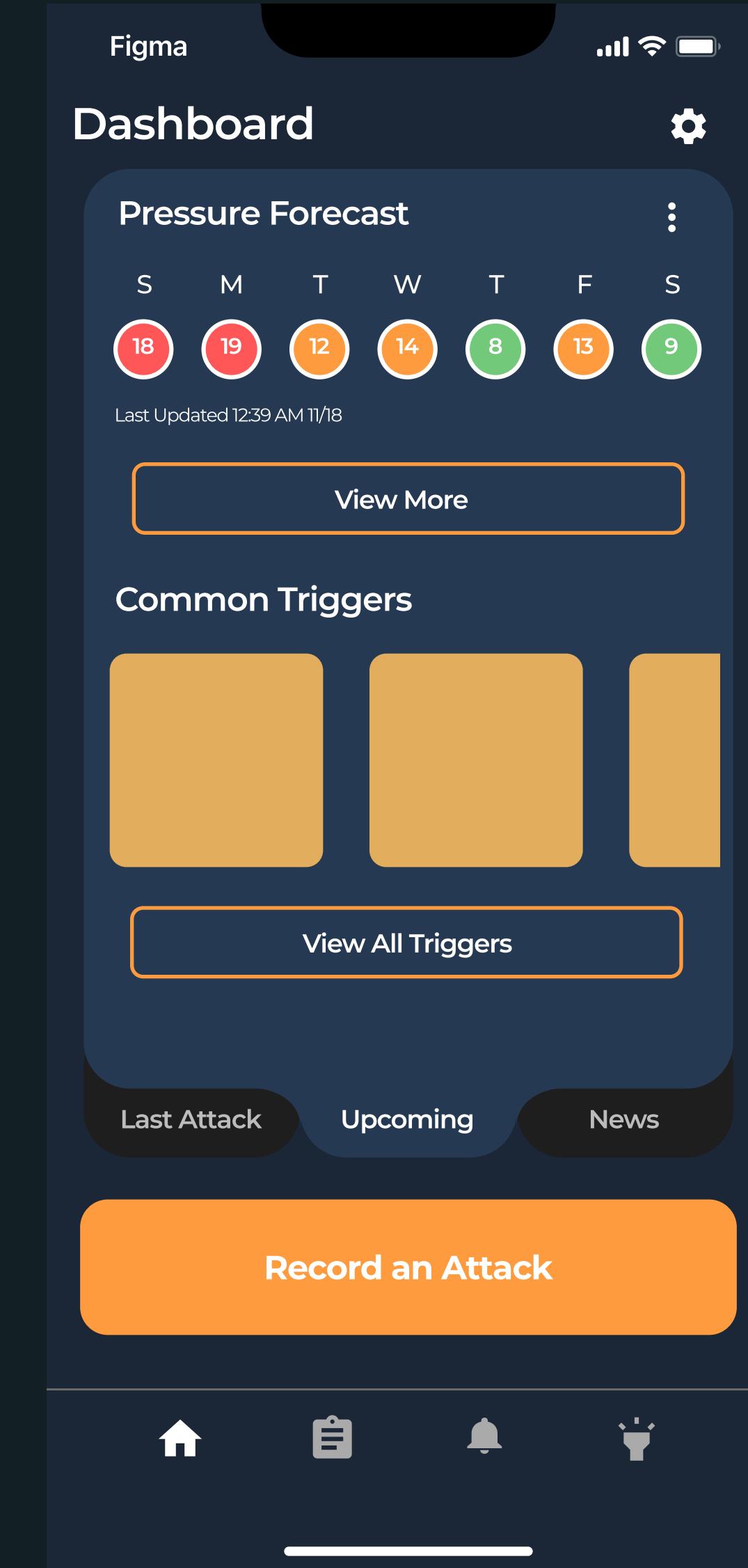
Migraine Buddy Redesign



Fully Prototyped Redesign



Sample Display



The redesign aims to improve and alleviate the issues found in the original. All information is now simply displayed on the screen and now the user no longer has to scroll. Contrast has been updated and the notification system was redesigned to be more robust and condensed

The *Record an Attack* button no longer blends in. The user can now tab through the different information they actually want to see while the most important feature, the aforementioned button, is ever present

Personal Websites

Exercises in Design | Mar 2021 - Jan 2022

Jonah Quist

First year student at the [University of Washington](#). Majoring in Engineering. I enjoy messing around with computers and programming, you can check out my [Resume](#) or feel free to look at some of my [Projects](#) below!

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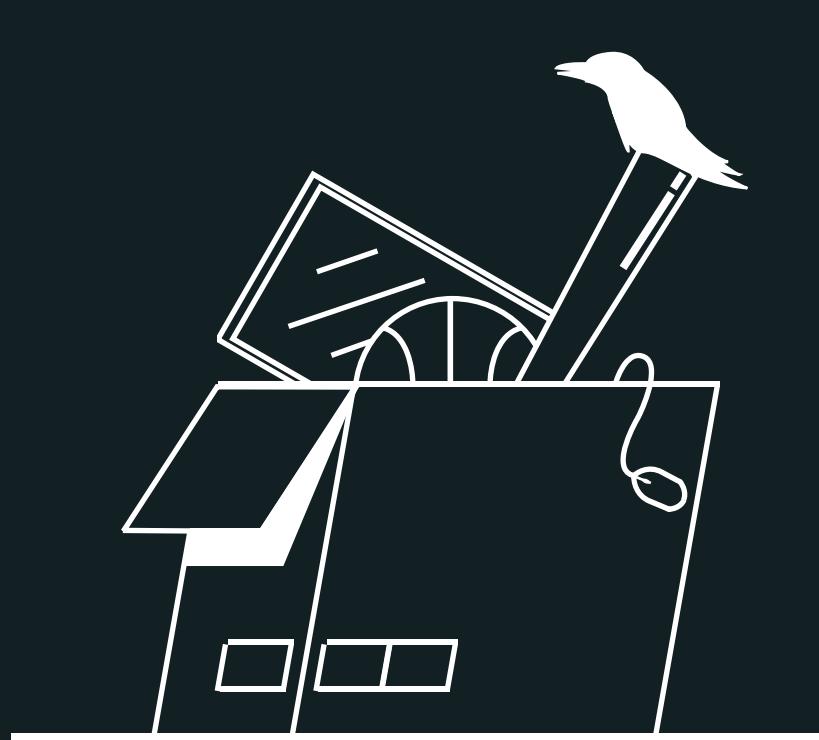


The first iteration of my personal website

Version 1 - June 2021:

This layout was the first project I ever designed in Figma. Looking back there are still some things about the website I like. The simple and easily navigable front page is suitable for the goal. The colored links are nice contrast.

However, I find the typeface to be kind of distracting and other aspects of the layout feel imbalanced. The dividing line's thickness and the lack of content on the right side of the page come to mind



Second Iteration final display



A few graphics made in Figma for the site

A Figma layout for a portfolio website. The layout includes a red typewriter icon at the top left. Below it is a section titled "PORTFOLIO". There are two project cards: one green card with the title "TITLE" and placeholder text, and one blue card with the title "TITLE" and placeholder text. Each card has a "Case Study ▶" button at the bottom. The background is white with a yellow sticky note graphic in the top right corner.

Figma layout for the website

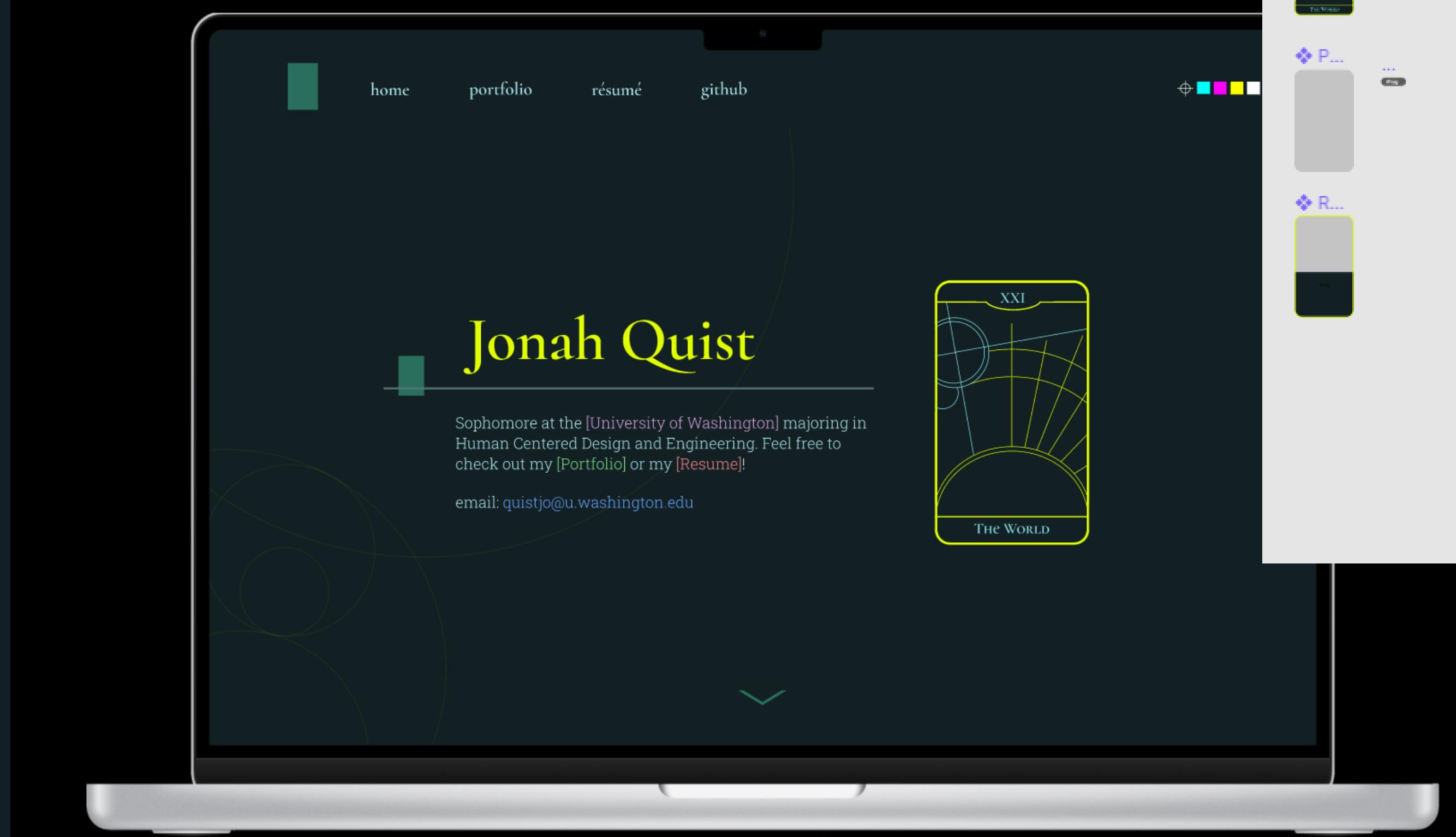
[GIF of the website in motion]

Version 2 - Sept 2021:

In the second iteration I decided to go for a more creative approach. My information was displayed in a dynamic typewriter built in javascript.

However, when both designing in Figma and building in code, I forgave practices that would have made it easy to edit and iterate. I did not use Frames or Components and the typewriter did not scale well in the browser window. It was difficult to update information and did not look good on mobile

Personal Websites



The Figma Design file displays the 'Navigation Bar' and 'Project' sections. The navigation bar includes links for 'home', 'portfolio', 'résumé', and 'github'. The 'Project' section shows three cards: 'Project 1' (with a small image of the 'The World' tarot card), 'Project 2' (with a small image of the 'The World' tarot card), and 'Project 3' (with a small image of the 'The World' tarot card). The entire design is presented on a desktop screen.

UX Portfolio

Layout of the website, Figma Design file, and a graphic asset

Version 3 - Jan 2022:

This is the current and final iteration. Prior to designing the site, I established that I wanted to combine the functionality of my first iteration with the creativity of the second. I wanted the site to look cohesive and professional and establish a consistent brand

In building this design I paid careful attention to the lessons I had learned from previous iteration sand other projects. The Figma file properly uses the component and frame features and has a functional prototype. I used my improved CSS abilities to ensure a usable experience on all devices. The color is selected to meet contrast standards but I challenged myself to avoid using white/black.