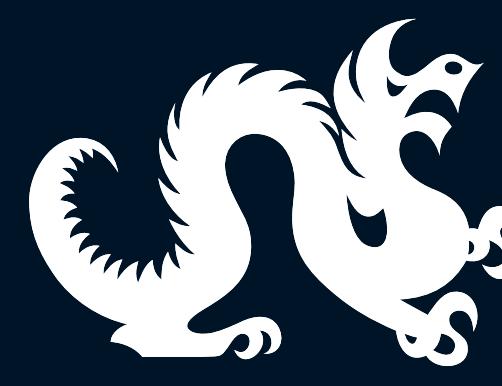


UNIVERSITY 101:

THE DREXEL EXPERIENCE

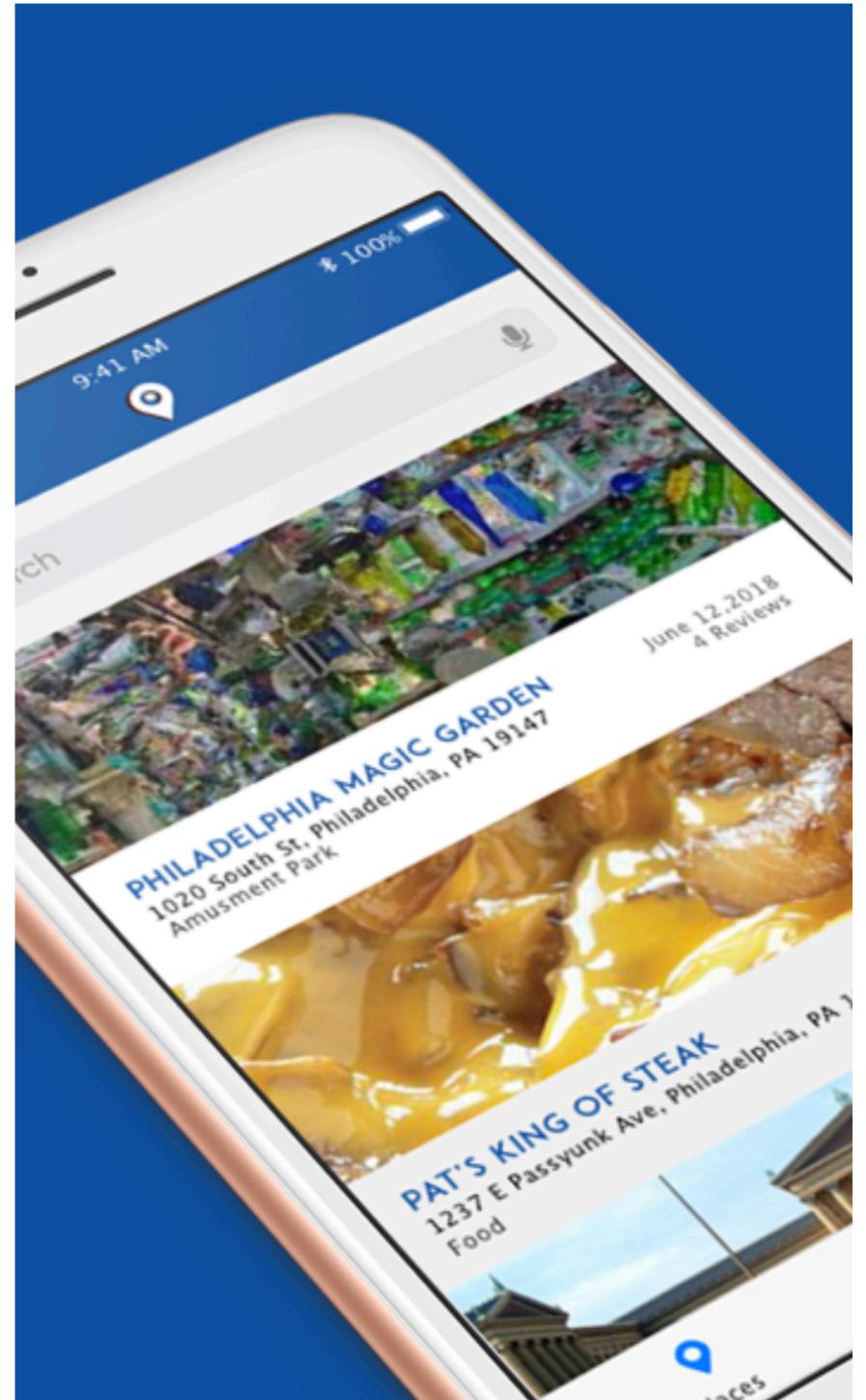
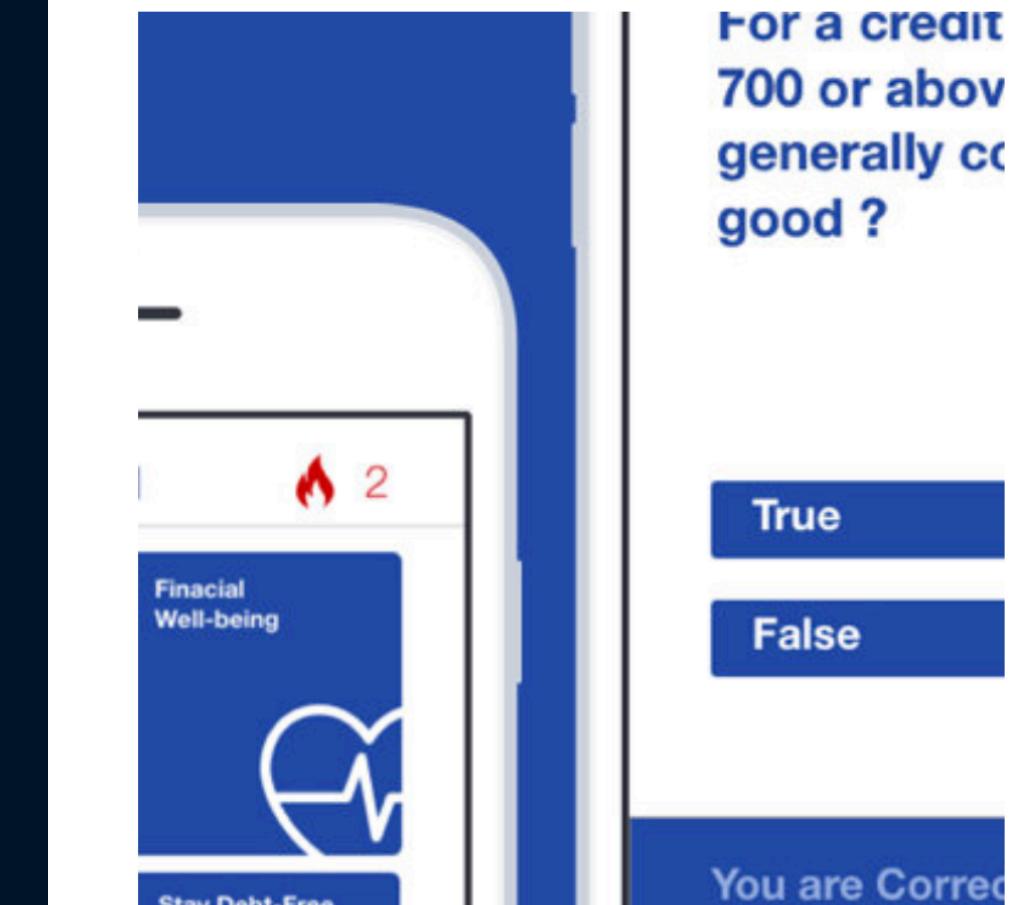
B.S. INTERACTIVE DIGITAL MEDIA



DREXEL UNIVERSITY
Westphal
College of Media Arts & Design
Digital Media

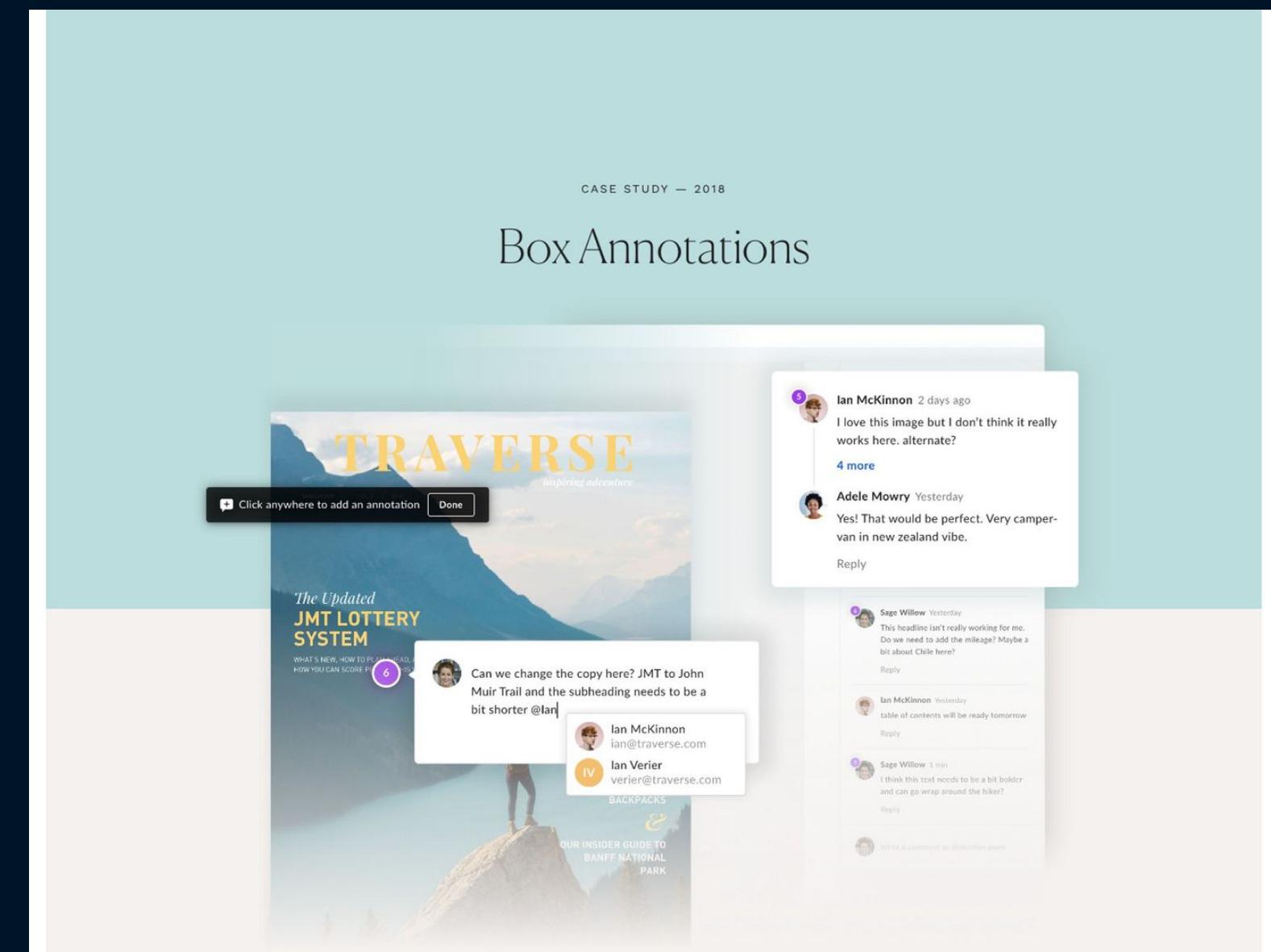
STILL WORKING ON IDENTIFYING
STUDIOS FOR YOU TO TOUR
AND REVIEWERS FOR YOUR
UX PORTFOLIO/RESUME

HOW TO PREPARE A UI/UX PORTFOLIO

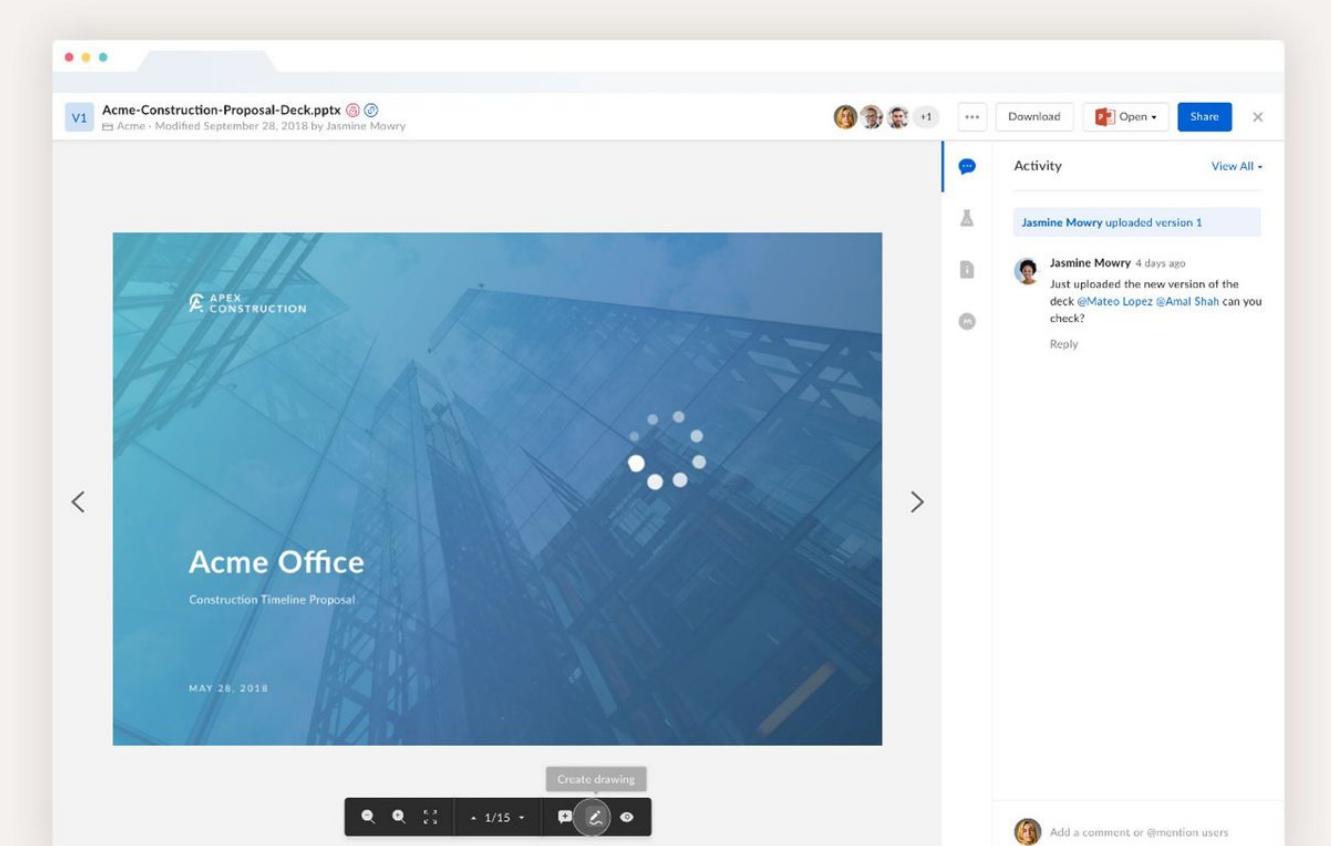


UX PORTFOLIO

- Proves you can do what you say you can do
- A personal website that introduces you and features a **selection** of your work
- Your portfolio will be the difference between a rejection and an interview

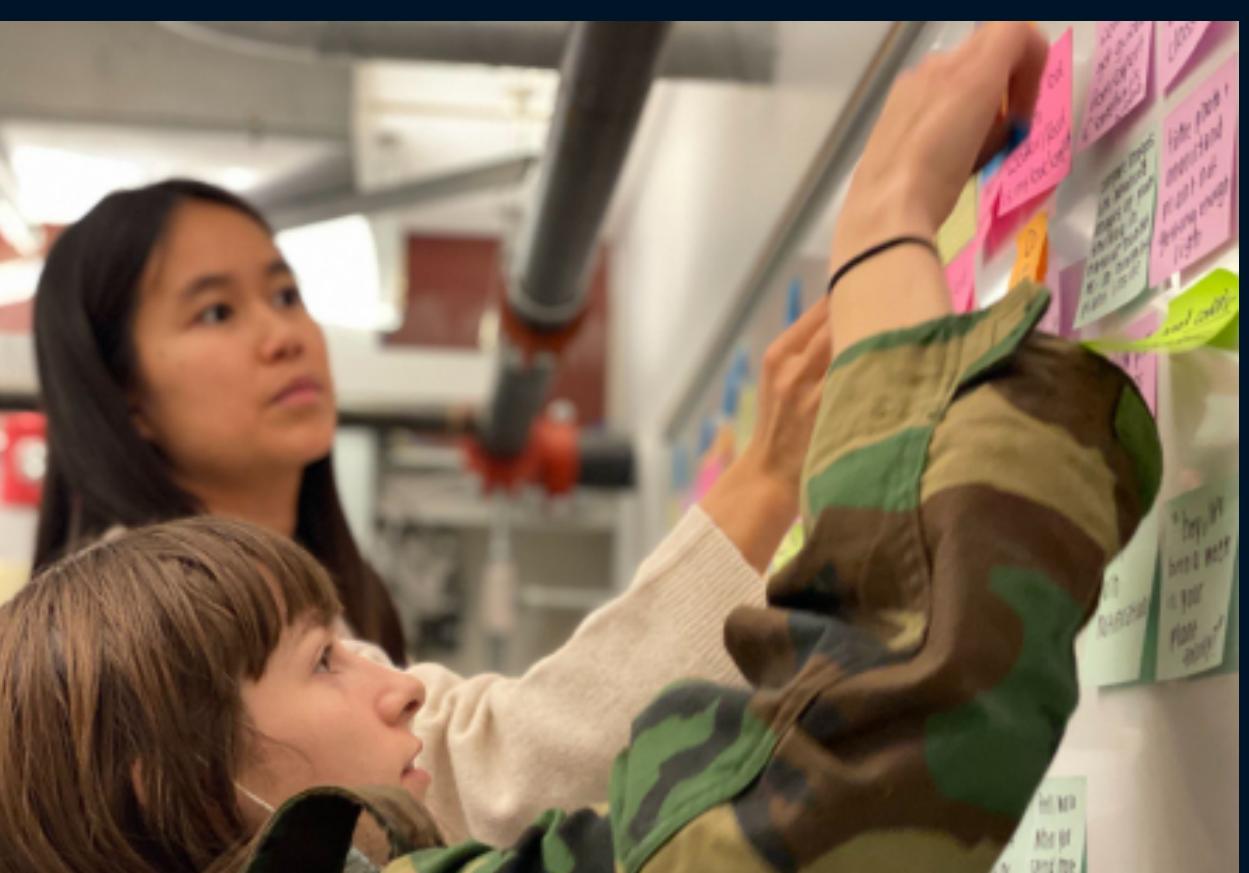
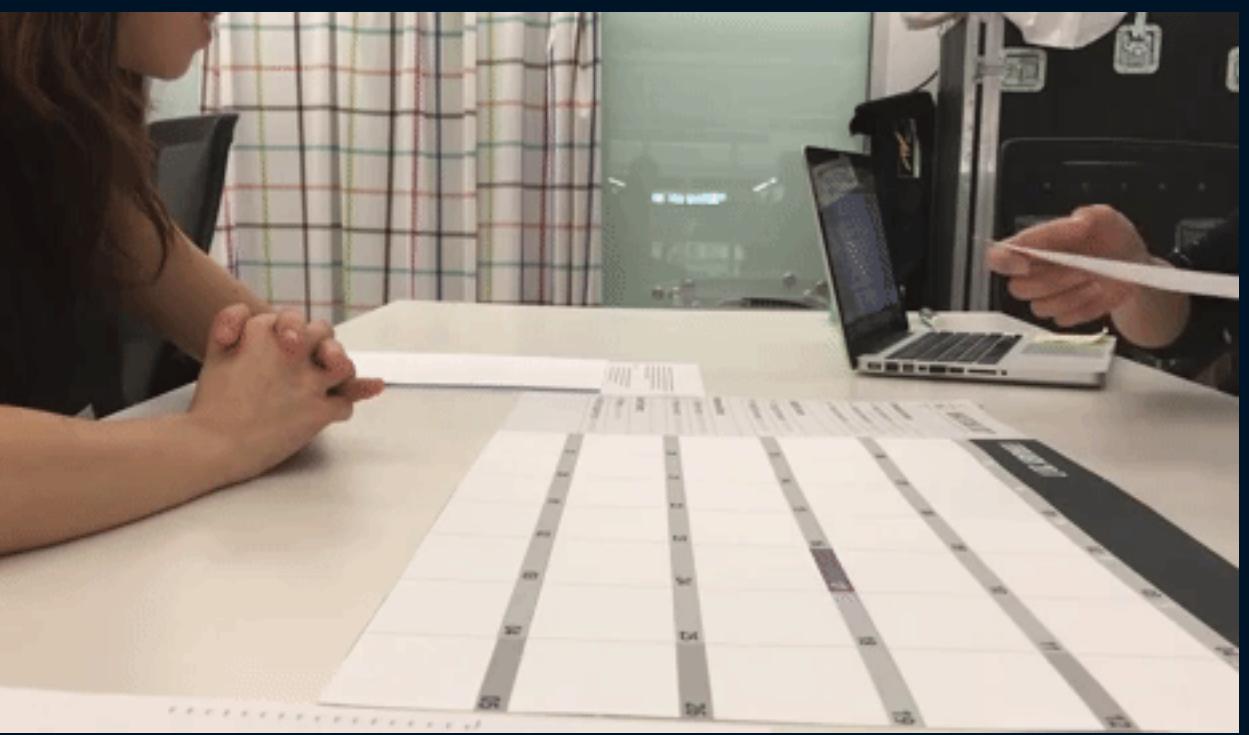


Providing feedback, like mark ups and commenting, is a key use case for collaboration, but this functionality was limited in Box. How could we increase engagement and promote the feedback loop in Box? I lead the redesign to extend our feature set to allow users to create annotations.



SHOW YOUR PROCESS

- Focus on the process. Potential employers want to understand:
 - How you work
 - How you solve problems
 - How you come up with ideas



PORTFOLIO PROJECTS: CASE STUDIES

- **Introduce each project** with a meaningful headline
- If a team based project, **state your role** and how you contributed
- Include an introductory paragraph where you **explain the problem** and what you set out to achieve, followed by an account of the process in your own words.
- **Share the evolution** of your project from paper sketches to mockups to high fidelity mockups, showing how you use and break down design thinking.
 - This is what employers are really interested in, so make sure each case study in your portfolio allows a glimpse inside your designer mind.

PLAY TO YOUR STRENGTHS

- Don't need to include every single project you've ever done.
- Choose what to **emphasize based on the role you want to pursue**. It's all about playing to your strengths and curating the image you want to portray of yourself.
- When deciding whether to include something, ask yourself: how does it help to tell your story?
- The whole portfolio website should provide a holistic experience; it doesn't have to demonstrate every single skill or technique you've ever used — it's enough to **highlight the skills that are relevant** to your job search.

INCLUDE DATA

- Measurable results about the outcome of your projects can really set your portfolio apart, be it an increase in sign-up rate after a website redesign, or a boost in revenue.
- It's important to understand that UX design is about business (not just art) and numbers help to convey this.
- Don't worry if you don't have this data on hand, though: there are other ways to let your business knowledge shine through. When describing the problem statement and outlining the objectives, factor in the business goals and show that you are designing for both the user and the company.

IMAGERY IS KEY

- Photos are absolutely paramount to telling your story, so be sure to include plenty of visual evidence.
- Action shots are great for curating your UX designer image; whether you're working on a wireframe, reviewing some sticky notes or leading a creative brainstorm, capture it on camera!
- Include videos where possible. Screen capture interactive prototypes and add music and subtitles if possible.
- If you forget to take photos, it's ok to stage them at a later date — just steer clear of stock images. At the same time, keep hold of any artifacts that help to document your UX process, such as iterations and sketches. These don't need to be featured in high resolution; it's more about showing that you were hands-on with the project.

UX DESIGN PORTFOLIO NO-GOS

- Don't make your portfolio too long! Err on the side of concise, sticking to those elements that are most relevant to the story you're trying to tell.
- Don't just show pretty pictures. Remember, employers want to hear about your process and how you solve problems, so keep this in focus. They want to see the mess.
- Don't neglect the UX and UI of your portfolio. Make sure you have a clean layout, clear typography and a good color scheme. There's no need to go overboard with this, but the last thing recruiters want to see is a sloppy-looking website.
- Don't get lost in the details. Not all sketches, photos, procedures and techniques are meaningful for your portfolio — remember, curate that story!
- Quality is much more important than quantity: even with just a few case studies, you can still stand out if you present them well.

UX DESIGN PORTFOLIO CHECKLIST

- Homepage with a brief introductory sentence or two, describing who you are (a UX designer!) with a few key visuals
- 3-5 Case studies with detailed information about your methods and processes
 - Images, artifacts and action shots that support your narrative
- An “about me” section that contains your resume, Links to your LinkedIn profile, behance or dribbble pages, maybe linkedin, instagram, twitter, etc.
- Blog posts (optional)

UX DESIGN PORTFOLIO CHECKLIST

- How does it perform on a mobile phone?



RECOMMENDED PORTFOLIO STRUCTURE

- Home/Portfolio
 - Case Study 1
 - Case Study 2
 - Case Study 3
 - Case Study 4
- Blog
 - Other relevant course work and writings (book reviews, drawings, photography, dev samples. etc...)
- Resume (this should be built as a text page with a downloadable PDF)
- Contact (email form, links to social media: instagram, twitter, github, codepen, etc...)



COURSE PROJECTS FOR PORTFOLIO

- IDM 211 User Interface Design I
- IDM 212 User Interface Design II
- IDM 213 Interaction Design

Other Considerations:

- PROD 215 Design Thinking
- WEST 107 Maker Workshop
- INFO 110 Human Computer Interactions

COURSE PROJECTS FOR BLOG

- INFO 110 Human Computer Interaction
- PHTO 110 Photography
- PROD 215 Design Thinking
- UNIV 101 The Drexel Experience (Book Reviews)
- VSST 110 Introductory Drawing
- VSST 108 Design I for Media
- VSST 109 Design II for Media
- WEST 107 Maker Workshop

SEARCH FOR INSPIRATION

- Best UI Portfolios
- Best UX Portfolios

D.

Hi, I'm Daniel

Product designer, developer, and researcher fascinated by the social product space.

Currently based in Washington, D.C., designing new reading experiences for **The Washington Post**.

[Check out my work](#)

FEATURED PROJECTS

Elliewood Fellowship

An 8-month long research study into college mental healthcare and treatment.

User Research | Product Design

[View Case Study](#)

Elizabeth Lin: Designer & Artist

Elizabeth Lin is a product designer & aspiring princess.

Home About Design Teaching Illustration Experiments

01
Creating the Lambda Labs design experience
Mentoring & guiding students to ship products together.

02
Teaching visual design

BETA TAKAKI

A Senior Product Designer based in Vancouver

I am enthusiastic and passionate about Design Thinking process. I enjoy creating meaningful and delightful digital products that balance user needs and business goals.

[UX CASE STUDIES](#) [UI PORTFOLIO](#)

CIRCULARCHAOS

Hey, I'm Balraj.
I'm a Freelance Product Designer living in London, UK. I hand-craft user interfaces placed firmly between the user and the code.

[Learn More](#)

Bryan Medway

Bryan Medway

Hello, I'm Bady ヂ

I design interface and experience

❖ * →

Journal About Me

Olivia Truong — PRODUCT DESIGNER

Olivia Truong — PRODUCT DESIGNER

Universe Dashboard
How do I track how my events are doing?

Portfolio of Charlie Waite

001

GoPro - UI/UX 360 Over Capture

DESIGNER. THINKER. HUSBAND & FATHER.

Currently designing @Uber. Formerly Experience Design Director @GoPro and Interactive Director @Focus Lab. Follow my work, words and photos below.

Say Hello!

002

GoPro - UI/UX QuikStories

003

UX RESUME



SU HNIN PWINT

Product Designer

suhnindesign.com

su@suhnidesign.com

suhninpwint

Washington, D.C. +1 4843408918

WORK EXPERIENCE

Visual Designer / Mid-Atlantic Eurasia Business Council

Oct 2019 - Present, Philadelphia, PA

- Supervised design projects and develop design ideas such as brochures, flyers, pitch decks, website design, and presentations

Product Designer / Safesense

July 2019 - Present, Philadelphia, PA

- Using an iterative design process for Safesense projects, utilizing user research, competitive research, wireframing, visual design, and usability testing to improve the overall product

UX Researcher / Clarivate Analytics

Apr 2018 - Sept 2018, Philadelphia, PA

- Spearheaded design of 6 projects on scientific academic research technology team at multi-billion-dollar analytics company
- Conducted and analyzed over 15 different key research projects within 6 months with variety of qualitative/quantitative methods such as surveys, focus groups, 1:1 interviews, ethnographic research and observations

Head of Media and Design / Cetana Tech

May 2017 - Feb 2019, Philadelphia, PA

- Led branding and design at student-led R&D firm on Drexel campus
- Designed UI of shopping price tracker called Des Ventes that was selected among the Top Five Ideas in Drexel incubator startup competition

UX Design Intern / Nexlabs

Jun 2016 - Aug 2016, Yangon, Myanmar

- Created and designed new website for clients like for RockStarz Asia, Connect by CrossBridge, and Miss Kaya, which allowed companies to increase international presence engaged their customers online

LEADERSHIP EXPERIENCE

Drexel Chapter Founding Designer / Onyx Valley

Jan 2019 - Aug 2019, Philadelphia, PA

- Established student chapter on campus to spread diversity and inclusion in user experience field, inviting non-stem majors to experience user-centered design process

UX Workshop Host & Speaker / PennApps

Sept 2019, Philadelphia, PA

- Invited to host an interactive workshop at U Penn on UX focusing on user personas and user journey mapping.

EDUCATION

Drexel University

Sept 2015 - Jun 2019, Philadelphia, PA

BSc in Interactive Digital Media (IDM)
Minor in Tech Innovation Management

AWARDS

User Experience Researcher

1st Place, Overcoming Multiple Sclerosis 2019

IDM Project Showcase

Finalists, Overcoming Multiple Sclerosis 2019

AFFILIATIONS

Member

Sept 2017 - Present, ACM SIGGRAPH

Selected Student Volunteer

Jul 2017 & Aug 2019, SIGGRAPH

Campus Representative

Jan 2019 - Aug 2019, Onyx Valley

Selected Student Volunteer

July 2019, Digital Summit

Selected Attendee

Mar 2019, Design Nation Conference

SKILLS

Softwares

Sketch, Figma, Invision, Flint, Axure, Framer, Principle, KeyNote, PowerPoint, Adobe Creative Suite, Microsoft Office

UX Research Methods

User Interviews, User Testing, Survey Testing, A/B Testing, Competitive Analysis, Persona Use Cases, Heuristic Evaluation, Google Analytics

Programming

HTML, CSS, JavaScript, PHP, Python, Java, C++, C#, Swift, Xcode, MySQL, GitHub, Arduino Uno

Additional

Mandarin, Burmese, Communism, Cross-Functional Team Collaboration

PDF



AVOID TYPOS (This also applies to your portfolio)

- Double check your spelling and grammar. You'd be amazed by how many resumes are still plagued by typos.
- Read your resume out loud. Does it sound funny? If it does, rewrite it. Ask a friend to read it and have them provide feedback. Is it clear? Did they catch any spelling mistakes?
- Drexel Writing Center: <https://drexel.edu/coas/academics/departments-centers/english-philosophy/university-writing-program/drexel-writing-center/>

KEEP AN EYE ON YOUR DESIGN (This also applies to your portfolio as well)

- Keep an eye on the alignment
- Use one typeface and its different weights to create strong visual hierarchy. Use bold for job titles, for example, and regular for your job description. (Bonus: use the same font for your portfolio and resume)
- Avoid a varied color palette. (I recommend sticking to black and white).
- Visual Design should mimic portfolio design to create a brand image.

STICK TO ONE PAGE

- Too many pages can be overwhelming and hard to digest.
- Keep your resume concise, clean, and simple.
- Get rid of old jobs and irrelevant experiences.
- Make your hiring manager's job easy!

STRUCTURING YOUR RESUME

The order of the content you include on your resume matters and should be carefully thought out.
Your resume should read from the top down:

1. Name, title, and contact information

What is your full name? And profession? And how do we get in touch with you?

2. Objective

A brief statement that communicates your career goals, such as the type of job or industry you want to work in

3. Experience (in chronological order, newest first)

List your job title, your employer's name, starting and end date, and the location. Include a concise description of your key responsibilities.

4. Education

Include the name of the institution, the kind of degree or certification, and starting and end date.

5. Awards and professional development

Have you ever won an award? Share it, even if it is not design related. Are you involved in any organizations, clubs, meetups, or in your community in any way? Drexel CHI UX Club (<https://dragonlink.drexel.edu/organization/chi-ux>)?

6. Skills and tools

List your UX skills, like: user research, wire framing, and prototyping. Under tools, detail the software you are proficient in and use as a UX designer.

7. Other languages

Habla español? 你会说汉语吗? Multilingual designers are attractive to employers.

HIGHLIGHT KEY SKILLS

Proficiency in design software won't make you a good UX designer and will not get you hired. The right skillset, not a toolset, will. You'll want to highlight these in your resume.

When looking at your prior experience, ask yourself if you have ever:

- Collaborated on a project
- Conducted research
- Written any kind of content
- Had to communicate with others
- Planned anything
- Analyzed data or reports
- Had to solve a problem
- Interviewed someone
- Had to connect the dots

If you've answered yes to any of many of these, chances are you've developed skills desirable in a UX design candidate. Great UX designers:

- Write clearly
- Have strong communication skills
- Know how to structure and conduct research
- Have strong logic and reasoning skills
- Are empathetic
- Are good listeners
- Have strong analytical skills
- Are great problem solvers

You don't have to be a practicing designer to have the skills listed above. It is highly likely that you've developed these through prior, non-design related experience. Highlight them in your resume!

THE SECRET TO A WINNING UX RESUME? STORYTELLING!

- When building your UX resume, it's important to focus on telling a story. You'll need to weave a coherent narrative that shows your journey into UX design. No matter what you've studied or where you've worked previously, you are bound to have mastered a whole host of transferable skills that make you an invaluable designer—so emphasize these in your resume! Show how your previous experience has led you to UX.
- If you're a new UX designer, it's also perfectly fine to list any skills or tools that you're in the process of learning. Ultimately, the hiring manager wants to get a good impression of who you are as a designer, so use your resume as a storytelling tool.
- Don't forget to include a link to your portfolio, too!

HELPFUL LINKS

- 3D Device Mockup Builder
<https://morflax.com/things>
- UX Case Study Template
<https://uxplanet.org/ux-portfolio-case-study-template-plus-examples-from-successful-hires-86d5b0faa2d6>
- UX Resume Samples & Template:
<https://www.coursera.org/articles/ux-designer-resumes-and-a-template>

SEE YOU NEXT WEEK...



DREXEL UNIVERSITY
Westphal
College of Media Arts & Design
Digital Media