



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

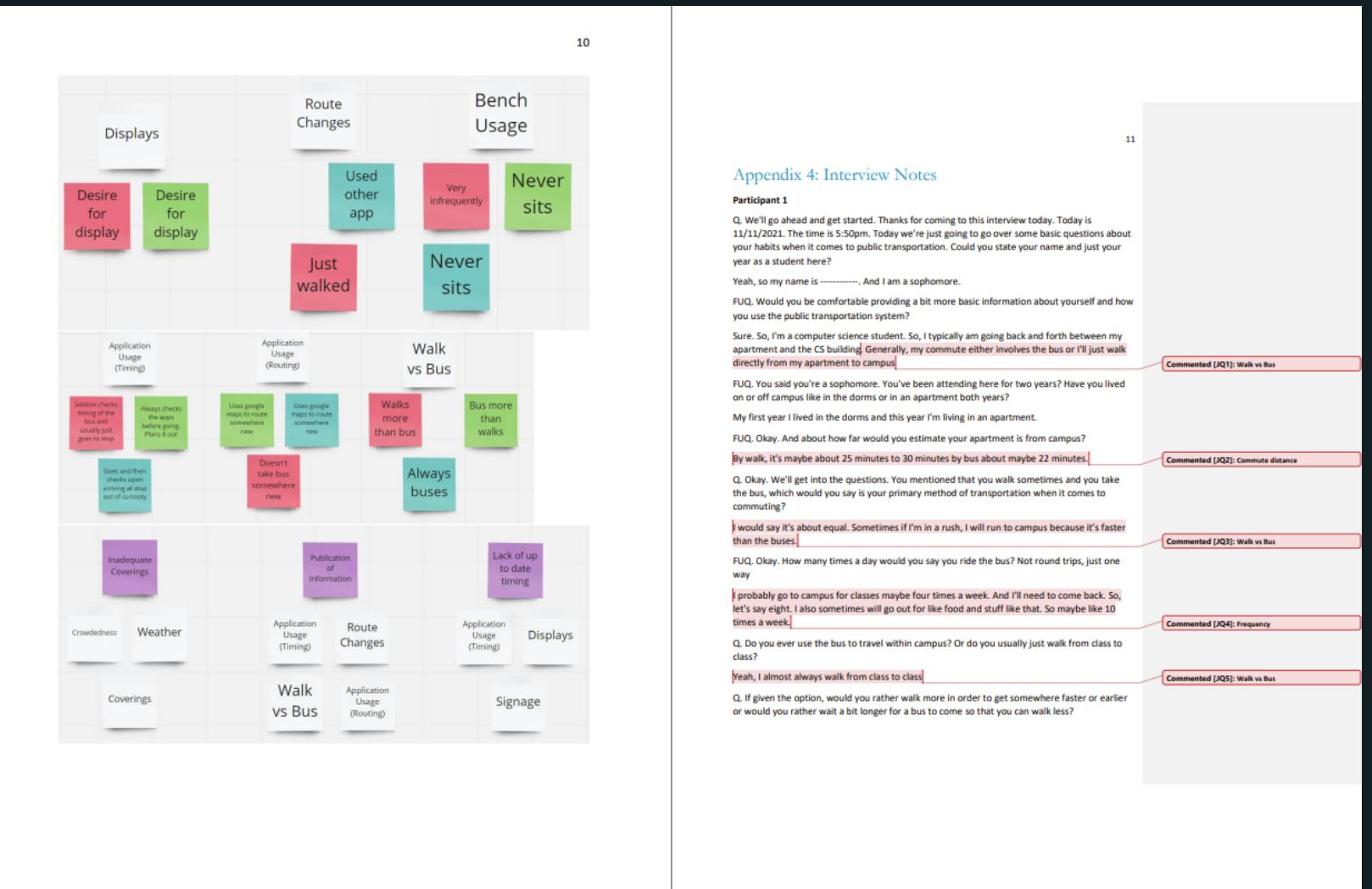


Sample of detailed affinity analysis. See more in full report linked at end

Compiled each data collection type into three separate top line reports

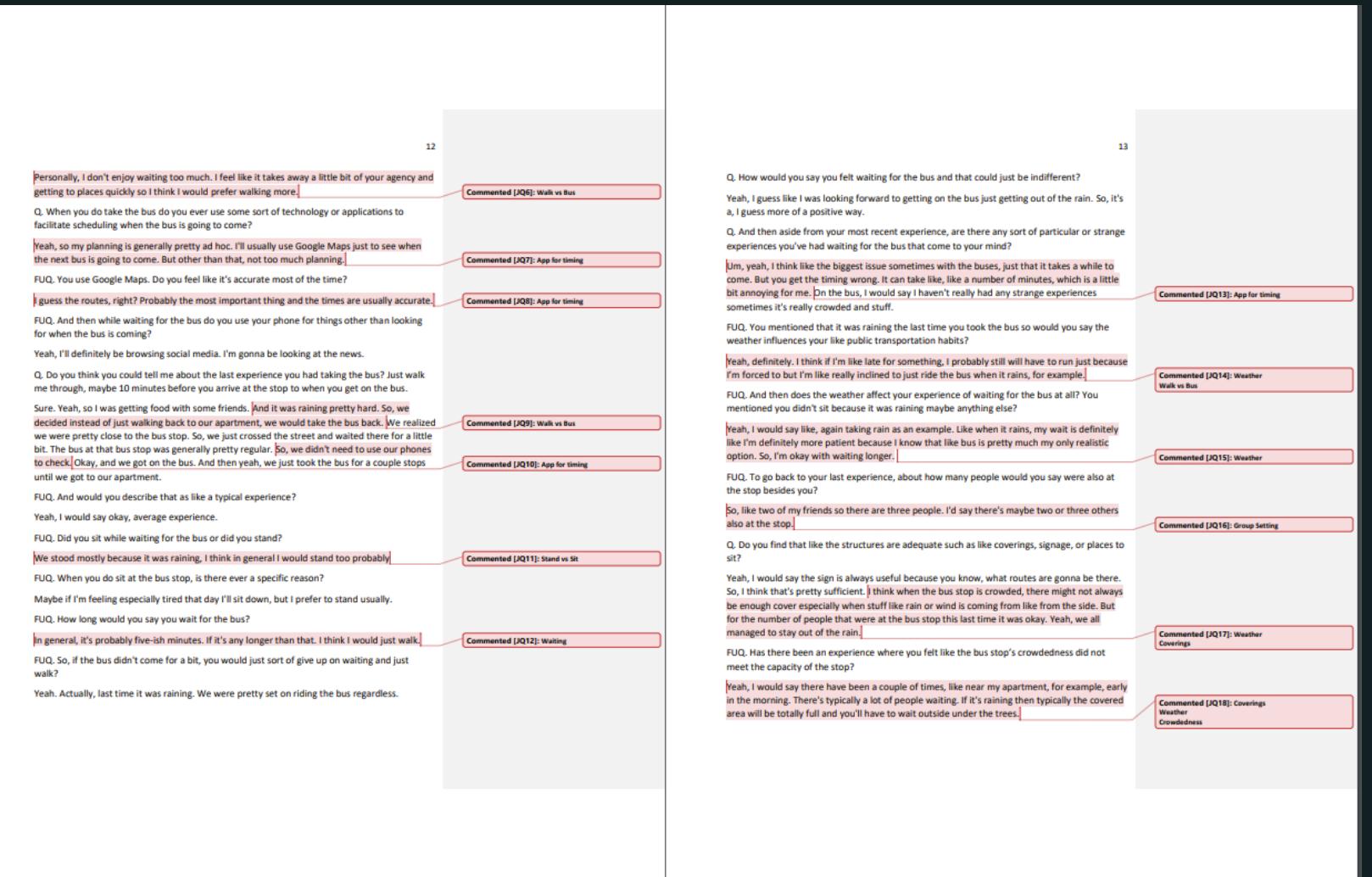
Fully documented including introductions, context, methodology, data analysis, recommendations, and appendixes

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



Appendix 4: Interview Notes

Participant 1
Q. We'll go ahead and get started. Thanks for coming to this interview today. Today is 11/11/2021. The time is 5:50pm. Today we're just going to go over some basic questions about your habits when it comes to public transportation. Could you state your name and just your year as a student here?
Yeah, so my name is And I am a sophomore.
FUG. Would you be comfortable providing a bit more basic information about yourself and how you use the public transportation system?
Sure. So, I'm a college senior student. So, I typically am going back and forth between my apartment and the C building. Generally, my commute either involves the bus or I'll just walk directly from my apartment to campus.
FUG. You said you're a sophomore. You've been attending here for two years? Have you lived on or off campus like in the dorms or in an apartment both years?
My first year I lived in the dorms and this year I'm living in an apartment.
FUG. Okay. And about how far would you estimate your apartment is from campus?
By walk, it's maybe about 25 minutes to 30 minutes by bus about maybe 22 minutes.
Q. Okay. We'll get into the questions. You mentioned that you walk sometimes and you take the bus, which would you say is your primary method of transportation when it comes to commuting?
I would say it's about equal. Sometimes if I'm in a rush, I will run to campus because it's faster than the buses.
FUG. Okay. How many times a day would you say you ride the bus? Not round trips, just one way.
I probably go to campus for classes maybe four times a week. And I'll need to come back. So, let's say eight. I also sometimes will go out for like food and stuff like that. So maybe like 10 times a week.
Q. Do you ever use the bus to travel within campus? Or do you usually just walk from class to class?
Yeah, I almost always walk from class to class.
Q. If given the option, would you rather walk more in order to get somewhere faster or earlier or would you rather wait a bit longer for a bus to come so that you can walk less?
Commented [Q1]: Walk vs Bus
Commented [Q2]: Commute distance
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Q. How would you say you felt waiting for the bus and that could just be indifferent?
Yeah, I guess like I was looking forward to getting on the bus just getting out of the rain. So, it's a, I guess more of a positive way.
Q. And then aside from your most recent experience, are there any sort of particular or strange experiences you've had waiting for the bus that come to your mind?
Um, yeah, I think like the biggest issue sometimes with the buses, just that it takes a while to come. But you get there and wait. It can take like, like a number of minutes, which is a little bit annoying. [Do they wait?] I mean, I can say I haven't really had any strange experiences sometimes it's really crowded and stuff.
FUG. You mentioned that it was raining the last time you took the bus so would you say the weather influences your like public transportation habits?
Yeah, definitely. I think if I'm late for something, I probably still will have to run just because I'm forced to but I'm like really inclined to just ride the bus when it rains, for example.
FUG. And then does the weather affect your experience of waiting for the bus at all? You mentioned you didn't sit because it was raining.
Yeah, I would say like, again taking an example. Like when it rains, wait is definitely like more patient because I know that the bus is pretty much my only realistic option. So, I'm okay with waiting longer.
FUG. To go back to your last experience, about how many people would you say were also at the stop besides you?
Oh, like two of my friends so there are three people. I'd say there's maybe two or three others also at the stop.
Q. Do you find that like the structures are adequate such as like coverings, signage, places to sit?
Yeah, I would say the sign is always useful because you know, what routes are gonna be there. So, I mean that's pretty sufficient. I mean when the bus stop is crowded, there might not always be enough space to sit, but when the rain is coming from like from the side. But for the number of people that were at the bus stop like last time it was okay. Yeah, we all managed to stay out of the rain.
FUG. Has there been an experience where you feel like the bus stop's crowdedness did not meet the capacity of the stop?
Yeah, I would say there have been a couple of times, like near my apartment, for example, early in the morning. There's typically a lot of people waiting. If it's raining then typically the covered area will be totally full and you'll have to wait outside under the trees.
Commented [Q13]: App for timing
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MigraineBuddy Redesign

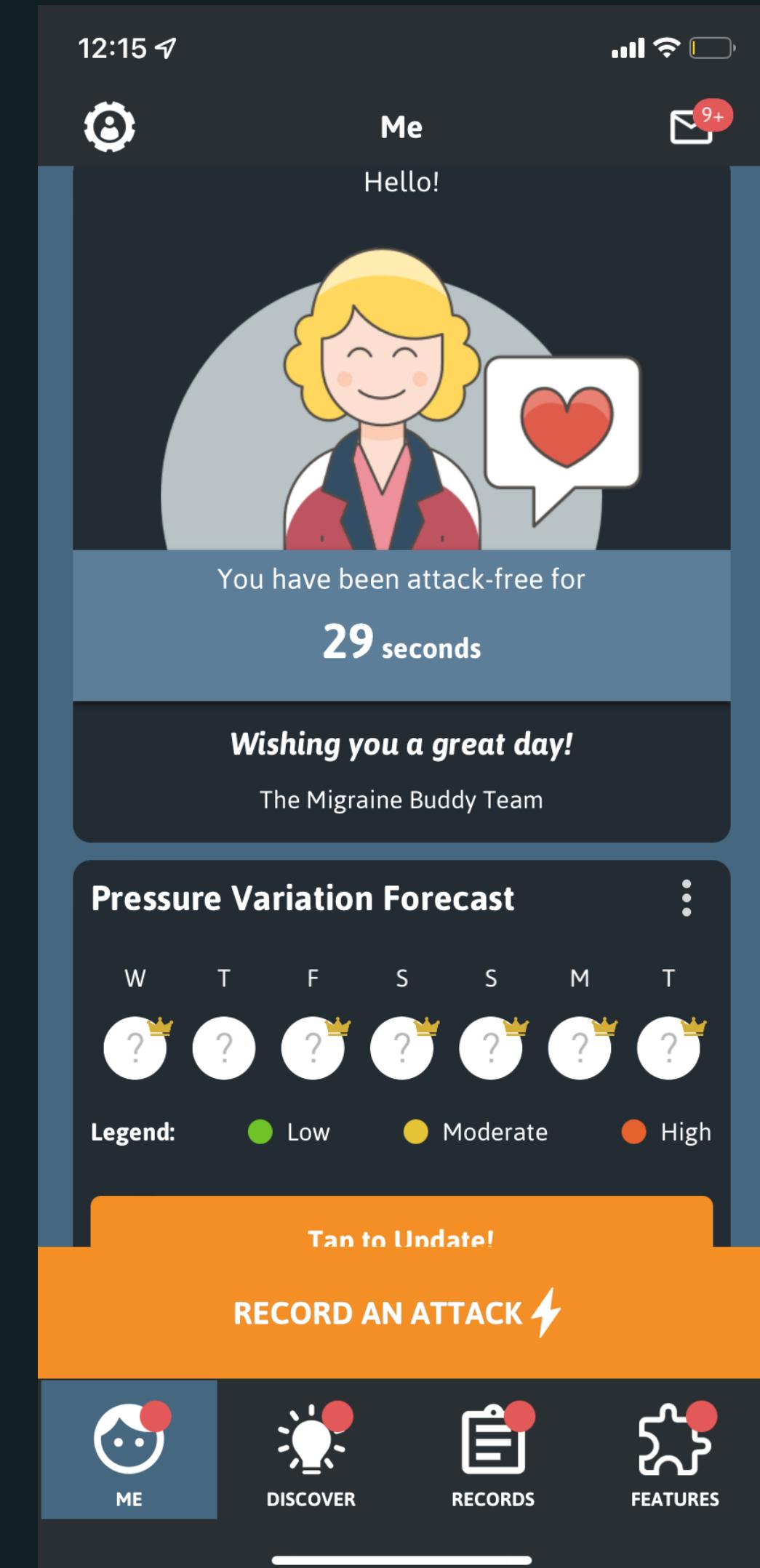
Migraine Tracking App | Nov 2021 - Jan 2022

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

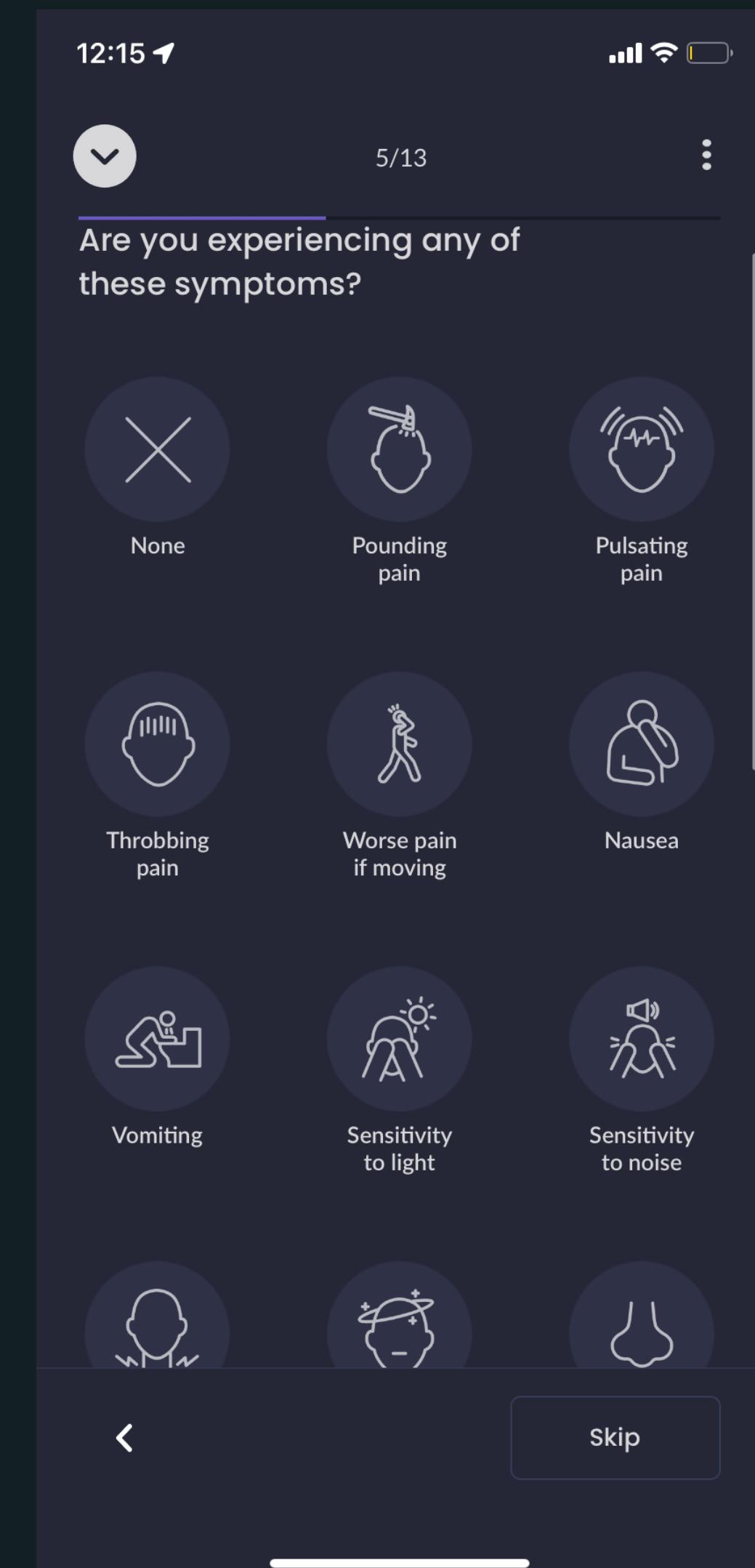
Began by evaluating what parts of the design were good and which were less so. The positive parts of the app were a color scheme that was not visually straining and a solid basic layout and flow. However...

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 (???)

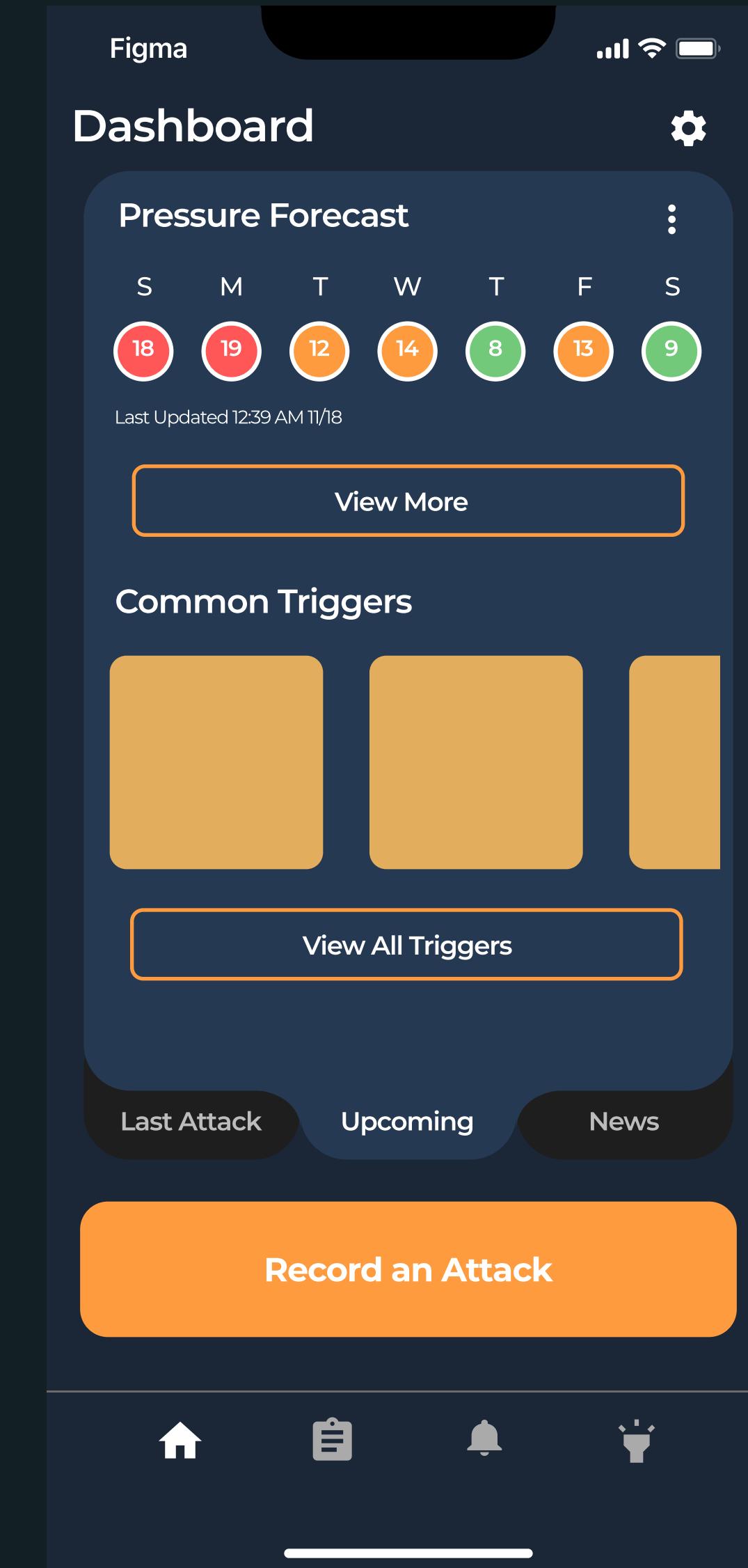
Migraine Buddy Redesign



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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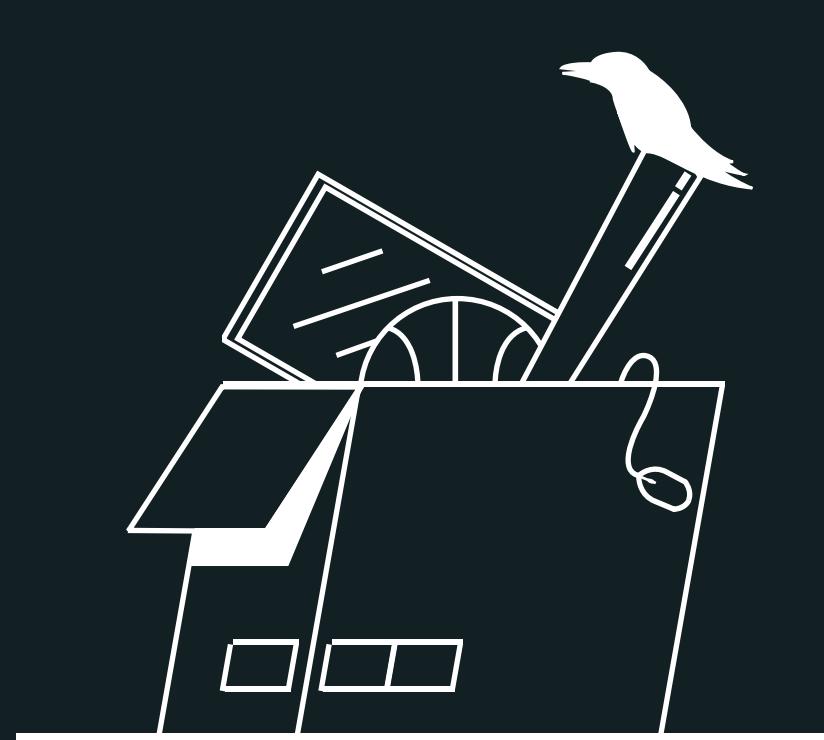


The first iteration of my personal website

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

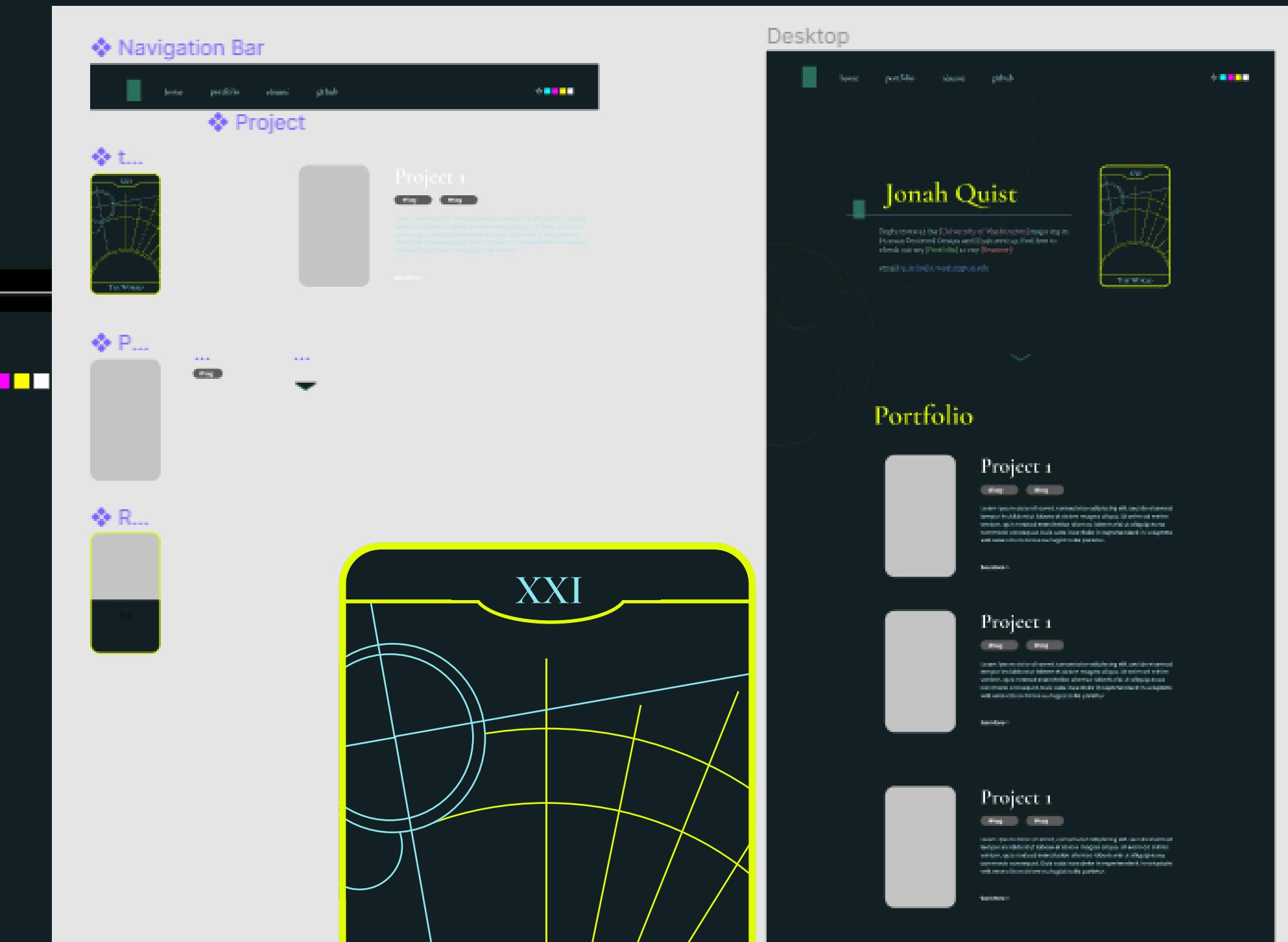
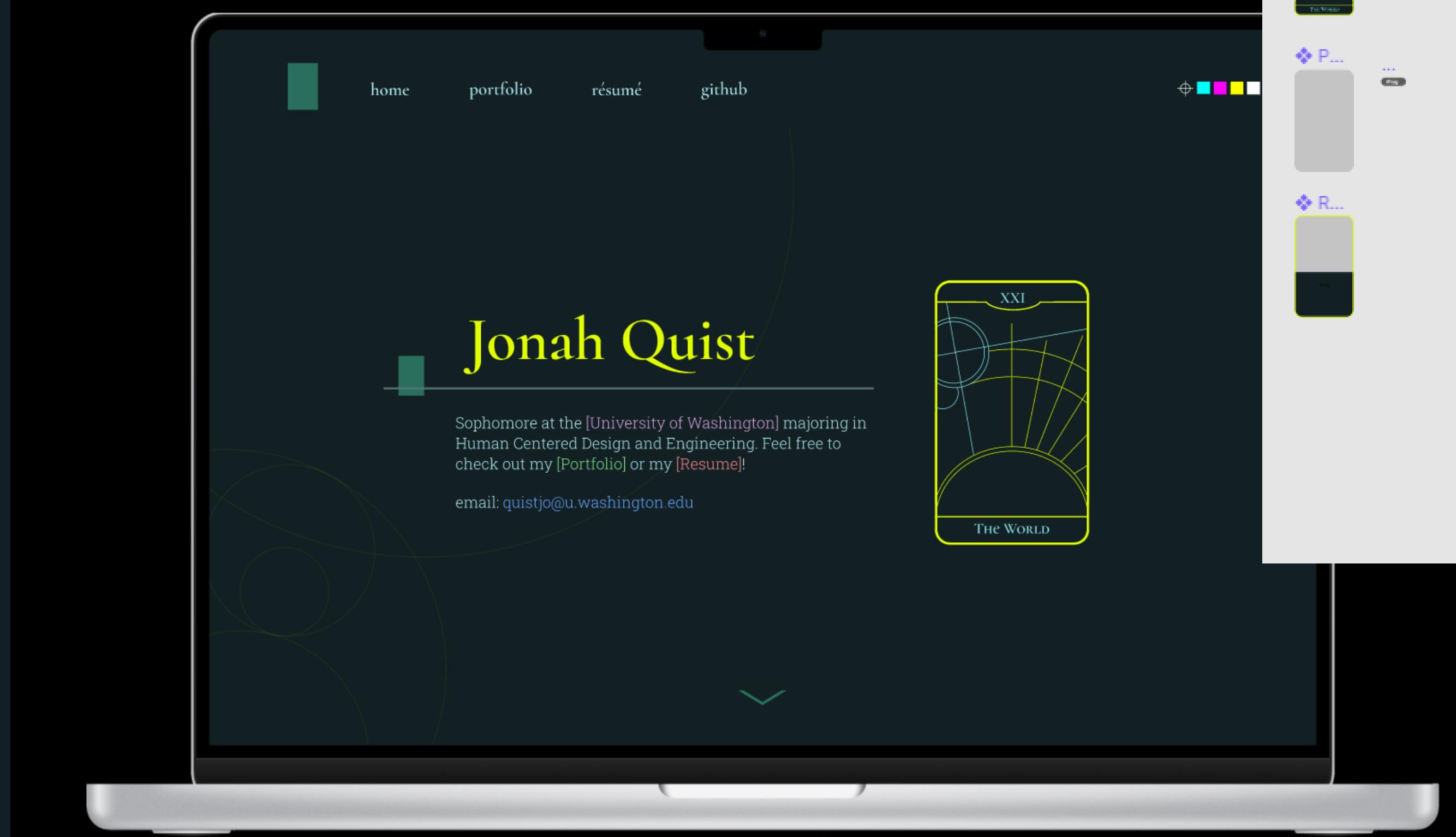
[GIF of the website in motion]

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



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.