

Hey – I'm still working on getting this page fully-baked, so please excuse my use of a pdf. It's less work than designing, coding and testing a new page type.

I needed to move quickly on getting my portfolio up to date, to apply for the job that probably brought you here.

This is the MVP version of an "other-projects-details-page"

ARTEMIS HEALTH

I did some contract work for a company called Artemis Health a while back, their product team was impeded after their only UX person quit. I stepped in and designed the following pieces of their "admin" over a span of about 3 months.

The typical process was they would send me a page or interaction hat was convoluted or dated looking, and I would slave through the night mocking something that better-fit their more modern, material-esque design language.

USERS

The thing I am still trying to find in all my documentation is the before's. Without them I will sum up what I feel were the biggest improvements.

1. Reduced the header height by over 60%. they had some really weird banner-type headers on all their admin pages, that just said "admin".

2. Moved the Filter Users pane to the left side of the active area, so it could be used like a true side-nav.

3. Introduced a tabbed top nav that sat inside the page content, so that you could flip between pages without leaving the active area of the page:

4. Added clear actions for each selected user above all their info.

5. I also widened the body of the page, to a full 1200px they originally designed it to meet some arbitrary standardized width of like 768px. Which only got in the way, working with all these complicated actions, views, and datasets.

ROLES

The thing I am still trying to find in all my documentation is the before's. Without them I will sum up what I feel were the biggest improvements.

1. I addressed the same issues with the top nav height and the overall width of page content.

2. The users section was something they hadn't thought about, but the original functionality was that you could assign users to roles but only from the users page. Pulling in which users were assigned to a particular role was a helpful UX feature that people were stoked about when we talked to them.

3. Styled consistently with the users redesign, with clear actions above the given role's title, similar functionality for searching through different roles

4. When I got the original page, you wouldn't believe how convoluted the permissions section was. It's a fairly sophisticated part of the product, but they had 77 individual switches, to control each permission. They weren't grouped, just put all in 1 a vertical list. You kinda had to read all of them or cmd+f to find what you wanted so when it came to me, I sorted the permissions into functional groups, and used a more appropriate input, preserving the switch for turning on or off groups of features. A big win for usability, even if it made the page a big longer to scroll.

NAVIGATION

An exciting all-new addition, what used to be a top nav that you'd have to scroll past to get to any settings, you can now hide completely!

The driving factor behind that decision is that many people we talked to lived in different parts of the Artemis platform, using only 1 or 2 tools, so why force them to visually navigate that component, every time they are looking for the tools they use everyday?

1 - I sorted each menu item by type, Insights, Claims, Users, and Settings.

2 - We assigned each item an icon, (folders are actually icons that were existing and proprietary, but for the sake of developing this quickly, we just used them as a placeholder)

