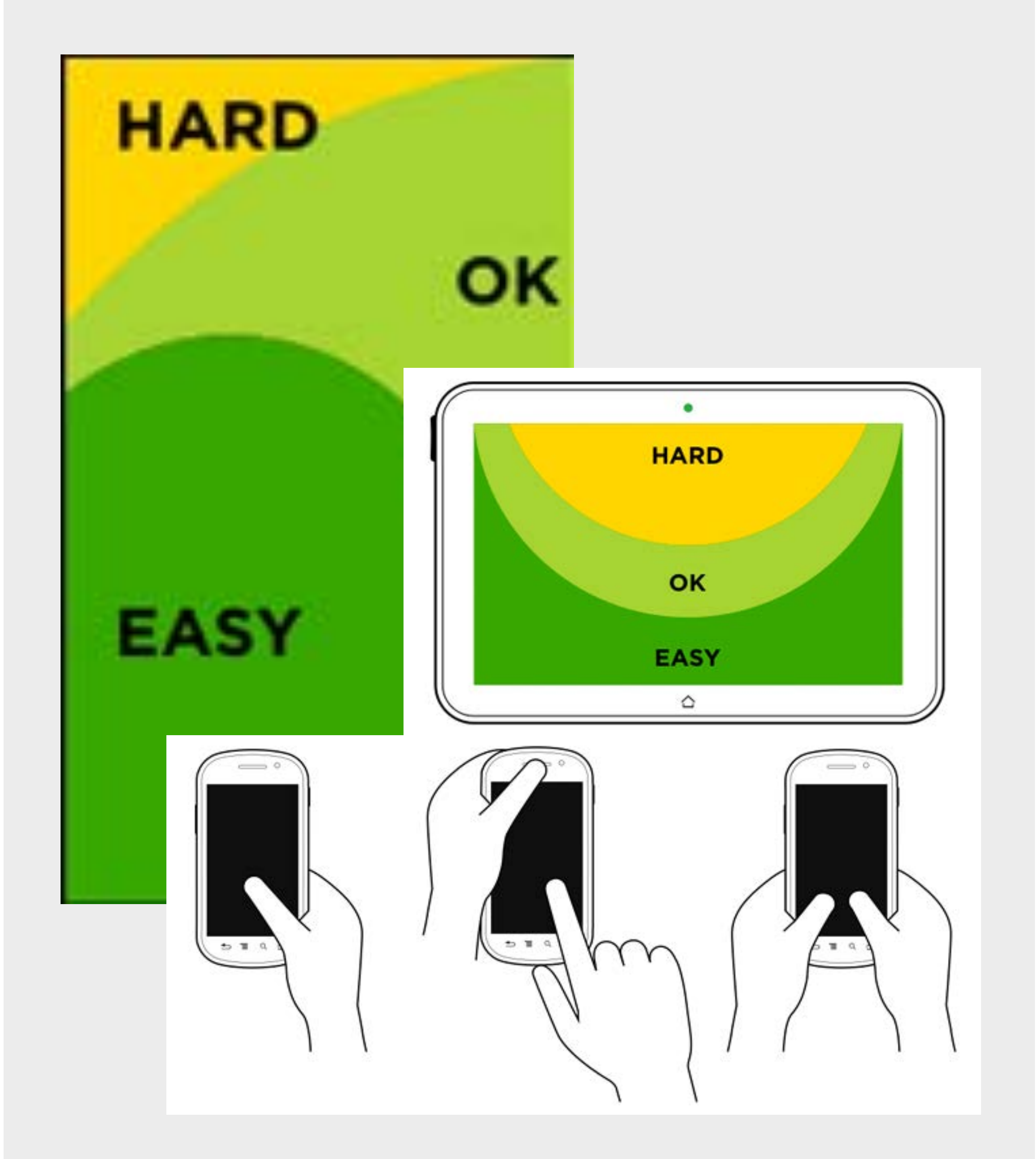


UX & Low-fi Mocks

RightIndem eFNOL Application

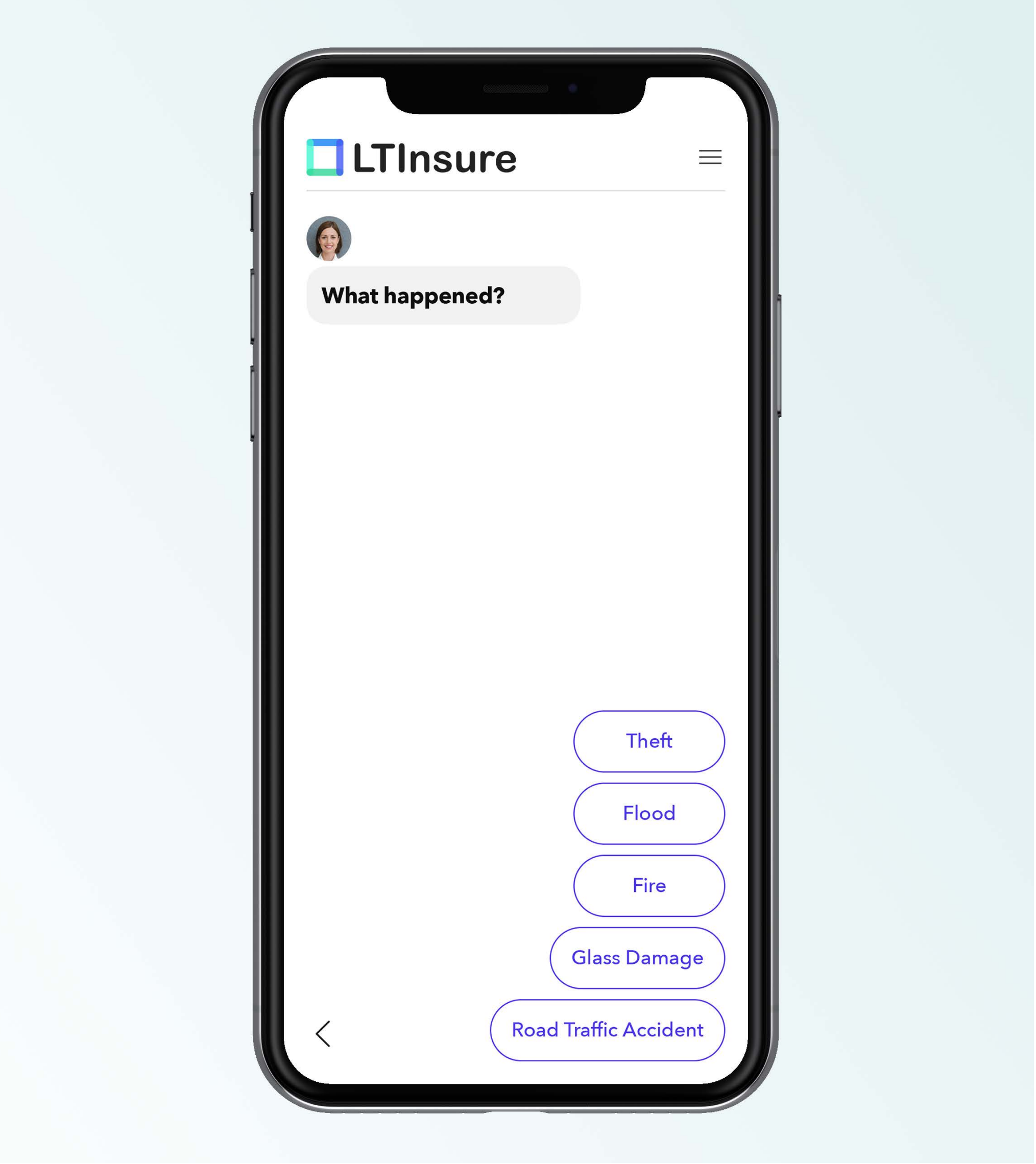
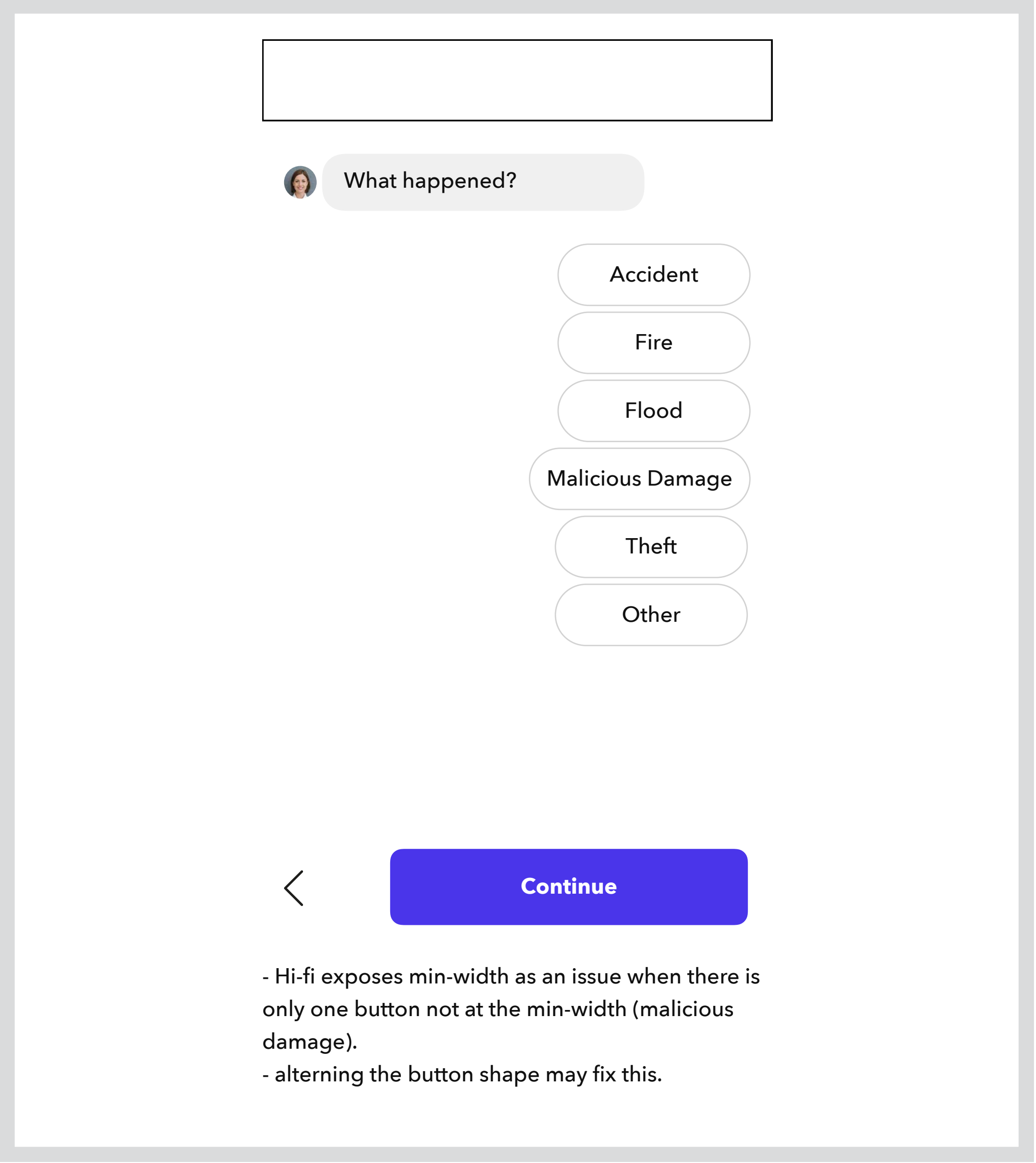
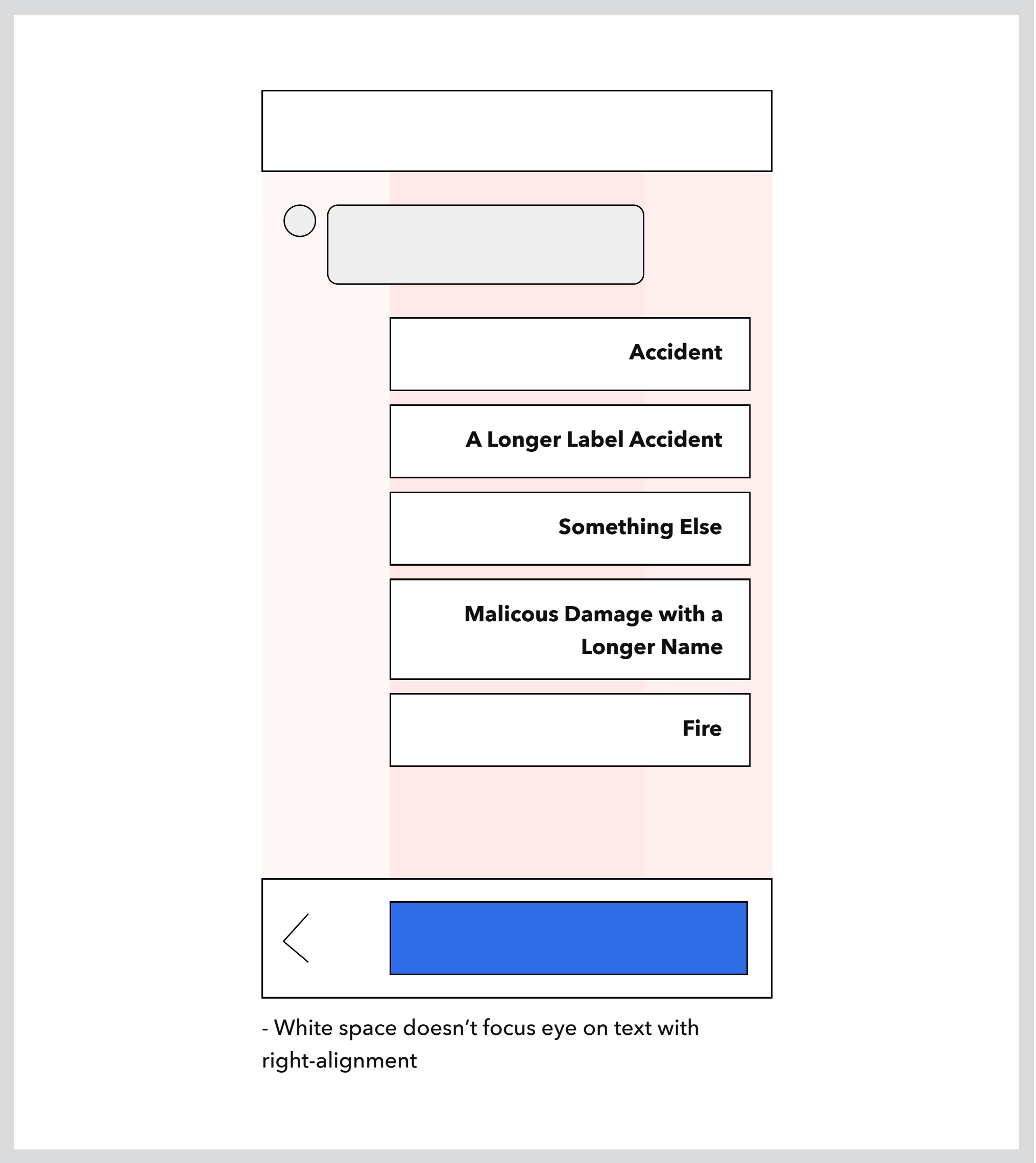
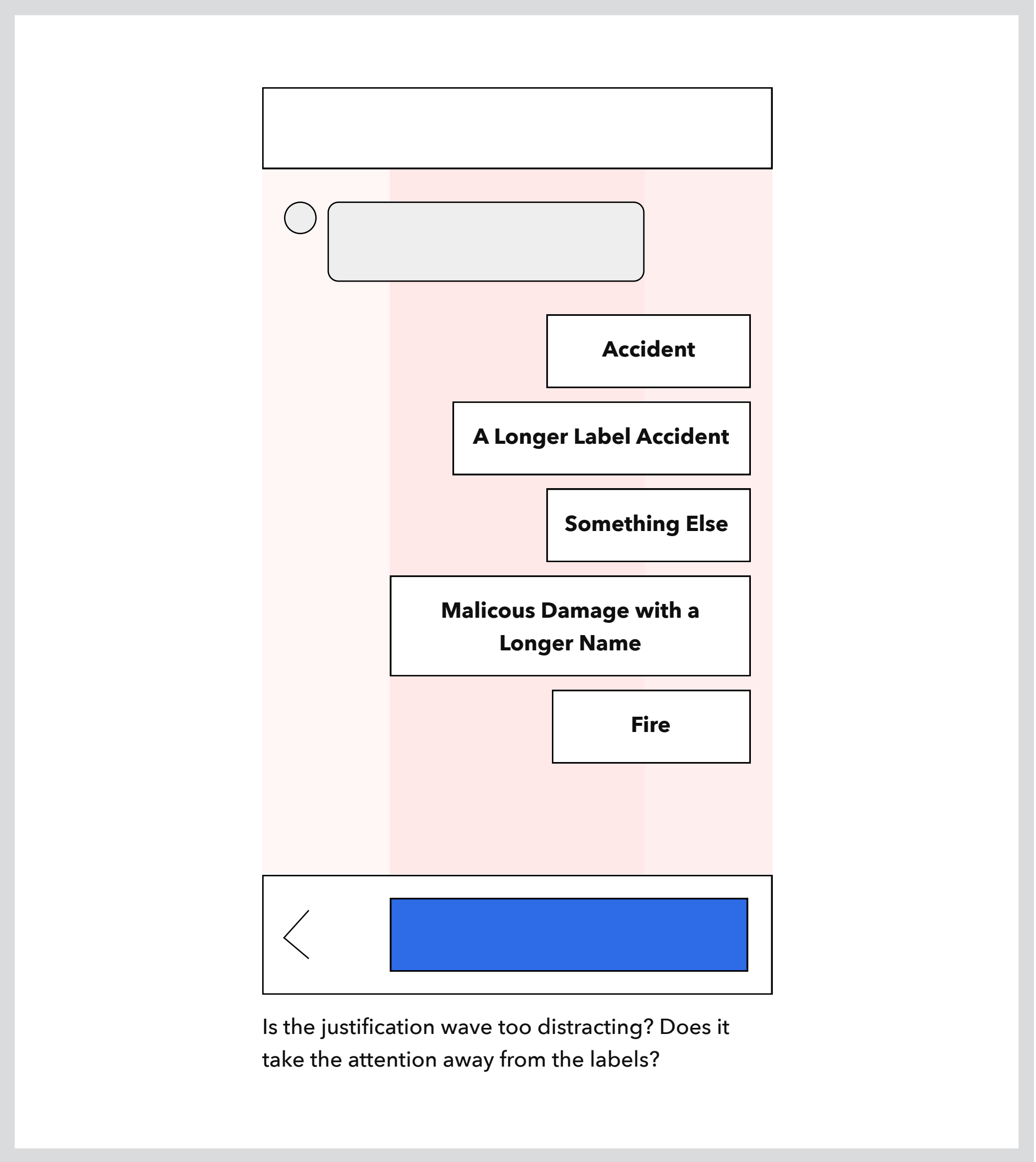


This demonstrates, at a high-level, my working process on a daily basis. After liaising with either stakeholders, clients or the Business Analysts, I will take the requirements and begin to research human ergonomics, user demographics and build user personas.

The above example is research carried out by Luke Wroblewski into the ergonomics and comfort of holding popular devices. I used these findings to shape the user interface of the RightIndem eFNOL Application.

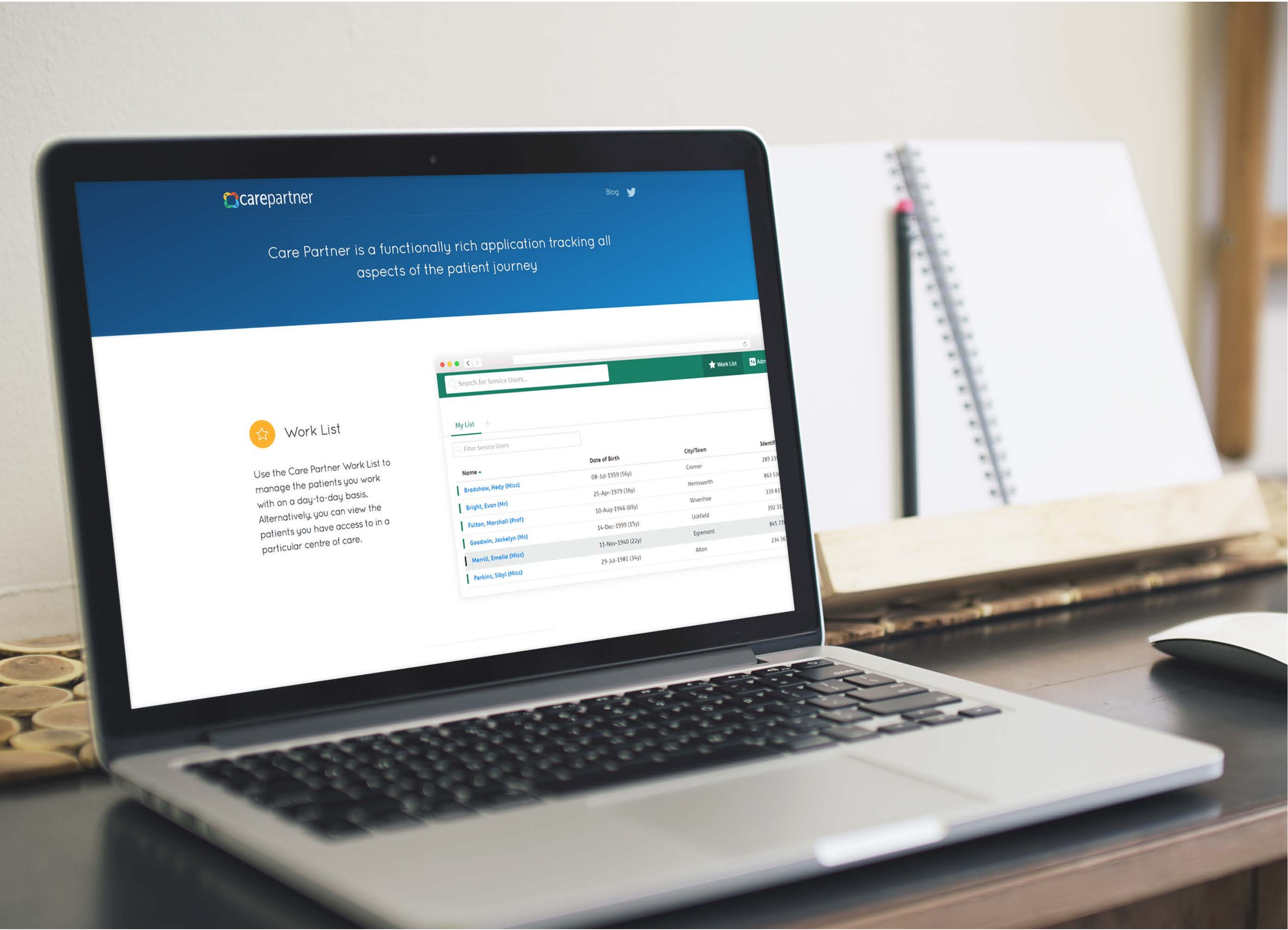
Once I have a thorough understanding of the user, their expectations and the problem we intend to solve, I begin low-fi mock-ups to explore ideas. I will often use whiteboards for these sessions and include members from the development team and test team to encourage early collaboration and understanding.

As my ideas form, I produce high-level interfaces using our existing design system to understand how greater visual aesthetics enhance the UI. Upon completion of hi-fi's, I will work with the BA to ensure work stories accurately reflect the user journey ahead of starting development. All my design work is created ahead of the current sprint.



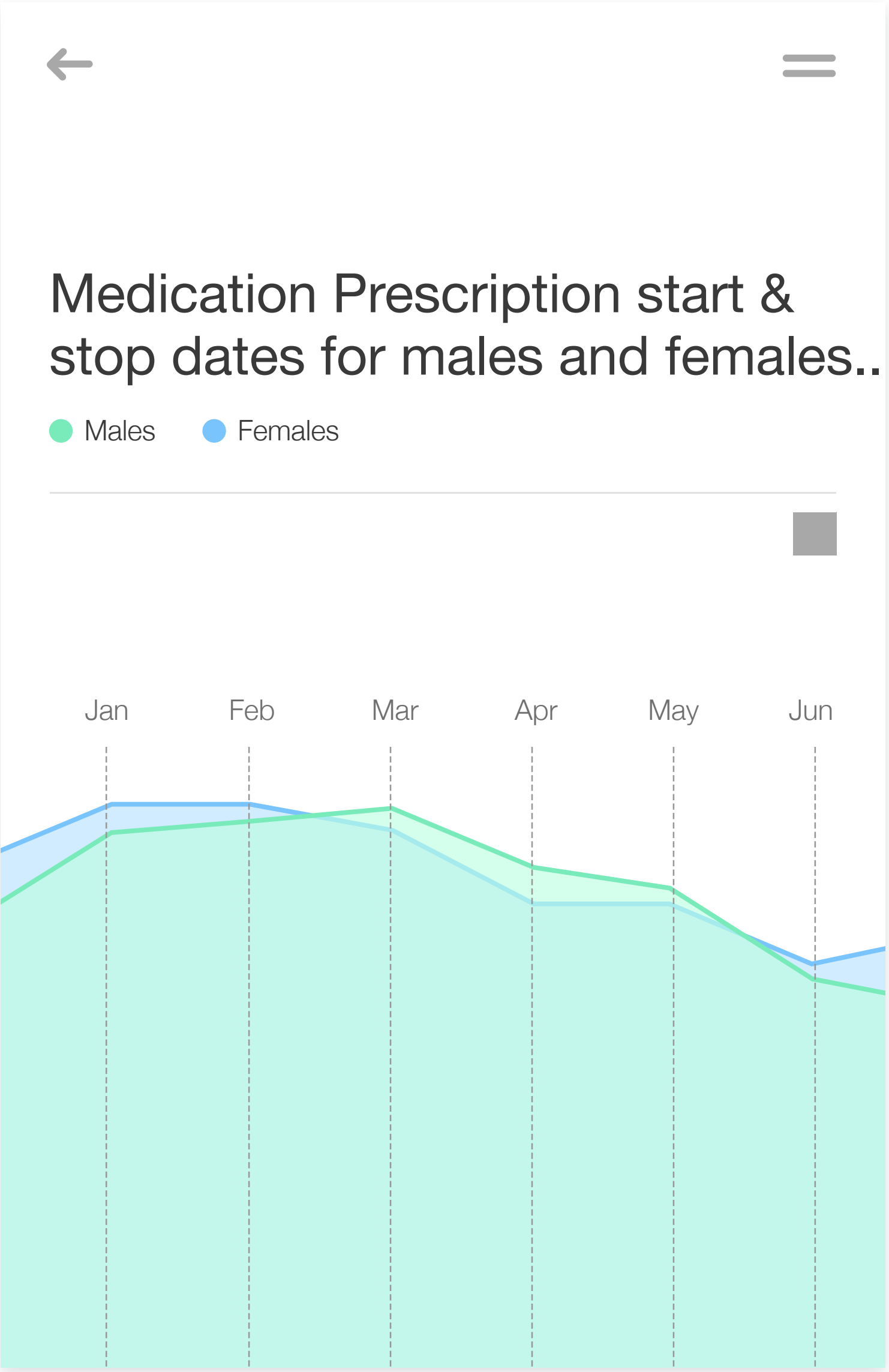
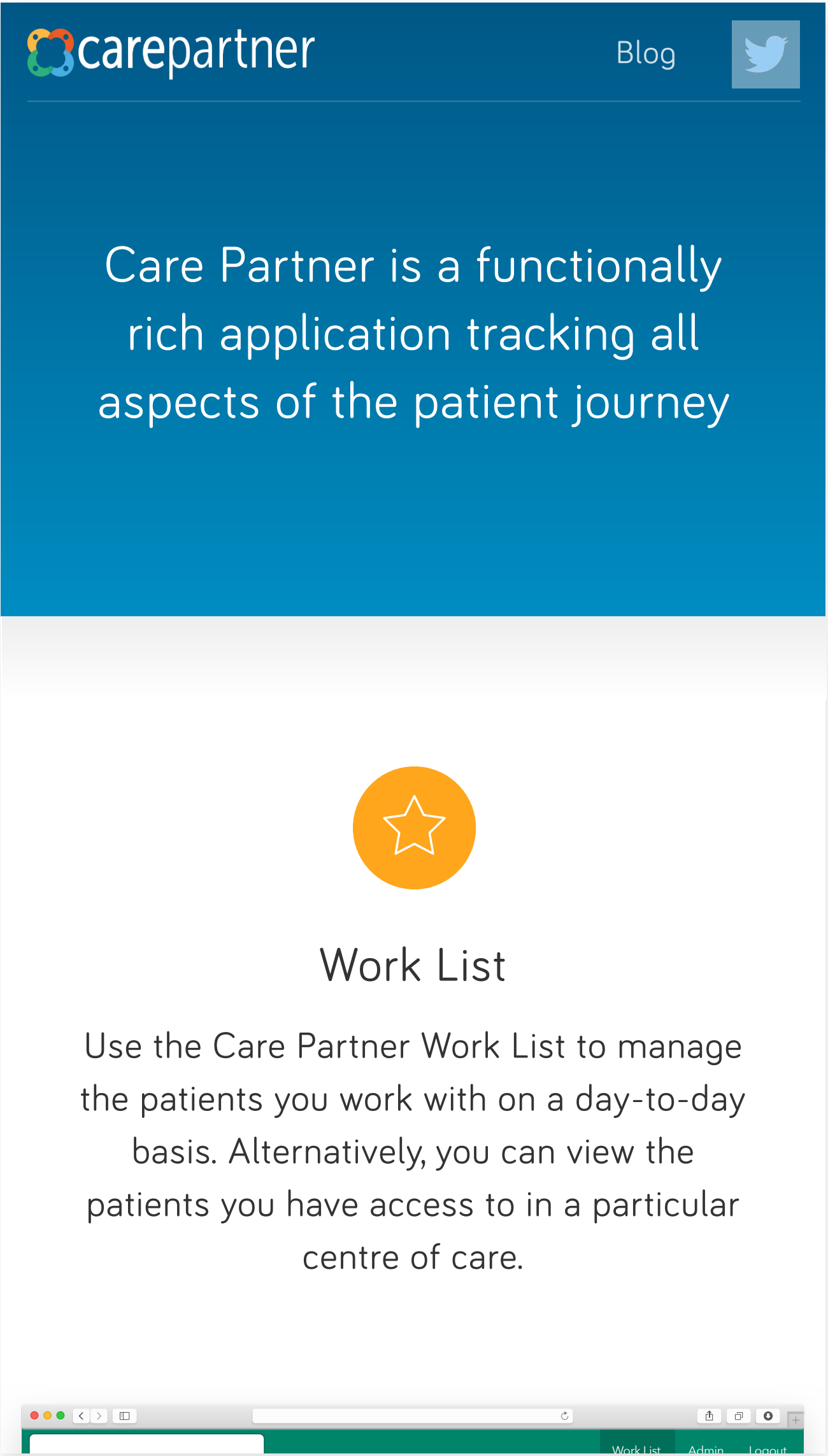
Website & Web Application

Care Partner



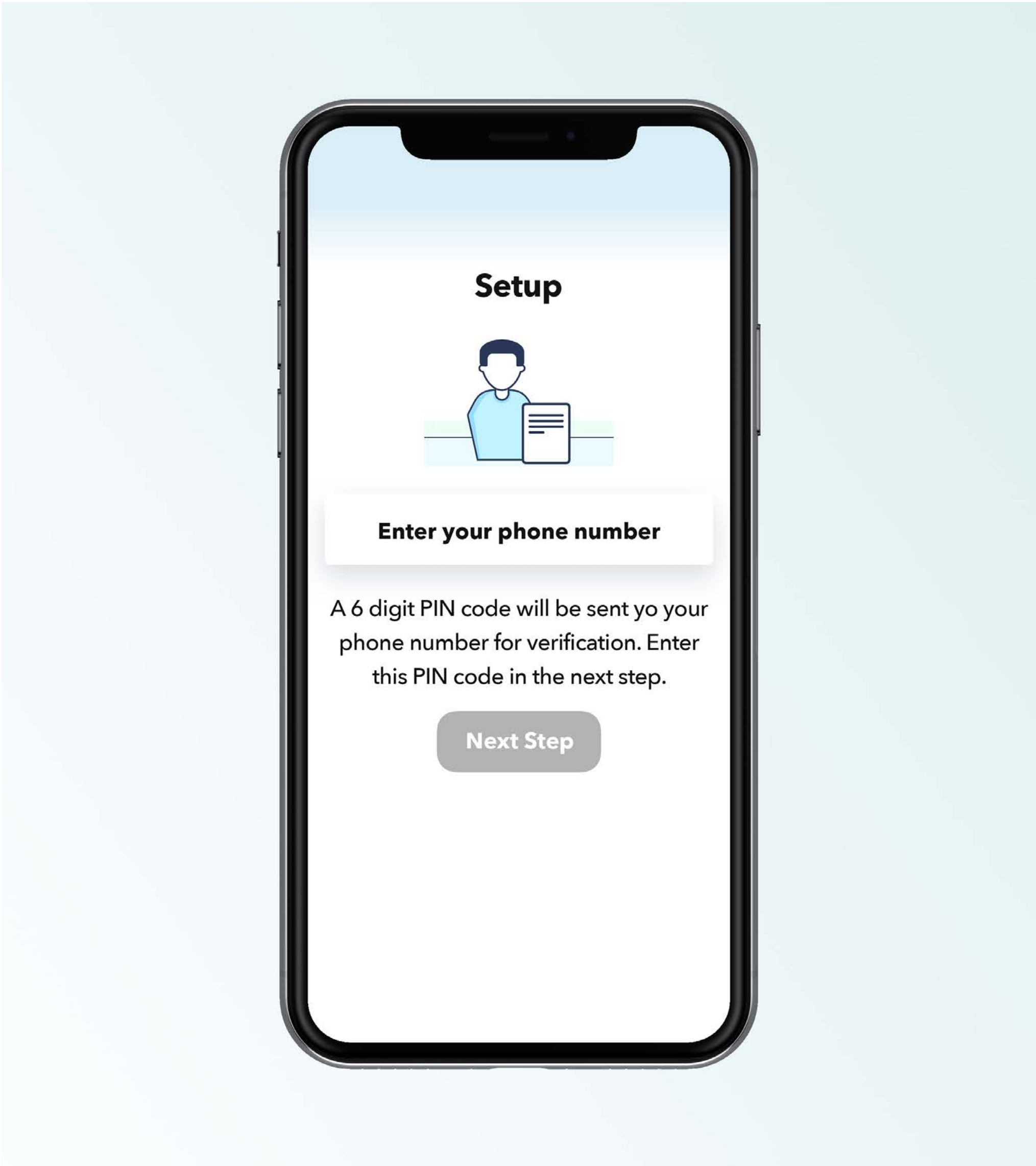
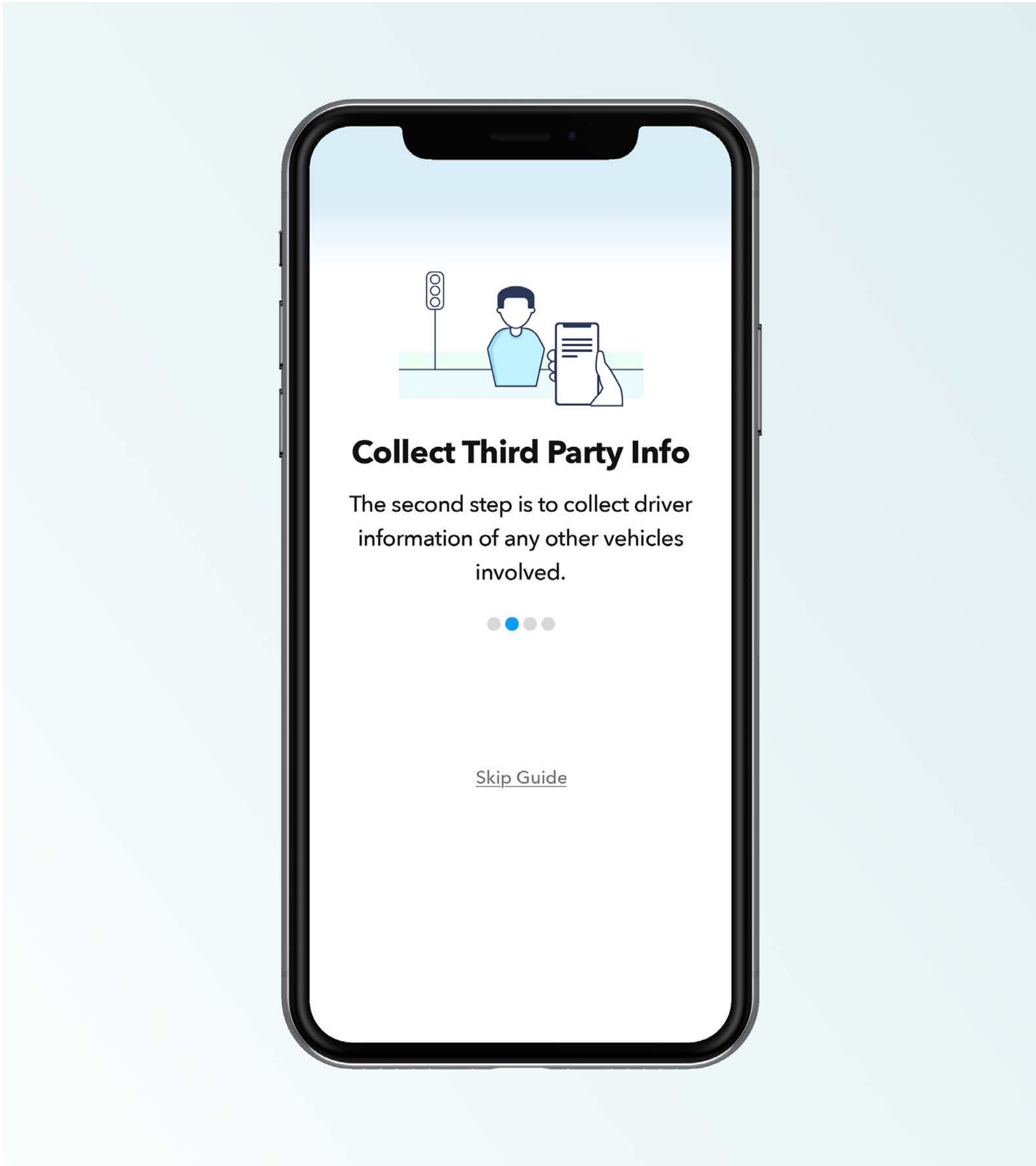
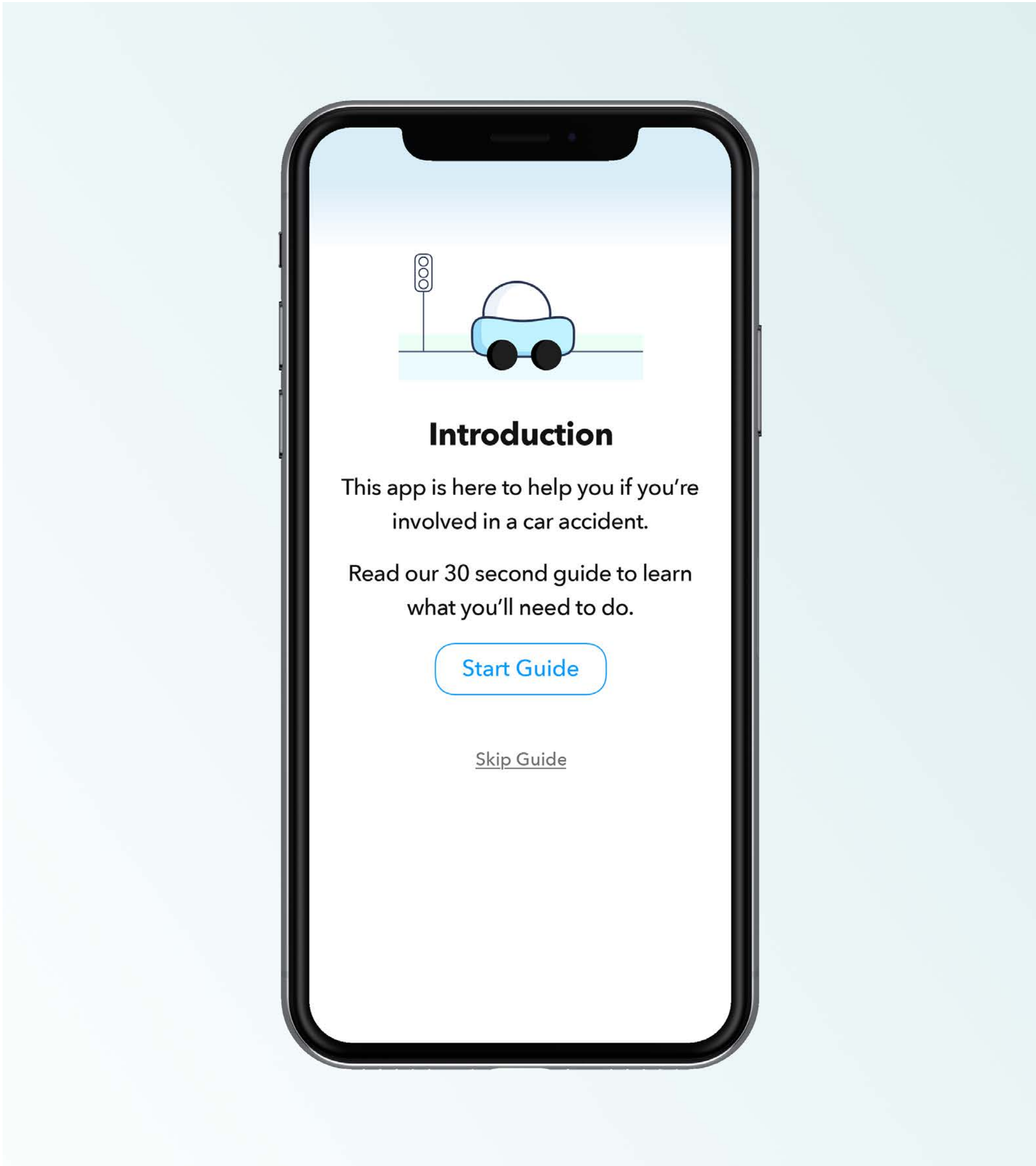
Care Partner was a clinical health application that enabled NHS users to track their patients. The application centered around a Work List; a list of patients within that ward or location. The project placed emphasis on user interaction and experience due to the nature and environment of the user's. Information needed to be clear and accessible without visual design hindering or obstructing interaction.

I used the results from Microsoft's healthcare research program to define and assist terminology enabling the site to be accessible to screen readers and assistive technology.



iOS Application

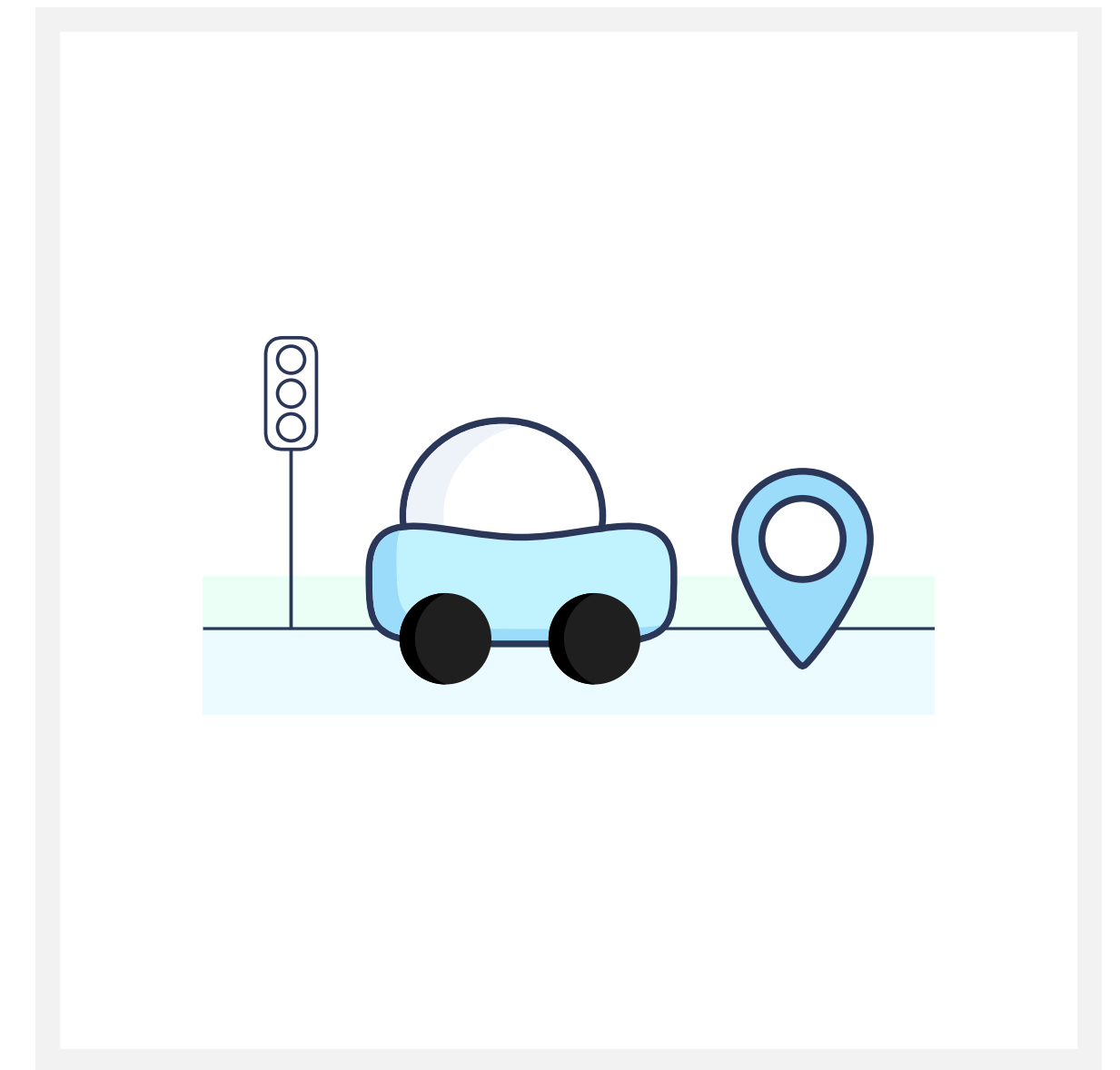
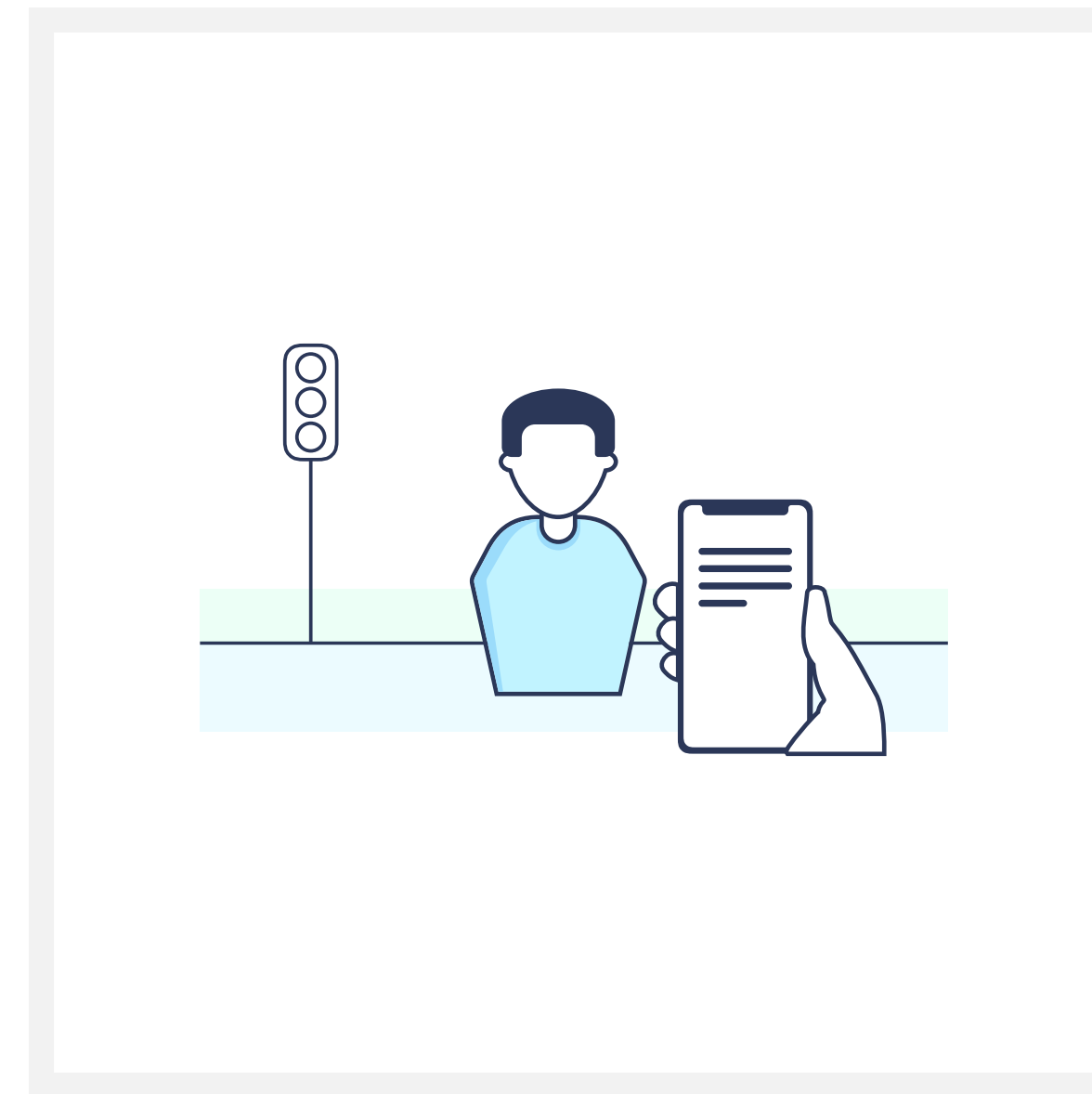
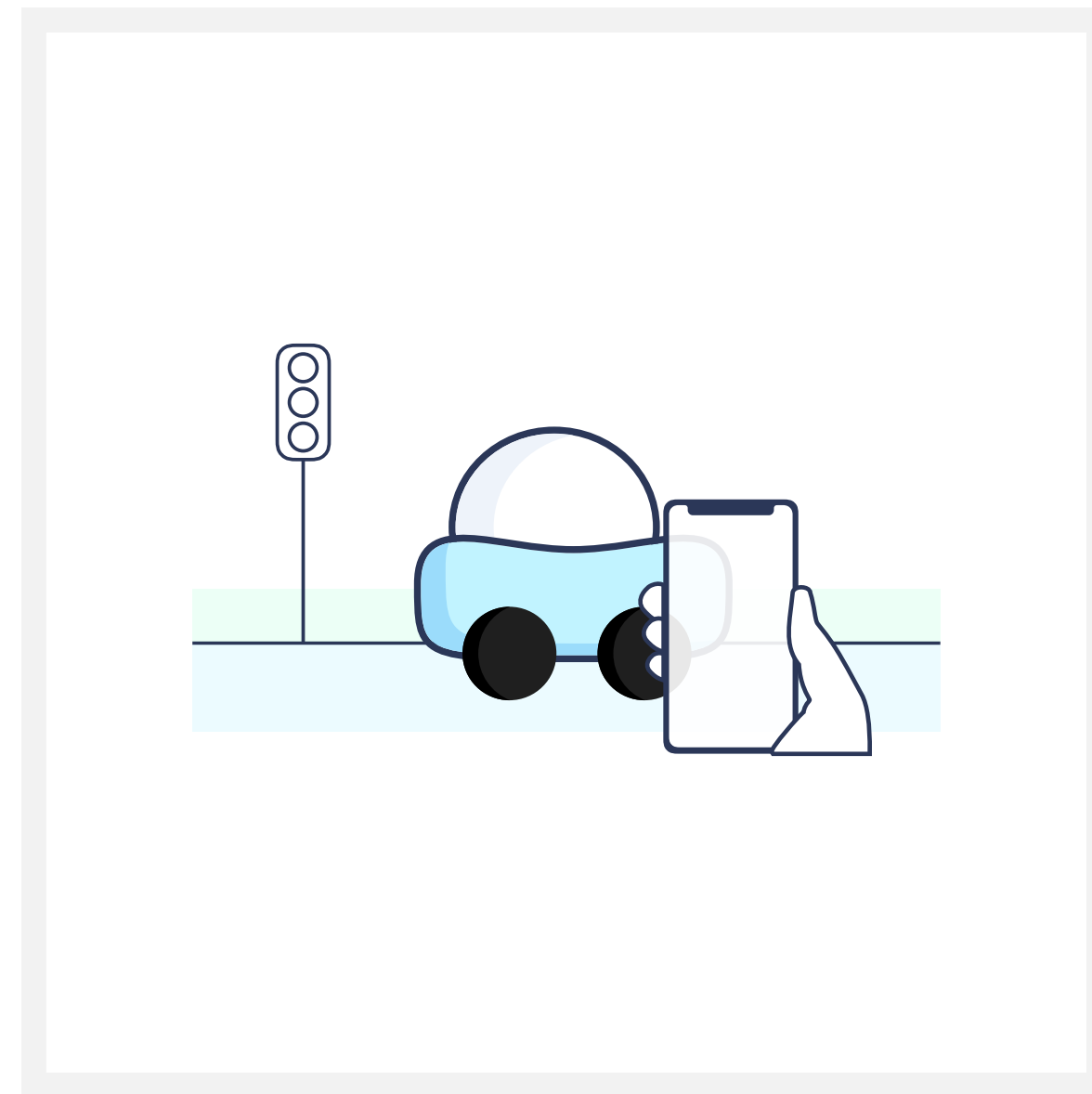
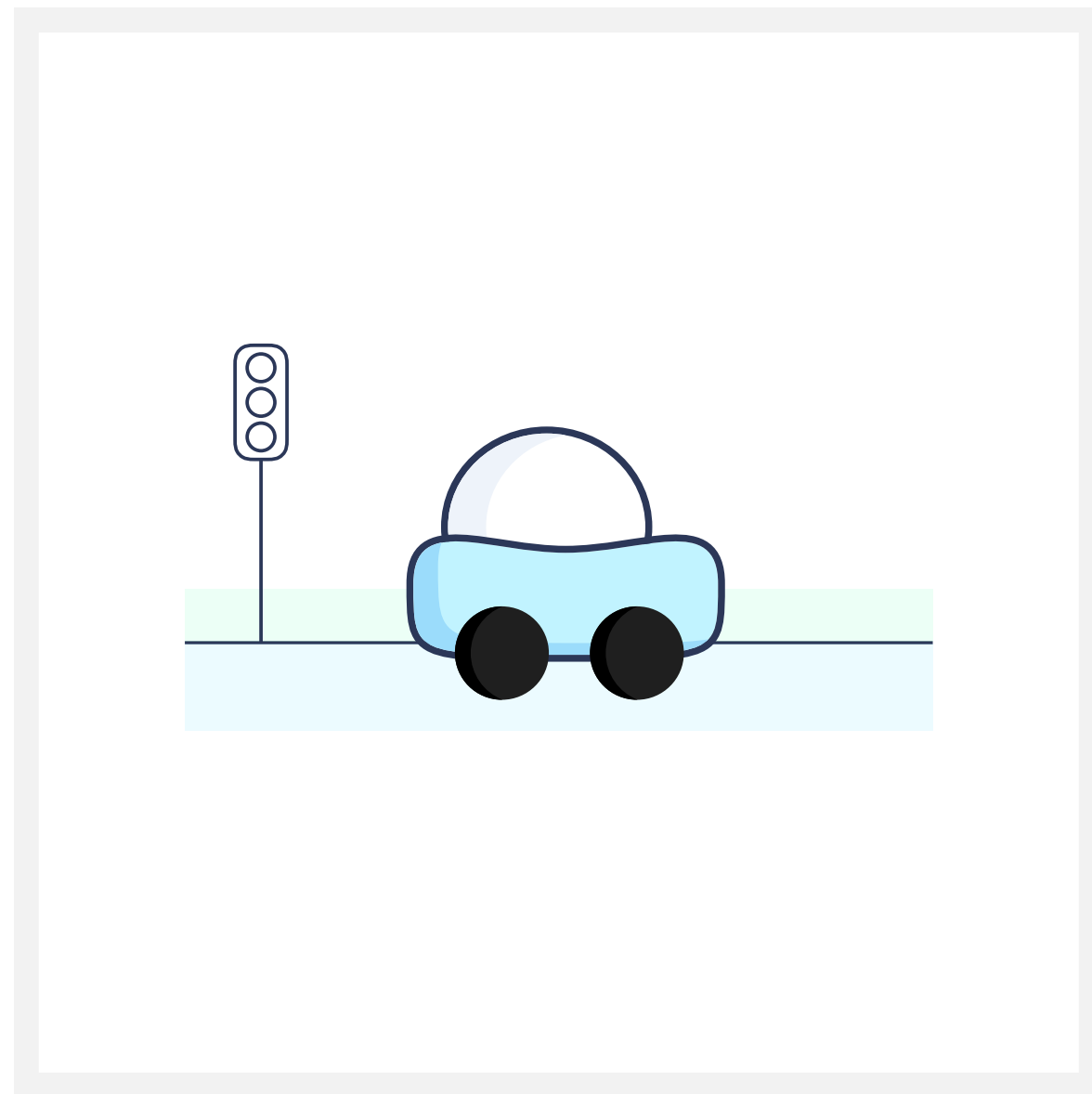
Bump & Go



Bump & Go is an iOS app that allows people to capture those details required in the event of a road traffic accident. Users emotions at a time of a road traffic accident regulate and typically their emotional journey is unhappy. I used these considerations alongside environmental factors such as low visibility, roadside distractions to produce a high-contrast, clear user interface with affording elements.

Illustration Work

Bump & Go

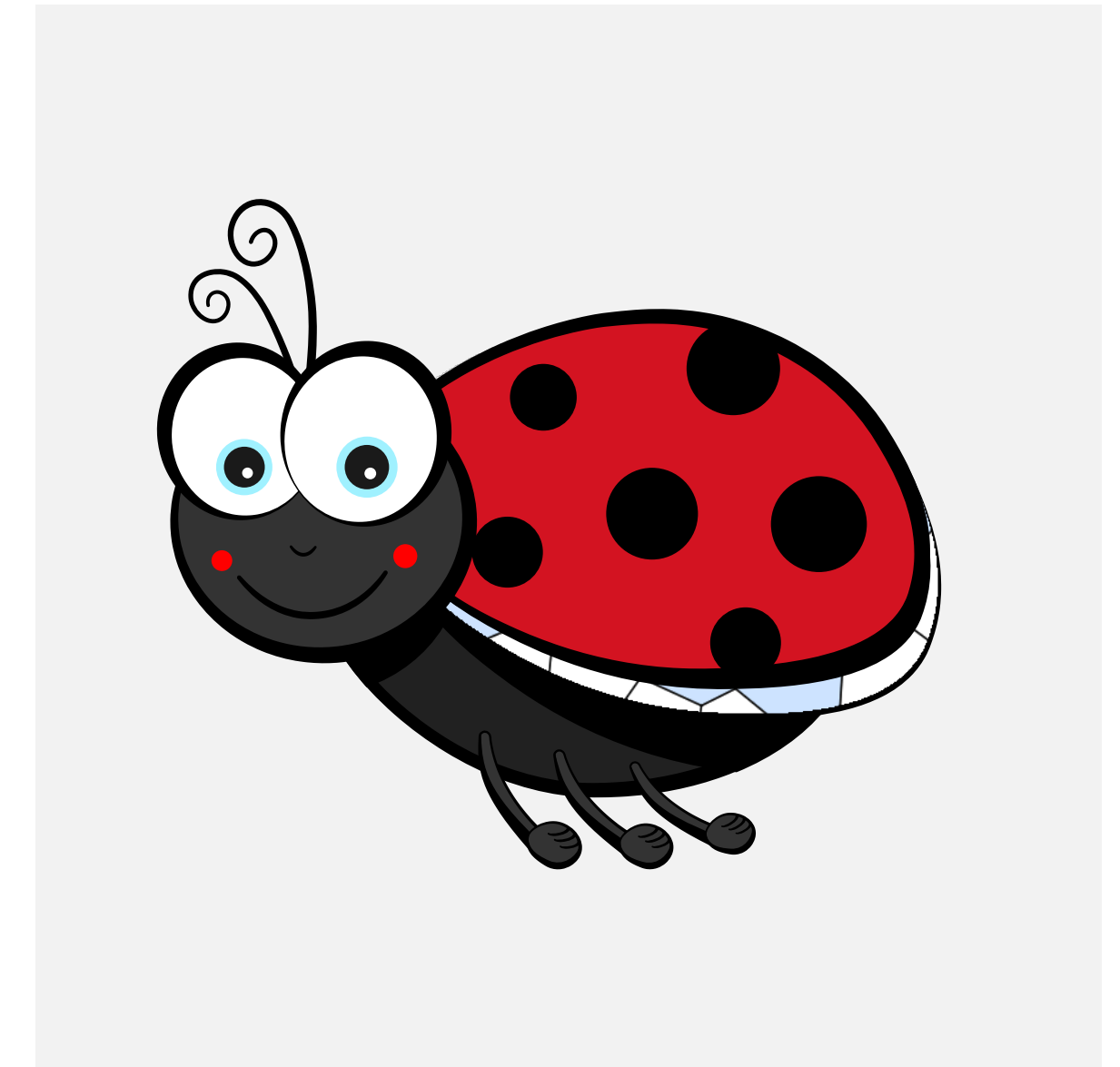
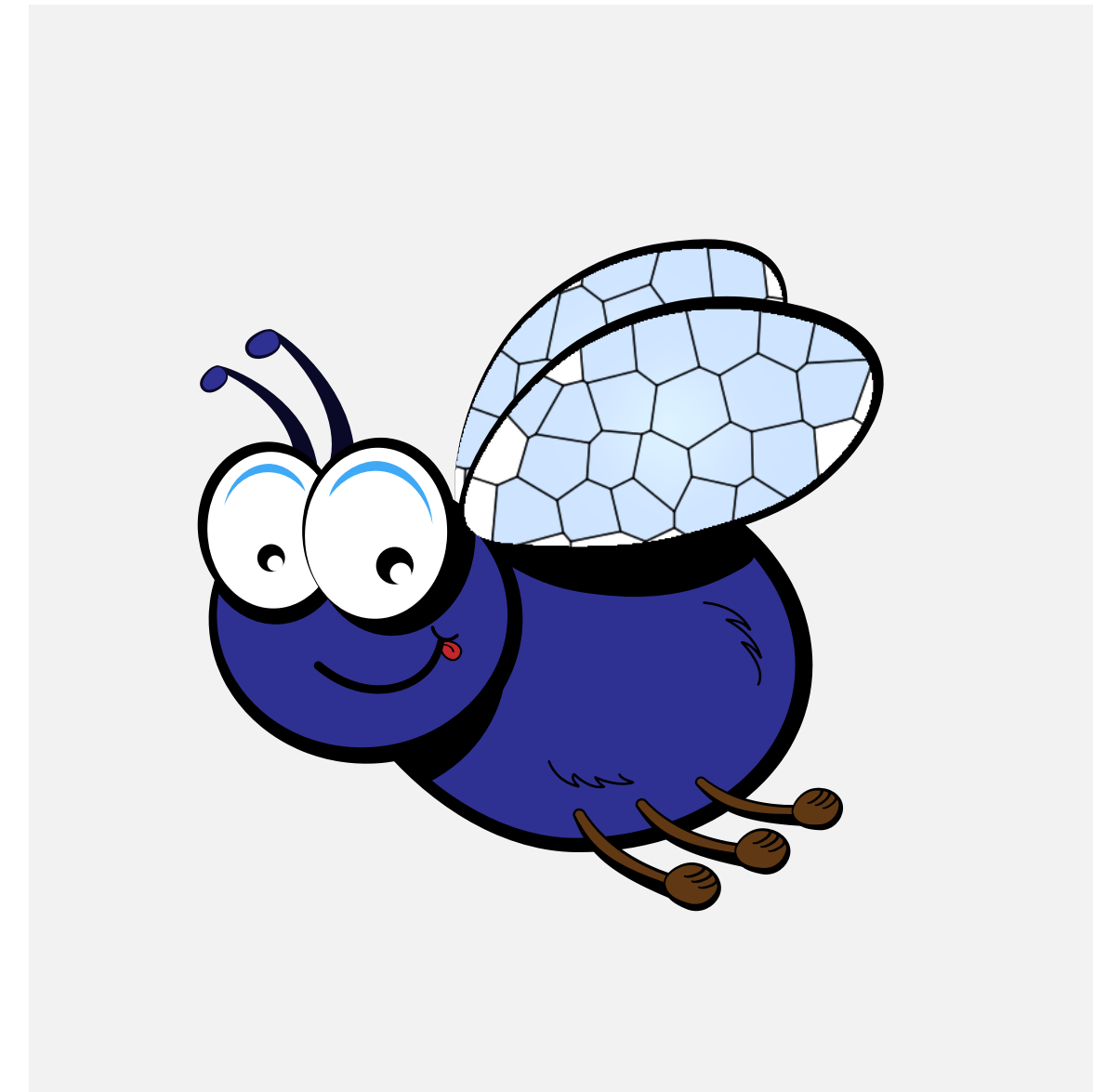
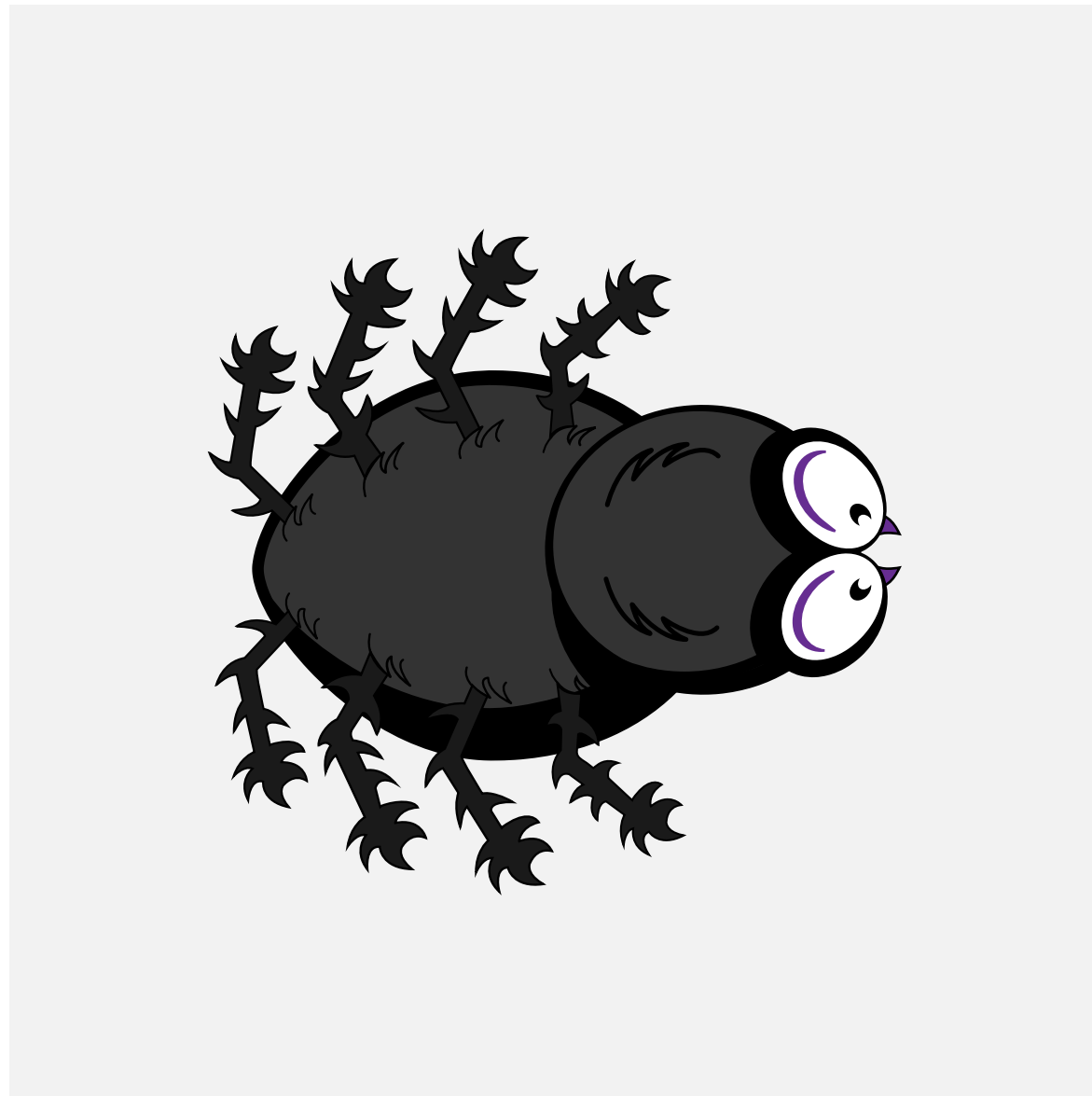


These illustrations were produced for a joint React native iOS app that enables users to capture details at the scene of a motor incident. The four illustrations are used to represent the user's vehicle, taking photos at the scene, capturing third-party details and confirming your location.

Illustrations produced in Sketch

Illustration Work

Bug Hunt



These illustrations were produced for a friends iOS game. The game involved a menacing spider capturing various insects, each insect with its own unique flight plan and personality.

Illustrations produced in Adobe Illustrator

Logo Work



Drank



Notts Dev Workshop



Cococheesecakes