

I am passionate about helping people. As a clinical dietitian, I thrived on the daily, collaborative efforts to improve patients' lives. I also saw first-hand the impact that various paper and electronic medical records system had on delivering efficient, quality patient care.

The future is pulled here, it's just not evenly As a distributed.

~William

Gibson

The opportunity to design systems that allow clinicians to concentrate on their interactions with their patients, and not their software, is what pulled me into the field of UX.

As a UX designer, my goal is to design systems that allow users to concentrate on the work they are passionate about, and my jam is when I see a user go about their work without noticing mine.

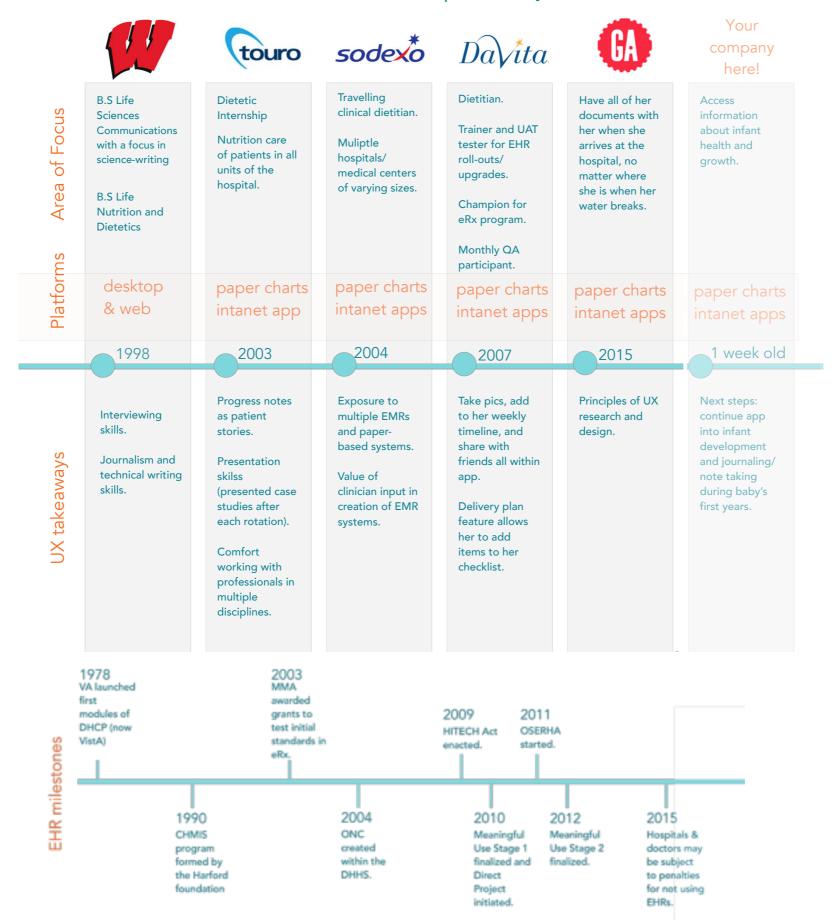
KATIE'S PORTFOLIO DEADLINES

- 8/7: finish about me slide
- 8/14: finish tools slides
- 8/21: decide on projects
- 8/24: DUE; PORTFOLIO WORKSHOP-polish and fill in table of contents

KATIE'S PORTFOLIO

Katie's UX Journey

see resume for complete history



Katie DePue UX Designer

2015 Portfolio

Contents

- About
- Journey
- Tools
- Sample Work
- Contact Info

put interesting
 quote here.
~This Person

About Me



I'm inspired by people who dedicate their time to helping others. I believe that technology should enable people to do the work they love, not distract them from it. I dream of designing tools that help people who help people, and my absolute design joy is watching someone do their work without noticing mine.

The future is here, it's just not evenly distributed. ~William Gibson

1	7	<i>\</i>		
S L	ife S	cier	ces	

Communicationswith a

focus in science-writing

B.S Life Nutrition and Dietetics

> desktop & web

> > 1998



Dietetic Internship

Nutrition care of patients in all units of the hospital.

paper charts intanet app

2003



Travelling clinical dietitian

Muliptle hospitals/ medical centers of varying sizes.

> paper charts intanet apps

2004



Dietitian

Trainer and UAT tester for EHR roll-outs/ upgrades.

Champion for eRx program.

Monthly QA participant.

paper charts intanet apps

2007



User Experience Design Immersive

Project-based immersive focused on user-centered design.

web, mobile and responsive apps

2015

Principles of UX research and design.

Importance of UX design in creating usable and delighful experiences for all users.

Interviewing skills.

Progress notes as patient stories.

Presentation skilss (presented case studies after each rotation).

Comfort working with professionals in multiple disciplines.

Exposure to multiple EMRs and paper-based systems.

Value of clinician input in creation of EMR systems.

Take pics, add to her weekly timeline, and share with friends all within app.

Delivery plan feature allows her to add items to her checklist.

Research, design, and advocate for user needs and goals.

> web, mobile and responsive apps

Your

company

here!

UX Designer

2015

Tools

- onmigraffle
- sketch
- axure
- keynote
- trello
- do we list all software we know how to use?

Projects

 I still don't understand if we are supposed to include one project or multiple projects.

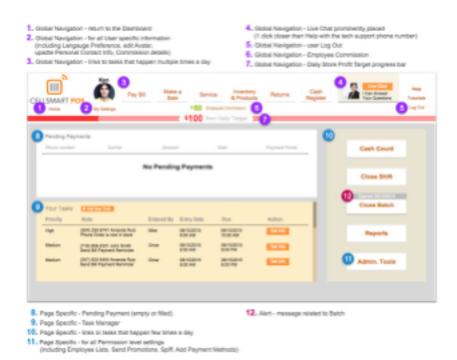
The client:

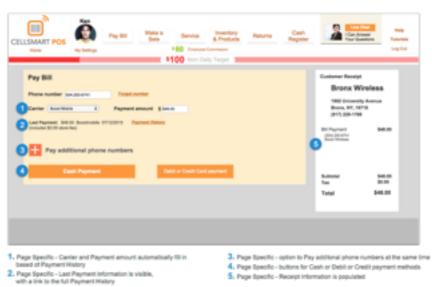
The research:

The process:

The Design:

Annotated Wireframes



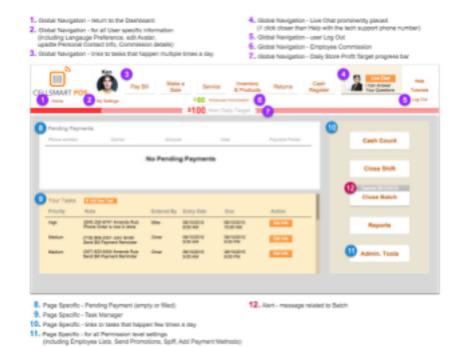


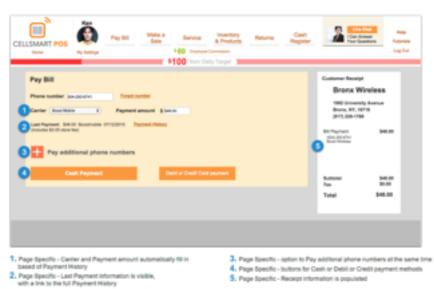


3. Page Specific - submit to save the product record



Annotated Wireframes



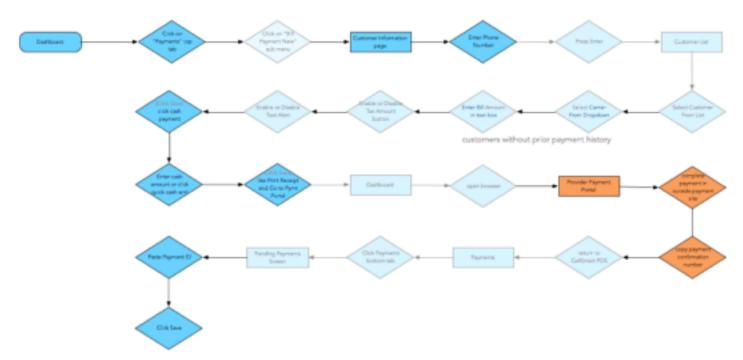




3. Page Specific - submit to save the product record

The pay-off:

proposed changes to CellSmart User flow

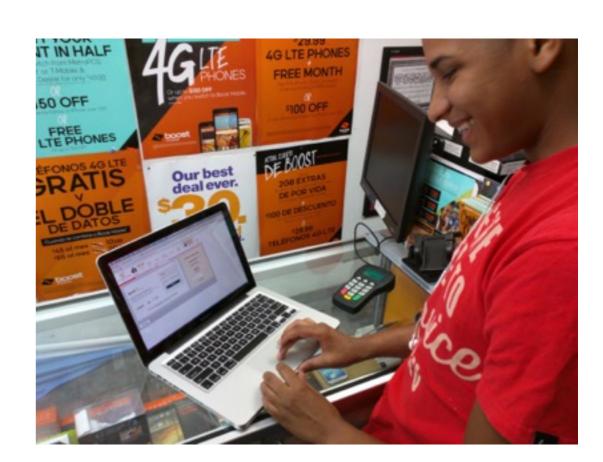


clicks/ actions:

• decreased by 8-10

pages/ pop-ups:

• decreased by 4



cashier testing new design

CONTACT ME

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