



Interaction Design Portfolio

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more about me on
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Tripster



2014-2015

What is Tripster?

Tripster is a service that represents Journeys as interactive objects that people can interact with so to be able to save recently searched itineraries, sync them on many devices, send them to other people, share them with multiple travellers in real-time, as well as to explore route alternatives on-the-fly

Tripster was born as an attempt to redesign popular transit apps around the idea of modelling trips as first-class objects. Tripster adds a social twist to transit apps, allowing people to share bits of information about their journeys, ultimately allowing them to travel together in a new way.

My role in Tripster

As a co-founder I had a key role in the development of tripster, from idea to product.

In order to understand the problem, I conducted user studies through critical-incident interviews from travellers in Helsinki, Paris, and Stockholm. Important issues were discovered in how people move around the city with others, and in the fact that lots of time and frustration is associated in coordinating with other people.

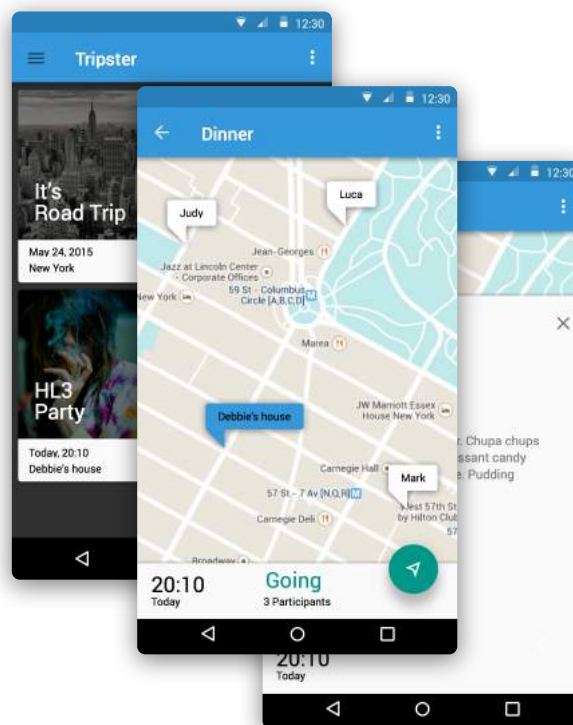
Low fidelity paper prototypes and video prototypes were made and iteratively tested with the users in various participatory design sessions. Interactive web prototypes were used for testing the critical parts of the app and its interactivity.

I got to make pixel-perfect native designs of Tripster for its reification on Windows Phone, Android and iOS, mastering tools such as Sketch and Framer. The prototypes were iterated upon in order to provide the best experience and a natural, enjoyable, native feel.

I had a key part in the visual design of Tripster's logo, colours and branding.

Finally, I am handling Tripster's implementation on iOS and collaborating on the Android version.

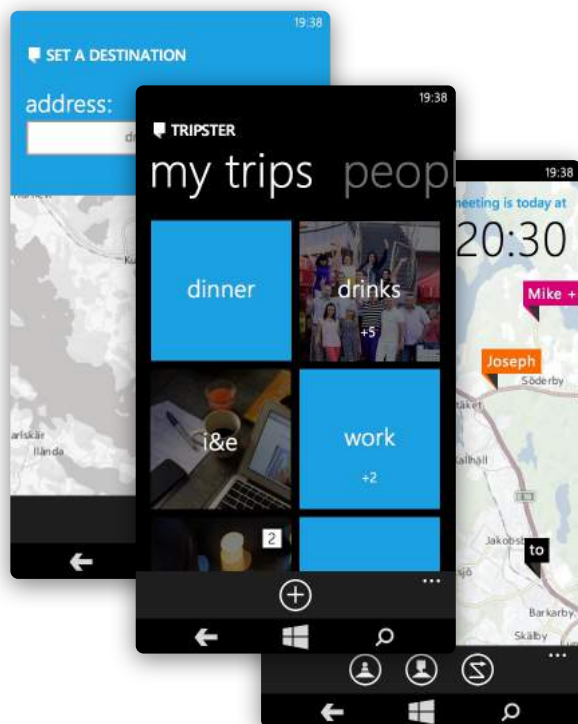
Tripster, Android



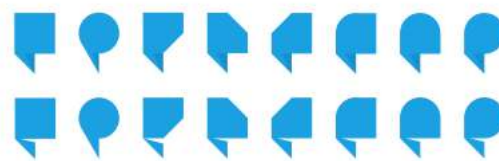
Tripster, iOS



Tripster, Windows 8.1



Participatory design and user studies

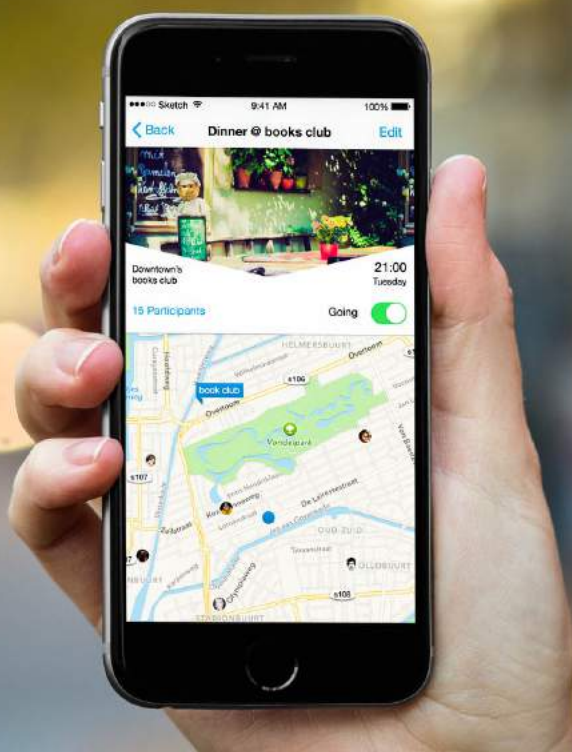


Awards

Tripster participated in 2014's Intelligent Transportation Systems' competition in Helsinki and was awarded a special prize. It received funding through AppCampus (Nokia + Microsoft joint venture) for the development of a proto-type on windows phone.

How can I get tripster?

Tripster is currently under development. It will be available later this year on select platforms.





Settlr

Settling guide.
For students,
by students.

What is Settlr?

Settlr is a collection of interactive guides for international students settling in a new city. Paris, Amsterdam, Berlin; no matter where, Settlr provides students with beautiful, hand-crafted guides on how to get accommodation, deal with bureaucracy and social security, and get started without any headache.

My role in Settlr

In Settlr, I took care of four aspects of the project: the development of the concept and modeling of the user's problem (involving more than 40 users); the user interface and interactions; the design of the interface from low to high fidelity, including video and interactive prototypes; and finally the implementation of the iOS App.

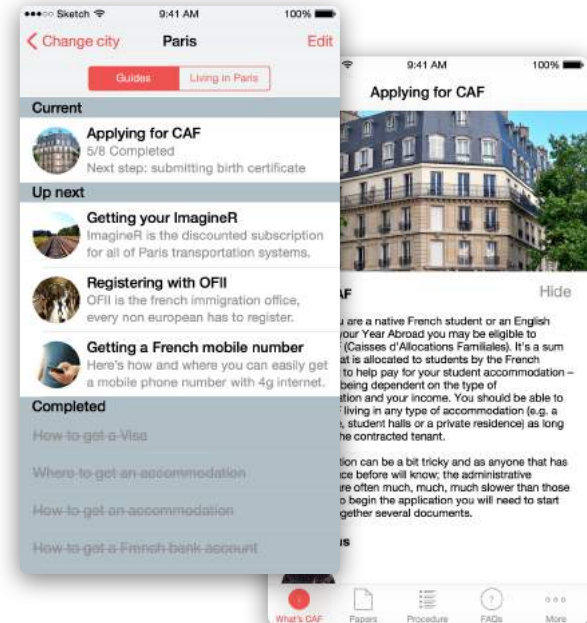
Awards

Settlr won the HEC entrepreneurial journée and the National EPA startup compention; and Represented France in the european YA-JE competition during summer 2014.

What happened to Settlr?

The project was frozen as the team members moved to different countries to finish their studies.

Settlr on iOS



Previous work:

PRESTO

In 2013, I collaborated as a UI/UX designer and .NET developer to the PRESTO project. I worked on implementing an interface for a complex artificial intelligence designed to bring safety environments to life. PRESTO is used in the advanced simulation and training of safety agents through serious games, and a modified version of the first interface is still in use.



More about me:



Photography

You can see some of my photos at [500px.com/luapesa](https://www.500px.com/luapesa)



Graphic design

I'm perfectly fine with taking care of colors, icons, and branding.

Tools of choice:

