Sameer Rehman

UX Portfolio 2017



Project

Self study project 2004 Investigate and improve how GPS Map devices are sold online

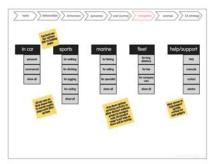
Insight

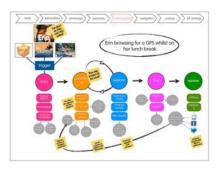
Based my research on interviewing family and friends. Created empathy maps, personas and user flows based on their GPS purchasing and usage habits. Found that numerous specialised GPS devices are bought to suit lifestyle choices but the features are not known when purchasing, also found that people find the GPS device interfaces difficult to use but have no way to pre plan or access data remotely to the device.

Solution

Produced eCommerce site wireframes that aimed to solve the Information Architecture of GPS devices by lifestyle usage and features needed. Also created an idea of 'Apps' to be added to a My Account area that can send and receive data to the GPS, e.g Trip Planning or Fuel Consumption







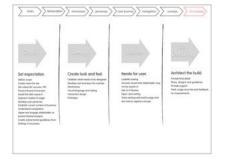












Project

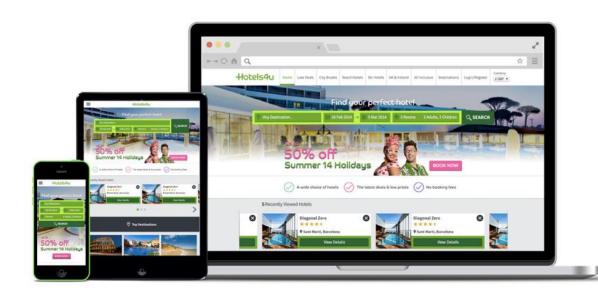
Hotels4U responsive re design -2014 As Design Manager, was tasked to overhaul the existing booking journey retaining the same booking steps, but retro fit a responsive design that could be rolled out page by page.

Insight

The main component designs for the search form panel, results card and checkout flow were ported from the Thomas Cook website, these were the outcome of extensive usability workshops conducted by Frog Design. As each page deployed we then AB Tested against the original design to ensure conversion was not harmed, booking conversion stayed flat but we did find more customers moving from search to hotel detail page.

Solution

Provided component and style guides along with Azure prototypes for each journey step over the course of 5 months















Project

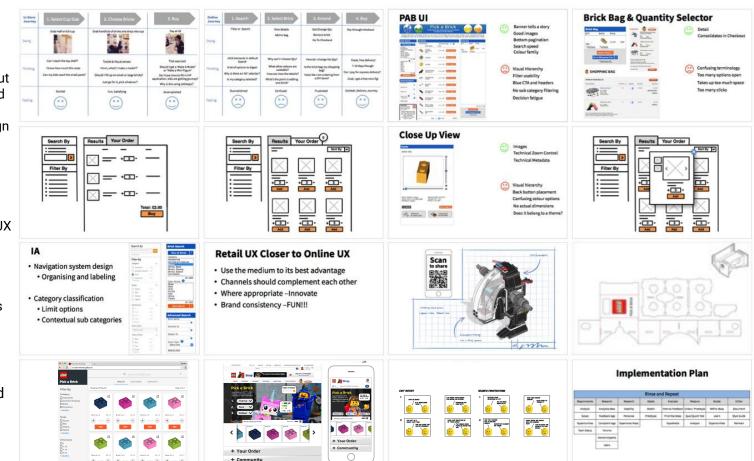
Lego Interview brief -2016
The online Pick A Brick
experience allows users to
purchase individual bricks but
the interface is very outdated
with usability issues around
adding to bag. Can the design
be improved and brought
more inline with the in-store
PAB system.

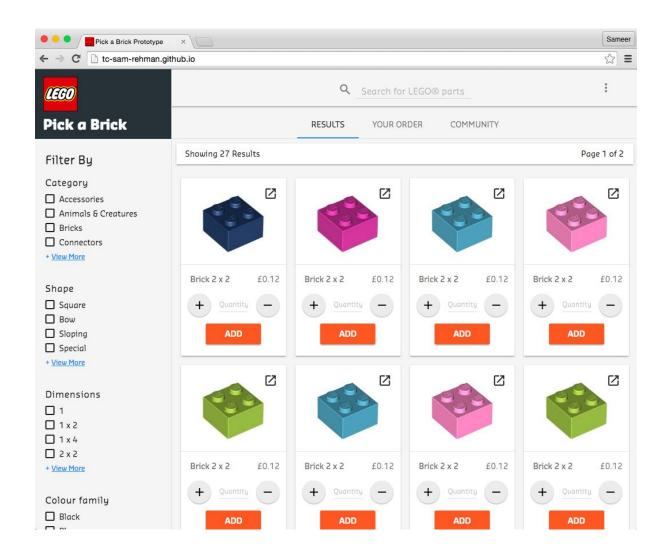
Insight

Auditing instore and online UX created experience maps based on interviews with parents and AFOLS (Adult Fans of Lego). Pain points were around filter categories and UI patterns.

Solution

Generated concepts around discoverability and interactions using QR codes and VR. Refined UI design into commonly used simple UI patterns. Refined a further concept around assistive UI to inject some fun.



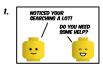


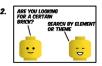






SEARCH FRUSTRATION



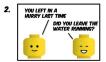






EXIT INTENT





I'VE SAVED YOUR ORDER FOR WHEN YOU RETURN





BUYING ASSISTANT

