NAME

Sujith Anand

PORTFOLIO

2015-17 UX Design & Research projects

CONTENT	
About me	01
Curriculum Vitae	03
Work Projects	05
Onetech Ventures India Pvt Ltd	06
IBM BPM	14
Freelance work	23

ABOUT ME

MY SUMMARY

I am a digital native person with more than two years of work experience in researching and designing digital applications in both start-up and multinational organisation environments.

At the moment, I am currently working in Onetech Ventures India Pvt Ltd (Bangalore, India) for past 4 months as UX specialist. Before that, I was working in IBM Studios (Boeblingen, Germany) Microsoft (London, UK) and Emocial Ltd (London, UK).

Besides my working experience, I have a long education history. This is due to my change of career from Computer Science to Human Computer Interaction. As a result, I have two graduate degrees in Advanced Computer Science and Human-Computer Interaction & Design from University of Newcastle Upon Tyne (Newcastle, UK), KTH-Royal Institute of Technology (Stockholm, Sweden) and University College London (London, UK) respectively.

My motto is to create a good experience for end users.

CURRICULUM VITAE

WORK EXPERIENCE

UX Specialist @ Onetech Ventures, Bangalore, India Oct 16 - Present

UX Design & Research Intern @ IBM Studios, Böblingen

Feb 16 - Jun 16

Freelance UX Designer @ Non-Profit, London Sept 15 - Oct 15

UX Design Intern @ Emocial Ltd, London Mar 15 - Aug 15

EDUCATION

MSc Human Computer Interaction & Design @ UCL, London Sep 14 - Sep 15

MSc Human-Computer Interaction & Design @ KTH, Stockholm Aug 13 - Jul 14

MSc Advanced Computer Science @ Newcastle University, Newcastle, UK Sep 11 - Sep 12

BSc Information Science Engg @ BMSCE, Bangalore, India Jun 06 - Apr 10

SKILLS

Design Storyboard Scenarios User Journeys Task Analysis Sketching Wireframes Prototyping Responsive Design

Research

Survey Interview Focus Group Dairy Study Heuristic Evaluation Competitive Evaluation **Usability Testing Empathy Maps** Personas

Software

Sketch Photoshop Illustrator Balsamiq **InVision** Proto.io Azure NVivo

Methodology

Agile (Scrum) Waterfall

Programming

HTML (Begineer)

LANGUAGE

English

Hindi

Kannada

Telugu

Tamil

WORK PROJECTS

ONETECH VENTURES

Onetech Ventures India is a talent search & match technology startup to build next generation hiring platforms covering 30 industries & two key markets of India, South East Asia & Middle East. They are a product in the area of knowledge automation.

They are based in Bangalore and offer high energy start-up culture & fast paced growth. Their founder comes with decades of experience in Strategic Talent Consulting & Research, Talent Availability Research, Indian & global leadership mapping.

Their talent search and match product is named as Jarviz. Its a search engine conceptualised to ensure right leadership is identified in each and every job mandate. The search scope covers all key roles from middle to senior management. This is the first of its kind in India where the executive search consulting competence has been automated across key industries to enable the search business to scale massively.

This company is in a stealth mode with a product launch planned in couple of months.

INSIGHTS

Role

UX Specialist

Duration

4 months (October to till date)

Place of work

Bangalore, India

Application

Research & Design: Jarviz Engine

Design brief

The goal of the product is to create a web-based hiring platform for recruiters to find the best candidates for hiring middle and senior management roles.

Responsibilites

Research & Design: Requirement Gathering, Interviews (In-house), Empathy Map,

Scenario Map, Paper sketches, UI Design, UI Prototype

Project Methodology

Agile (Scrum)

Software

Design: Adobe Photoshop, Zeplin, InvisionApp, JIRA

I started to work on Jarviz Engine with only use cases created by the product manager. As this was very broad, I suggested creating a design workshop where CEO, Development Manager, Product Manager and myself sit together to understand the problem and create Hill Statement.

In the workshop, hill statement was created, which was clear for all stakeholders to understand users' needs. Later, it was divided into sub-sections.

Then, In-house interviews were conducted to understand users' needs and pain points. After the Interviews, it was evident, we had to address four different end users. Those four users are termed as Data Entry, Ranker, Calibrator and Business Partner. Each user has their own set of tasks to perform but they are inter-related to each other. Below is an explanation about four different users:

Data Entry is a market researcher who uploads companies into a database.

Ranker is a sessioned recruiter who (has enormous knowledge about hiring middle and senior management people.) ranks the uploaded companies based on city, region, country and world.

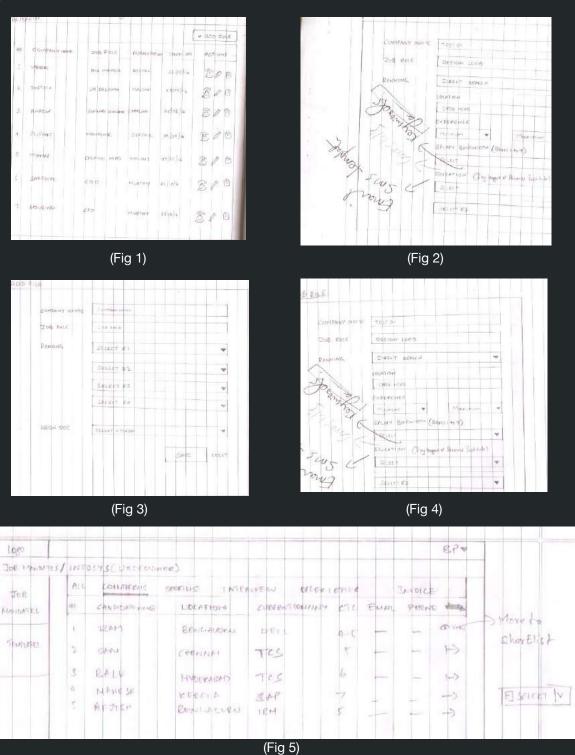
Calibrator is also a seasoned recruiter who constantly receives job requirements from various companies to help them find a right candidate(s). This calibrator should be able to enter those requirements to find the best candidates for a business partner to process.

Business Partner is a junior or experienced recruiter who processes the candidates and communicates with the client to find the right candidate for the client's job requirement.

Later, those needs and pain points were pushed into whiteboard to create empathy maps. Those empathy maps were shown to stakeholders as a playback. Then, Scenario maps were created to understand about the user workflows.

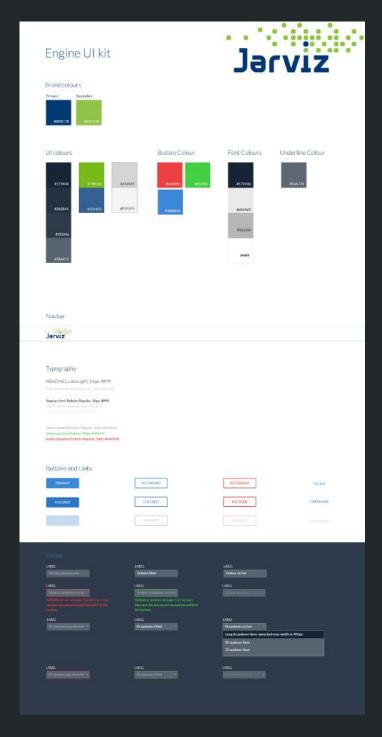
As its a new product, to-be scenarios helped a lot in identifying all the user tasks. Once the scenario mapping was finished. I started to create paper sketches since the design scrum was planned for 7 to 10 working days. It was not possible to follow all the design process due to time constraints.

Below shown images are few of the paper sketches created for Calibrator and Business Partner.



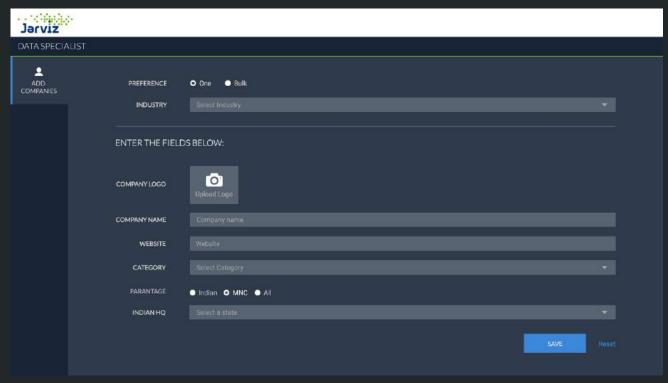
Paper Sketches from Calibrator (Fig 1,2,3), Business Partner (Fig 4,5)

The paper sketches were shown to the stakeholders as a playback and were iterated upon requests. Later, styleguide was prepared for the UI design as shown below:

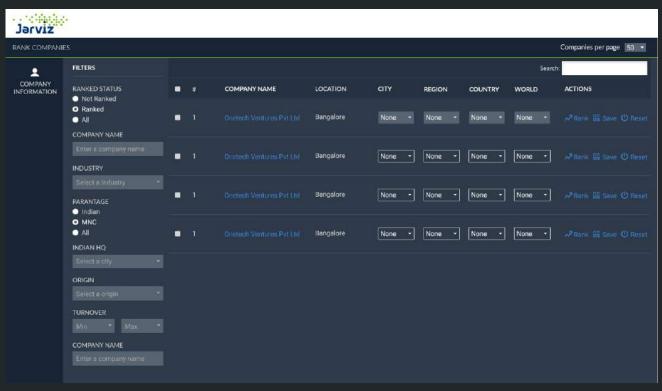


Jarviz Engine UI Styleguide

Then, UI design was created as shown below for respective sections.

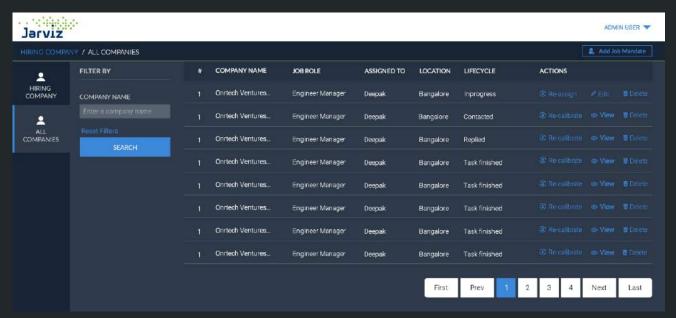


UI Design for Data Entry

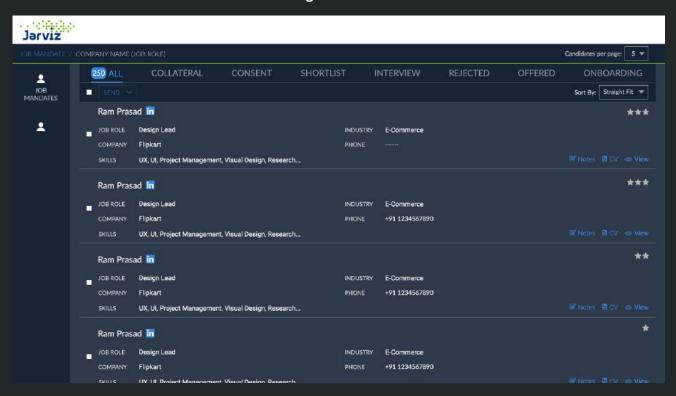


UI Design for Ranker

Further on, UI design was created one section at a time. Some of the visuals related to the Jarviz engine platform are shown below:



UI Design for Calibrator



UI Design for Business Partner

Finally, design prototypes were created with the use of InVision App and iterated after user walkthroughs. Then, prototypes were handed over to the development team.

IBM BPM

IBM Business Process Manager (BPM) is a full-featured, consumable business process management platform. It includes tooling and run time for process design and execution, along with capabilities for monitoring and optimizing work that is executed within the platform.

It is specifically designed to enable process owners and business users to engage directly in the improvement of their business processes.

IBM Business Process Manager is available in on-premises and cloud configurations. It is designed to support mobile devices, features case management capabilities across its product editions and operates with a single process server or in a federated topology.

INSIGHTS

Role

UX Design & Research Intern

Duration

5 months (February to June 2016)

Place of work

IBM Studios, Böblingen (Germany)

Application

Design: IBM BPM (Business Process Manager) Process Portal

Research: Operational Intelligence (Code Name)

Design brief (or Epics in IBM terminology)

Design - Epic 1: Re-design of process & team performance view

Epic 2: Re-design of Processes view

Research: Analyse interview information

Responsibilites

Design & Research: Paper sketches, low-fidelity Wireframes, Affinity Mapping

Project Methodology

Waterfall

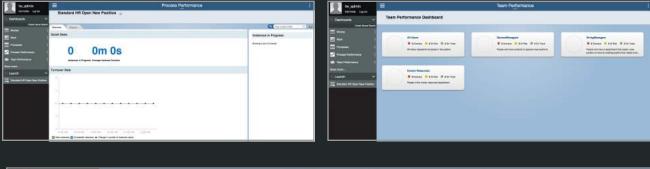
Software

Design: Adobe Photoshop, Sketch

Research: Mural.ly

I worked alongside a Senior Visual Designer (VD) in this project. The project had two design epics which were related to Processes and Performance (Team and Process) sections. These two sections are usually accessed by two types of end users i.e., Business end user (Task workers) and Line of Business users (e.g., Team Owner, Process Owner).

The focus of these epics was towards redesigning and providing responsive behaviour across devices. We decided to concentrate on consistency of the information layout across the sections and provide seamless interaction for end users while using the application. Since certain content were overlapping.





Snapshots from IBM BPM Process Portal 8.5.6

In our first brainstorming session, we started to identify the pain points from the two epics. Later a quick mid-fidelity wireframe was produced for a user walkthrough session. Two internal IBM users took part in the user walkthrough session. The users who participated in the walkthrough session had working experience of IBM BPM Process Portal.

During the user test session, users were immersed into a scenario with multiple tasks. This helped us to identify their opinions and pain points.

Thanks for participating in this session. Please talk aloud while you see the wireframes,

Scenario:

Consider yourself as a Business lead that use process and team performance dashboards regularly.

Process Performance:

Task 1:

Consider you are in need for a quick scan of information related to overall processes.

Task 2:

Nice, you are needed to find all the process instances, which are overdue.

Task 3:

So you found all information related to that process template but you would like to check out what is happening in other process template as well

Team Performance

Task 1:

Find a quick look at all the information related to one group

Task 2:

Nice, now you would like to find out what one team member is doing with his or her tasks.

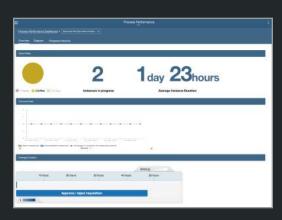
Scenario and their tasks used for user walkthrough session

The mid-fidelity wireframes which were used for the user test session is shown below:



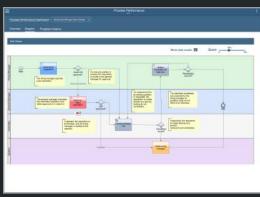
















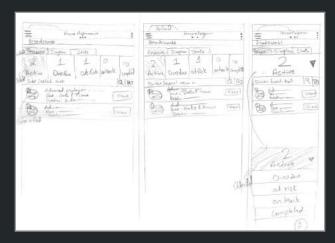




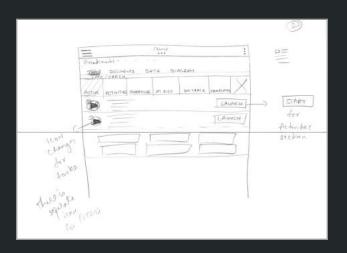


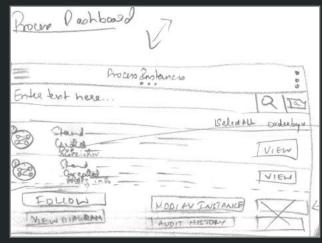
After the initial user test, feedbacks were explained to VD. Then paper sketches were drawn out quickly. The images shown below are some of the paper sketches:

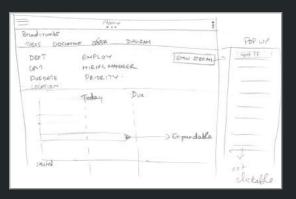




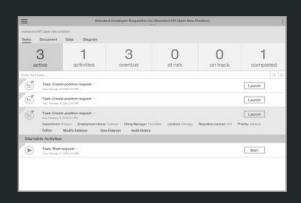


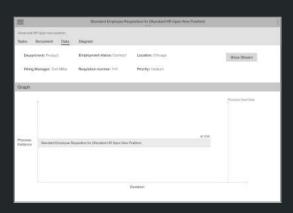






Paper Sketches













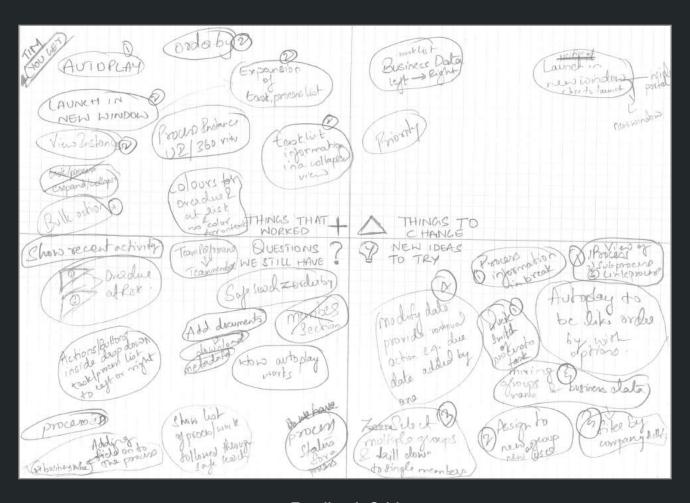






Low-Fidelity Wireframes

Once the visual designs were finished. A final design walkthrough with the business partner was conducted to collect their initial feedback. The user session was recorded in audio and video (Screen only) for further research analysis. The audio was transcribed into text format which helped in creating a feedback grid as shown in the image below. Finally, the revised designs were handed over to the engineering team for development.



Feedback Grid

Apart from the design work, I was also involved in research activities for rest of the internship period. During this period, I have created an online survey, template for competitive evaluation, facilitated interview calls with business partners, and analysed audio interviews.

During this research period, I was supervised by a lead researcher. Of all the activities, I would like to showcase one interview analysis work. 11 interviews were conducted for our preliminary research phase. IBM employees, Business Partners, & potential users participated in the interview sessions. Since there was no direct access to end users.

The collected interviews were converted to affinity maps as shown in the image below to identify needs, pain points and suggestions for operational intelligence work.













Affinity Mapping

FREELANCE WORK

INSIGHTS

Role

UX Designer

Duration

2 months (September to October 2016)

Place of work

Freelance, Home based work

Application

Love V (Charity work)

Design brief

Create a responsive design for five healthy juice products.

Responsibilites

Persona, Information Architecture, Paper Sketches, User task flow, low & mid fideltiy wireframes

Project Methodology

Waterfall

Software

Sketch, Balsamiq

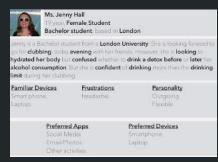
This project is a charity work for a company in London, UK. The research insights for the project were collected from a researcher (also the manager for this project).

The design part of the project was handled alone and I incorporated utmost design methodologies. Since the project had no monetary support, so there was no user testing involved in the design phase.

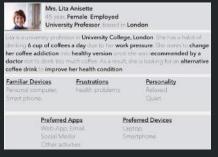
During my initial conversation with the researcher, I was informed about the product (LoveV). LoveV consists of 5 health juices for various end users. Every week (or biweekly basis), the work were shown to the manager. I had to rely on online resources for understanding end users behaviours since the product was in stealth mode. I started by creating personas as shown below by relying upon online resources.





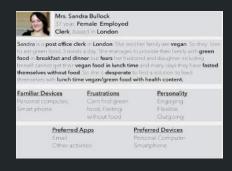








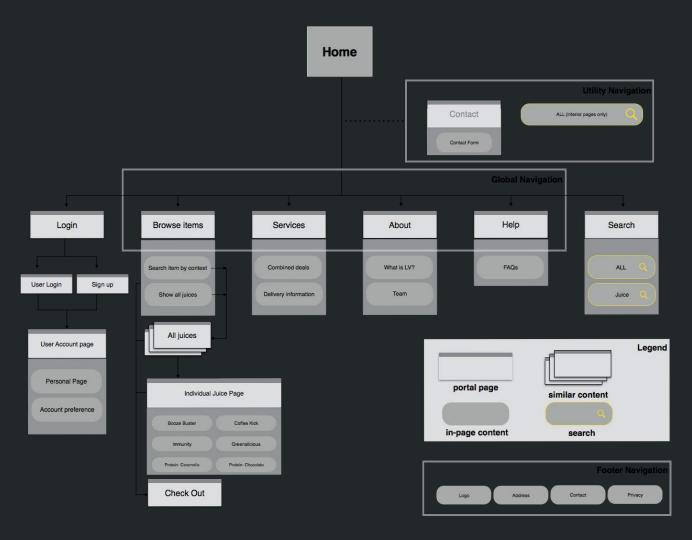




Personas

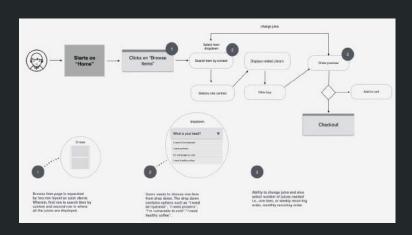
Design 25

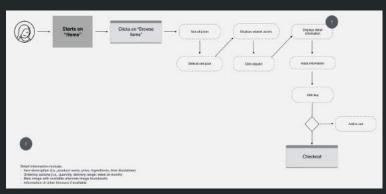
Once the personas were finished and reviewed. A site map was created for the application as shown below. This was iterated after discussion with the lead researcher.

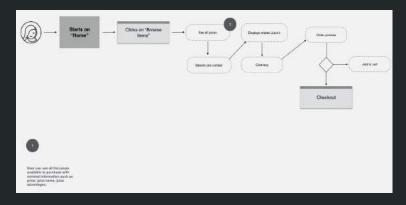


Site Map

Once the sitemap were finished and finalised. User task flows were created as shown below:



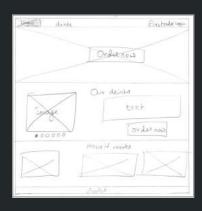


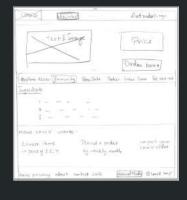




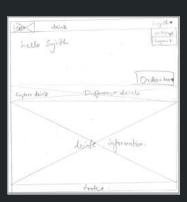
User Task Flows

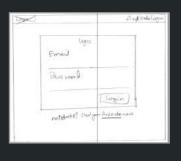
Later, paper sketches were drawn based on the researcher insights and earlier design methodologies to make sure the experience of the end users are seamless and consistent across multiple devices. The paper sketches are shown below.

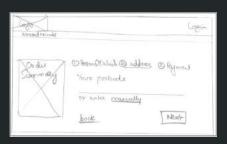






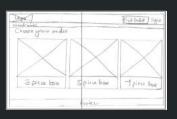












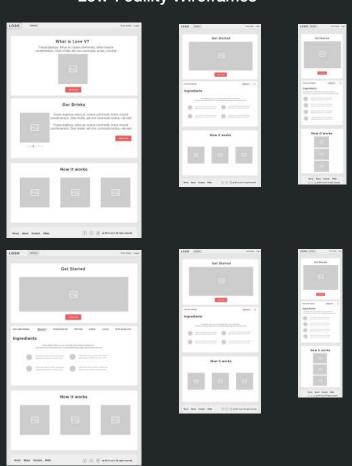
Paper Sketches

Design 28

After continuous review, low and mid-fidelity wireframes were designed as shown below. Then, the wireframes were handed to the manager for visual work.



Low-Fedility Wireframes



Mid-Fidelity Wireframes

29

CONTACT DETAILS

EMAIL

sui009@gmail.com

WEBSITE

www.sujithanand.com

TWITTER

https://twitter.com/suj009

PHONE

+91 7406666559

LINKEDIN

https://www.linkedin.com/in/suj009

SLIDESHARE

http://www.slideshare.net/suj009

THANK YOU FOR YOUR TIME. PLEASE CONTACT ME FOR FULL TIME UX DESIGN & RESEARCH POSITION.