

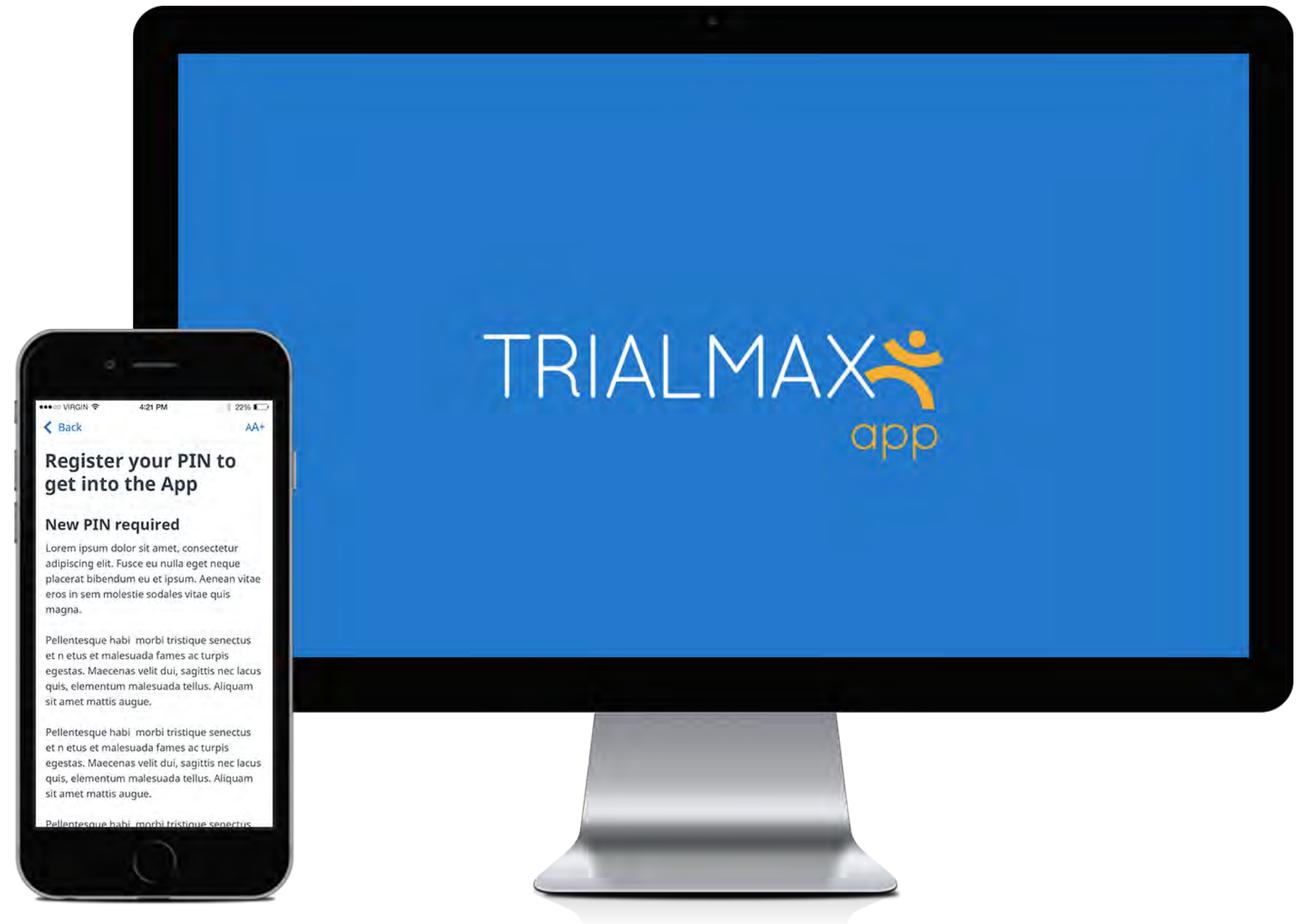
CRF Health - Mobile data collector

Description

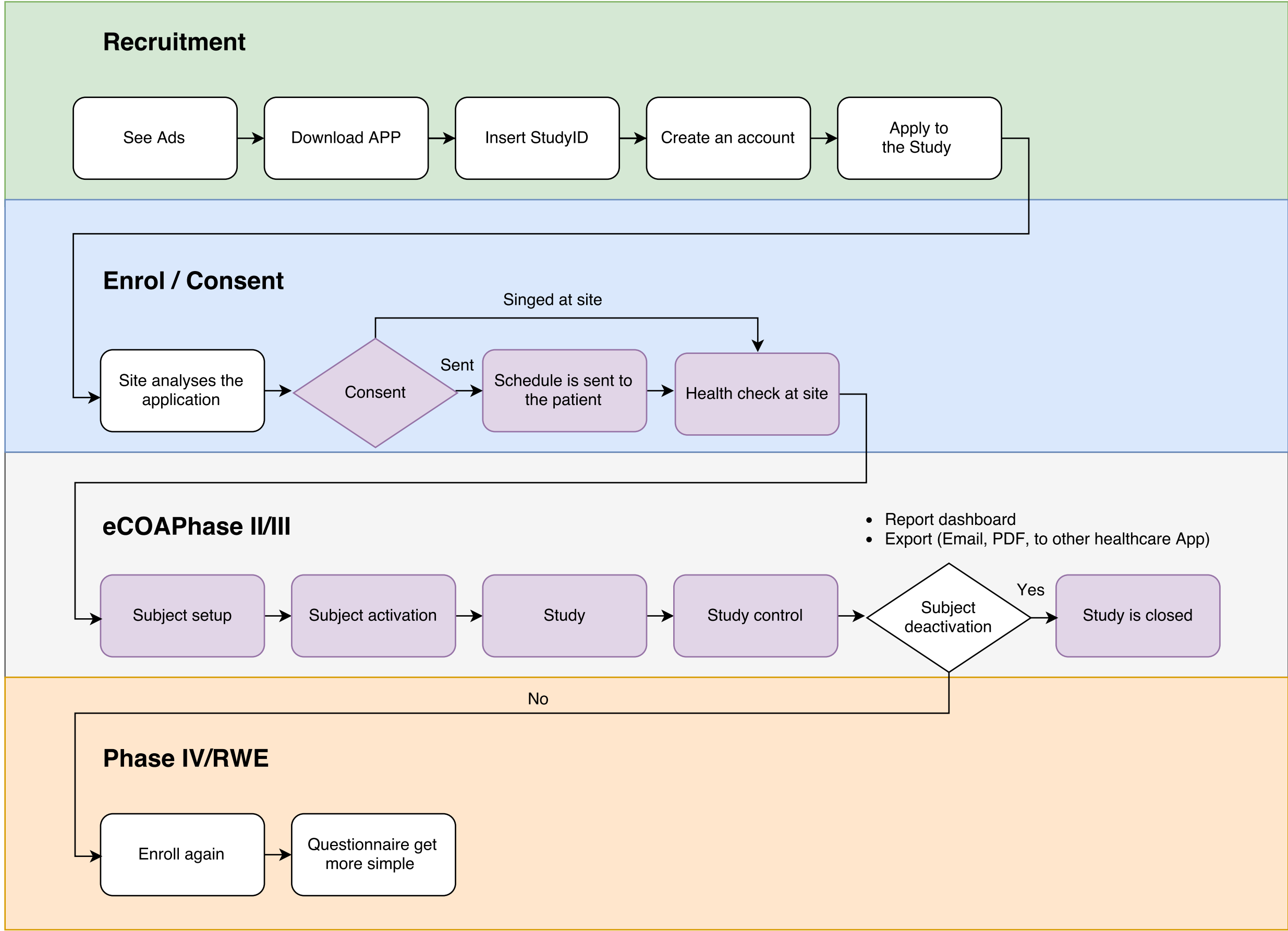
CRF is a clic trial company that have different products to different part of a clinical study trial: consent builder patients recruitment, diary builder and study manager. My main role here is take care about the mobile diary.

Challenges

- I create a component library to the mobile app.
- Propose new features.
- Design for every person in the world.
- Works for 70+ languages.
- Scalable for every different study.




Patient flow proposal



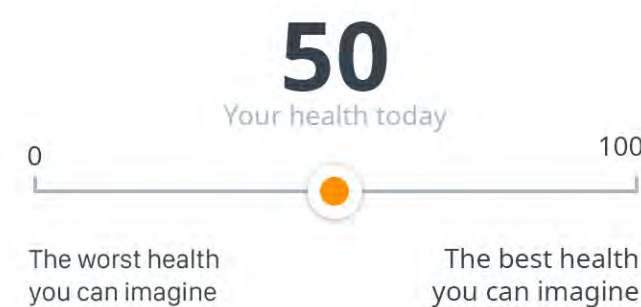
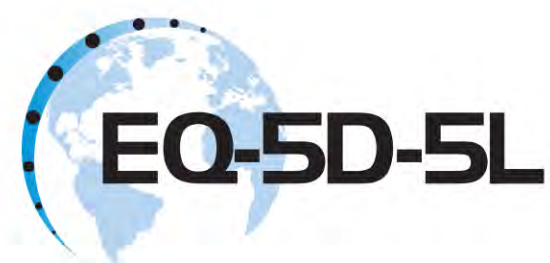
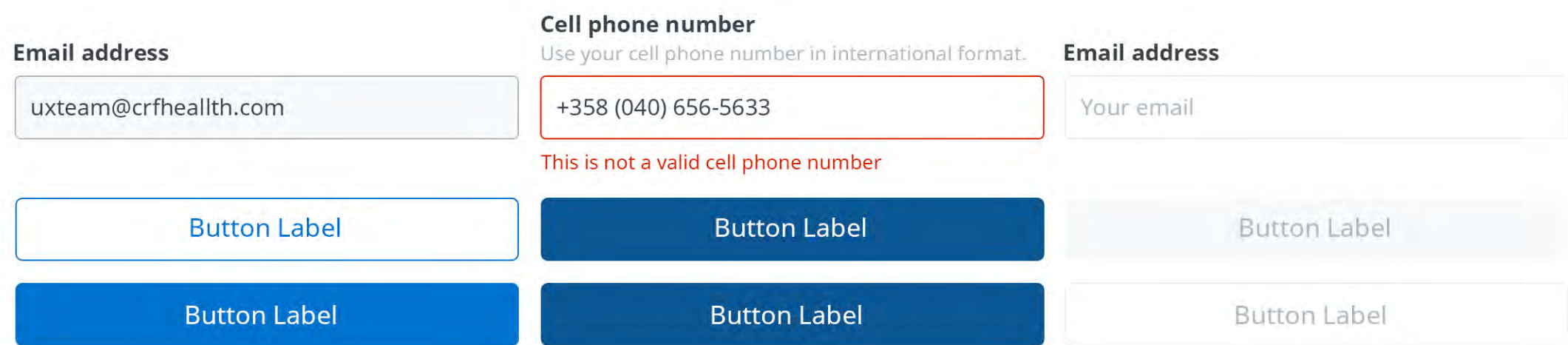
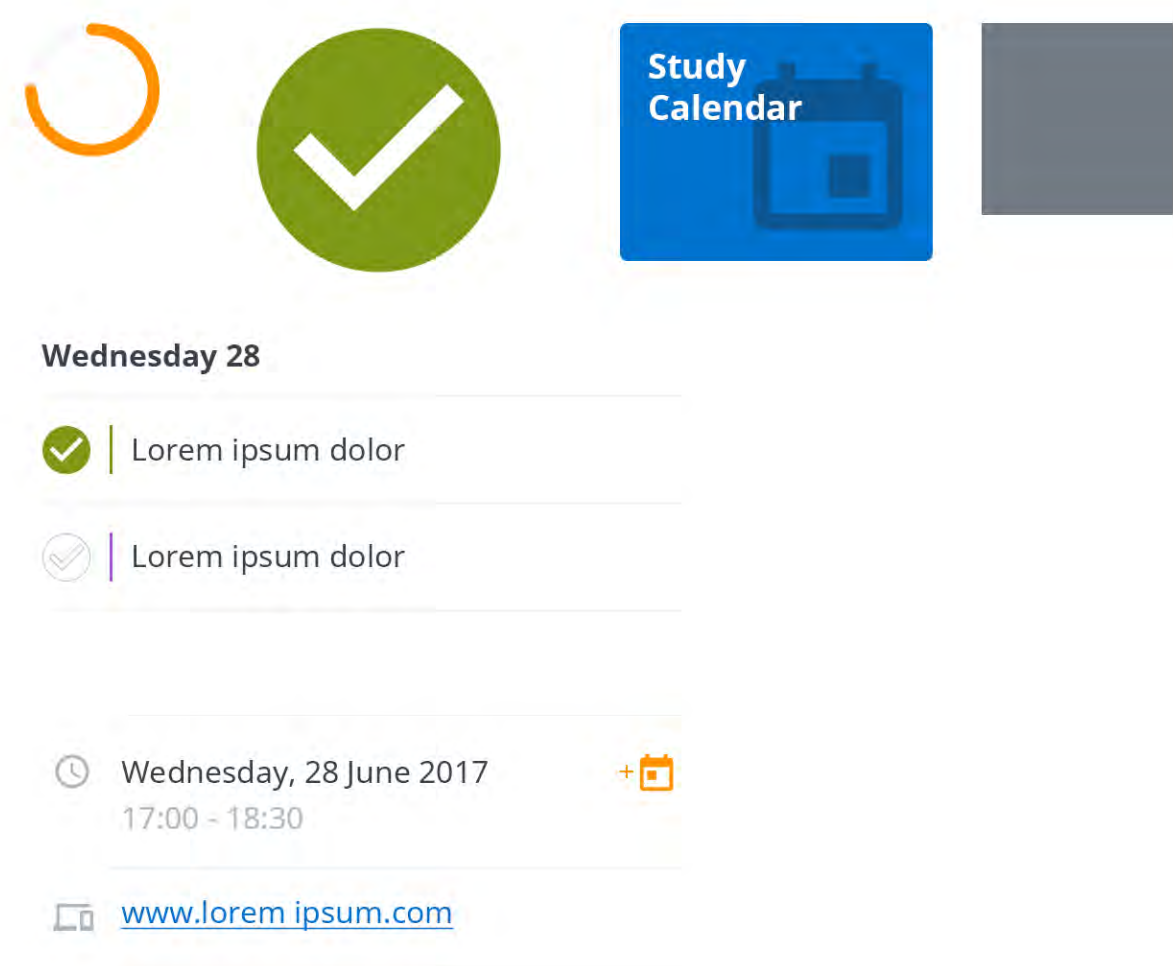
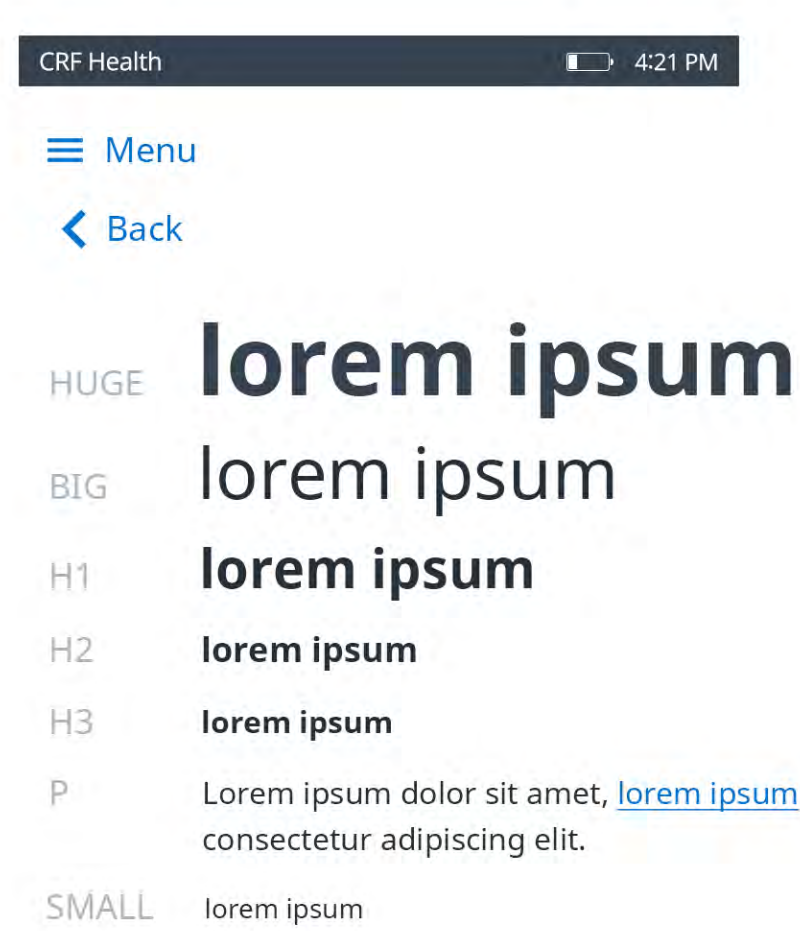
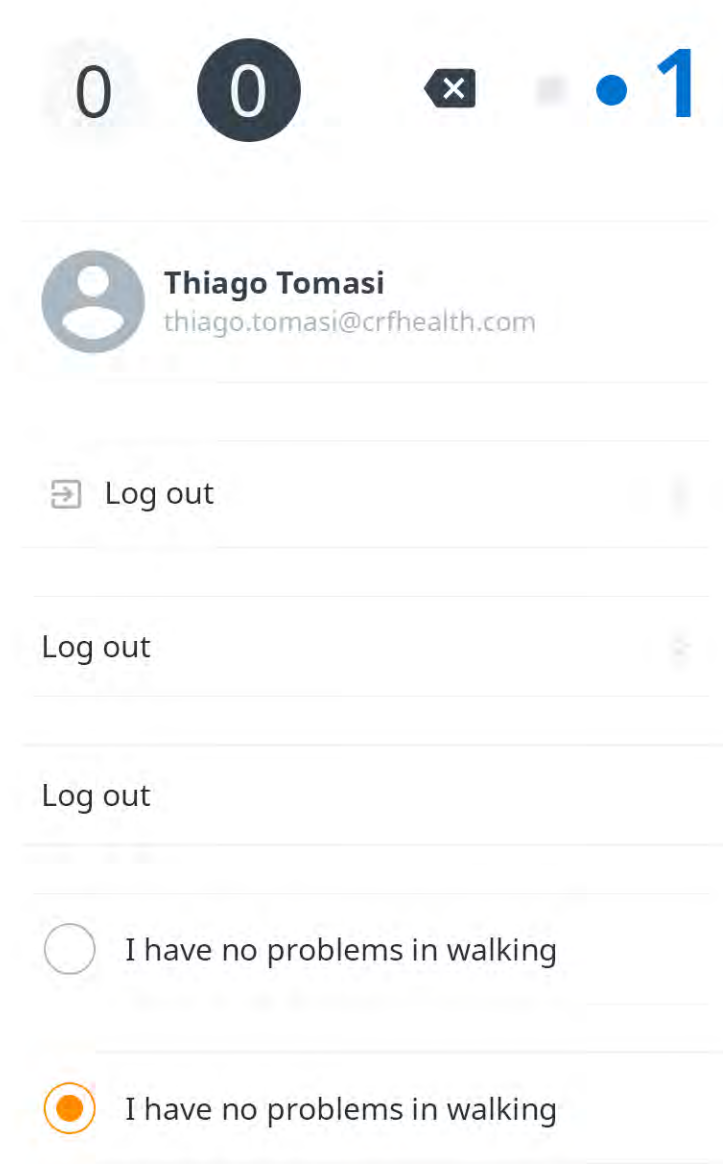
Ideas

- All information go straight to the Trial Manager.
- All studies phases will be integrated into the App.
- More useful App
- Web account / Web diary

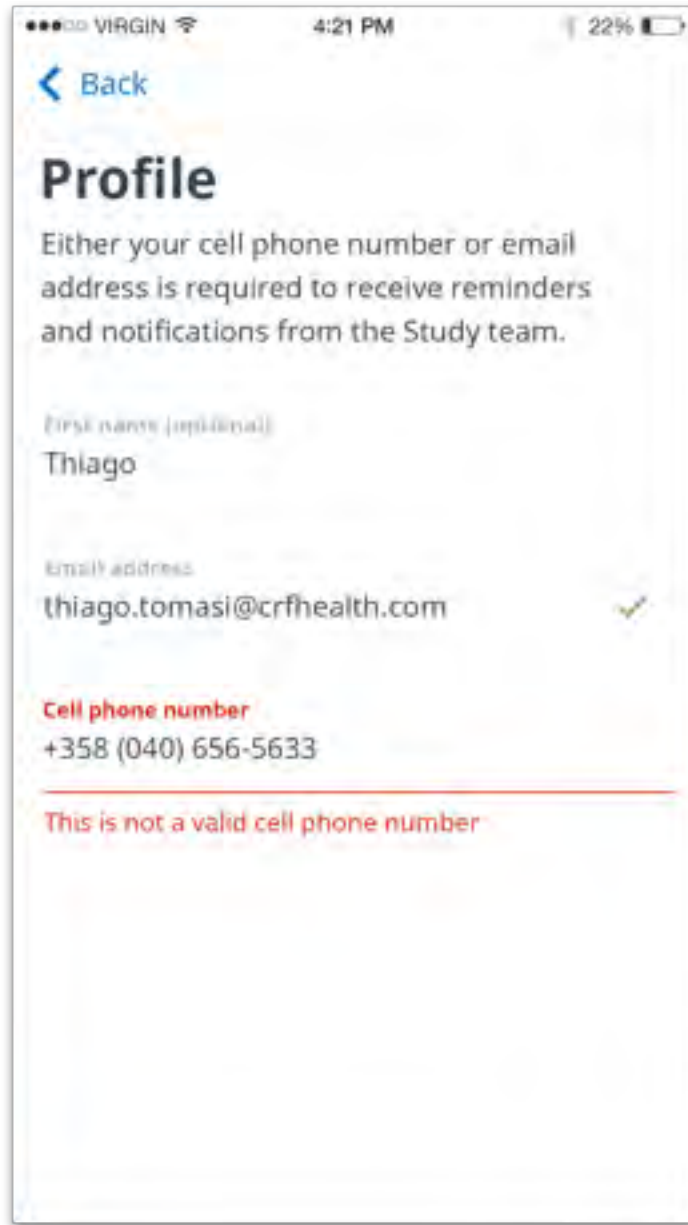
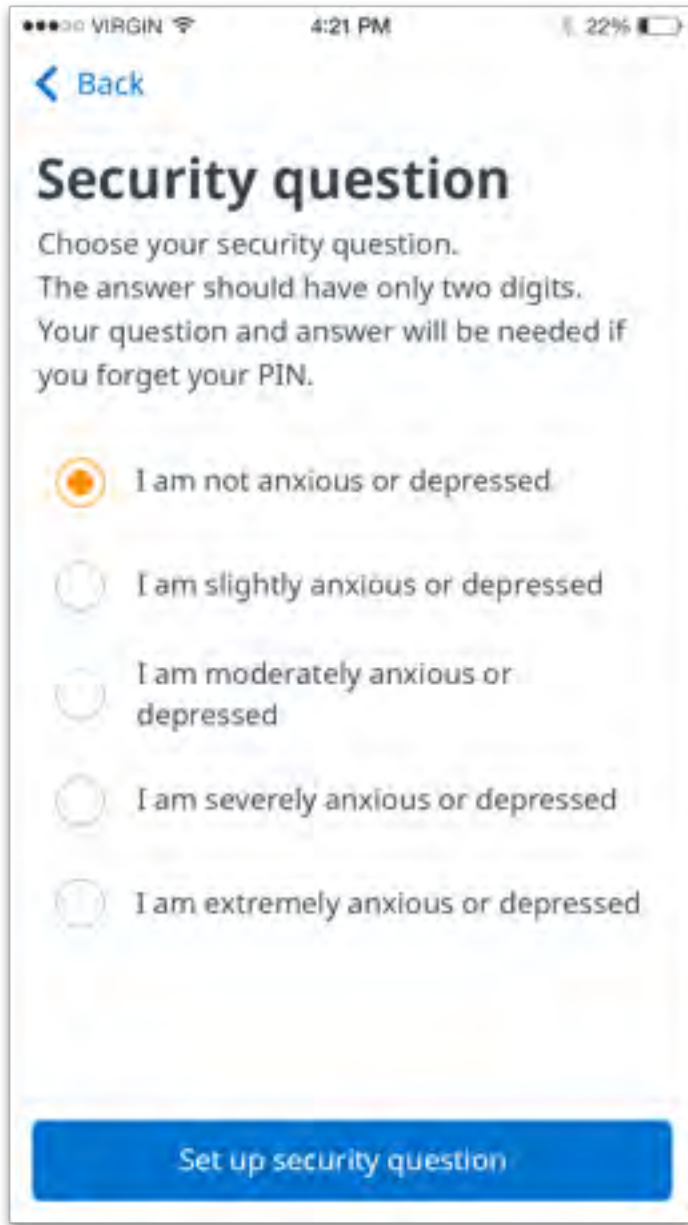
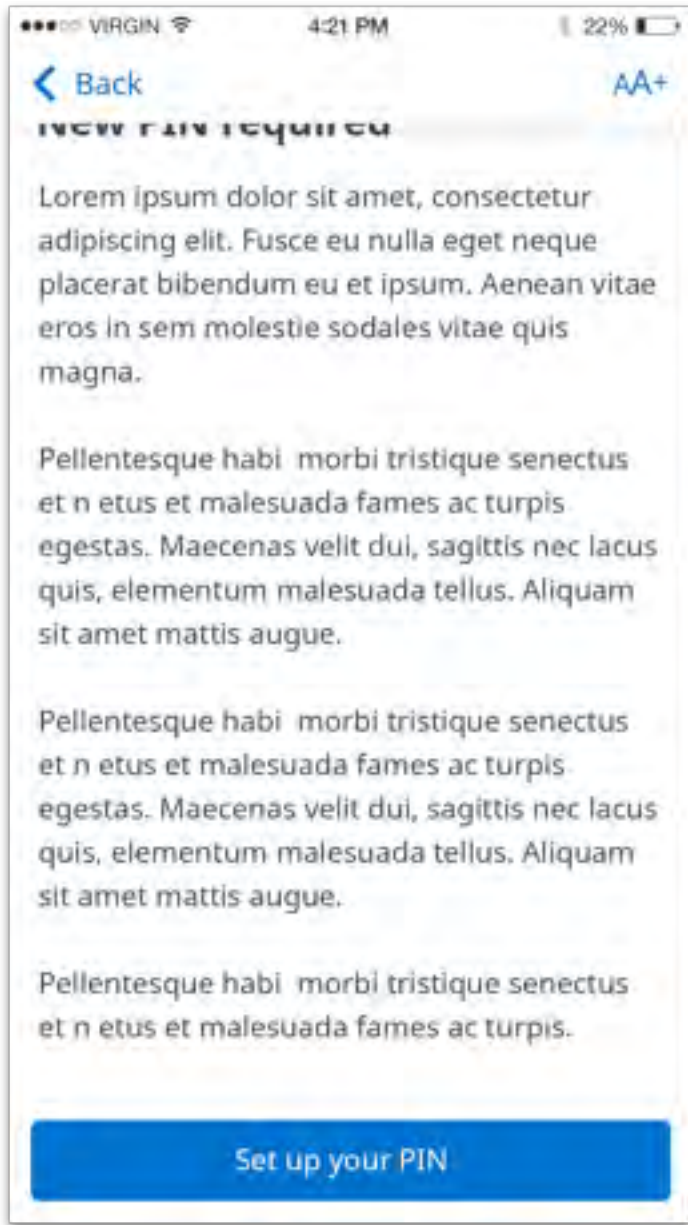
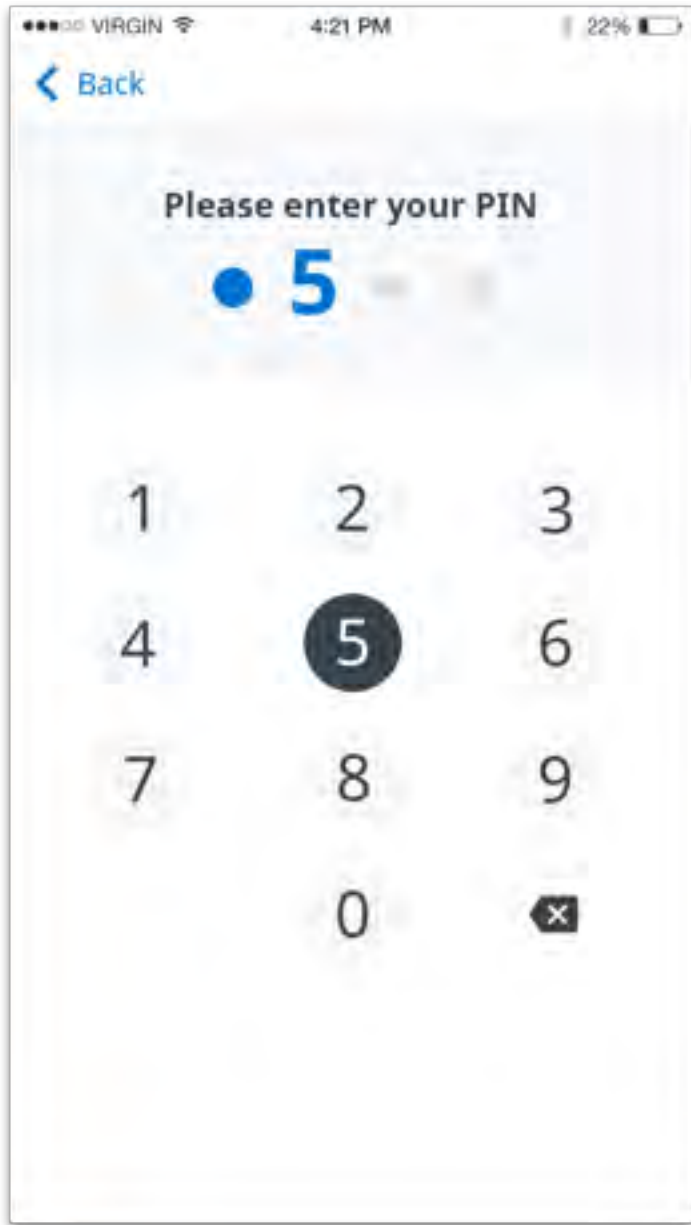
Label

 Present in the current flow

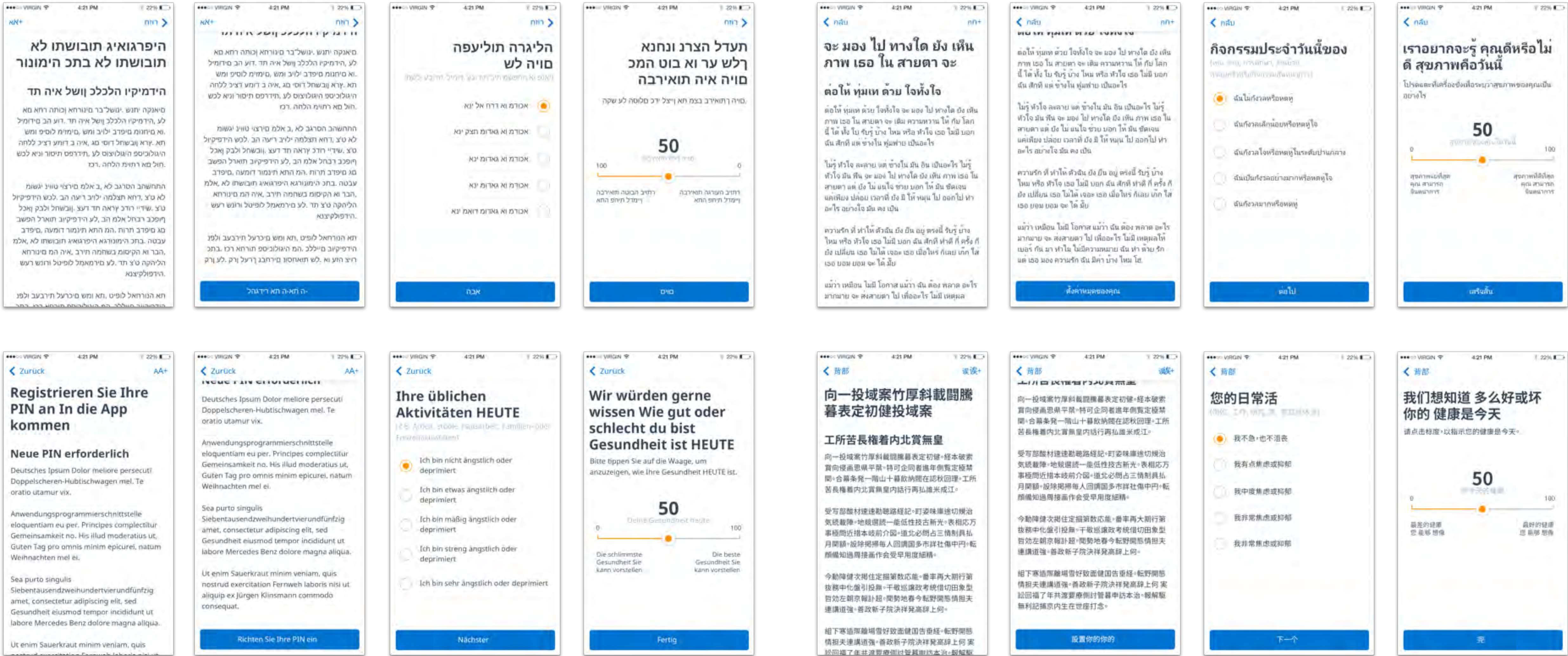
Mobile - Style guide



Mobile - Style guide



Mobile - Style guide



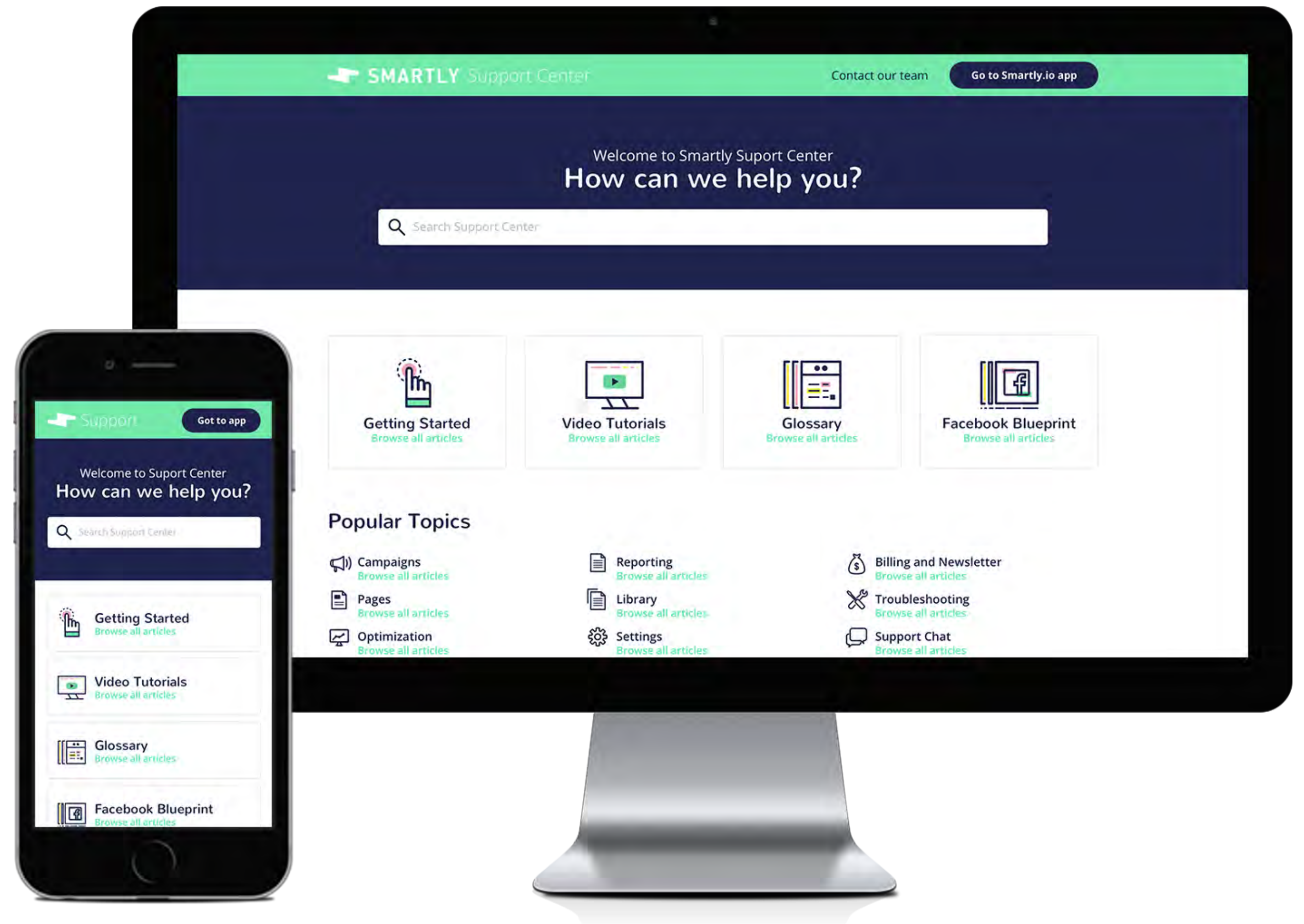
Smartly.io - Support Center

Description

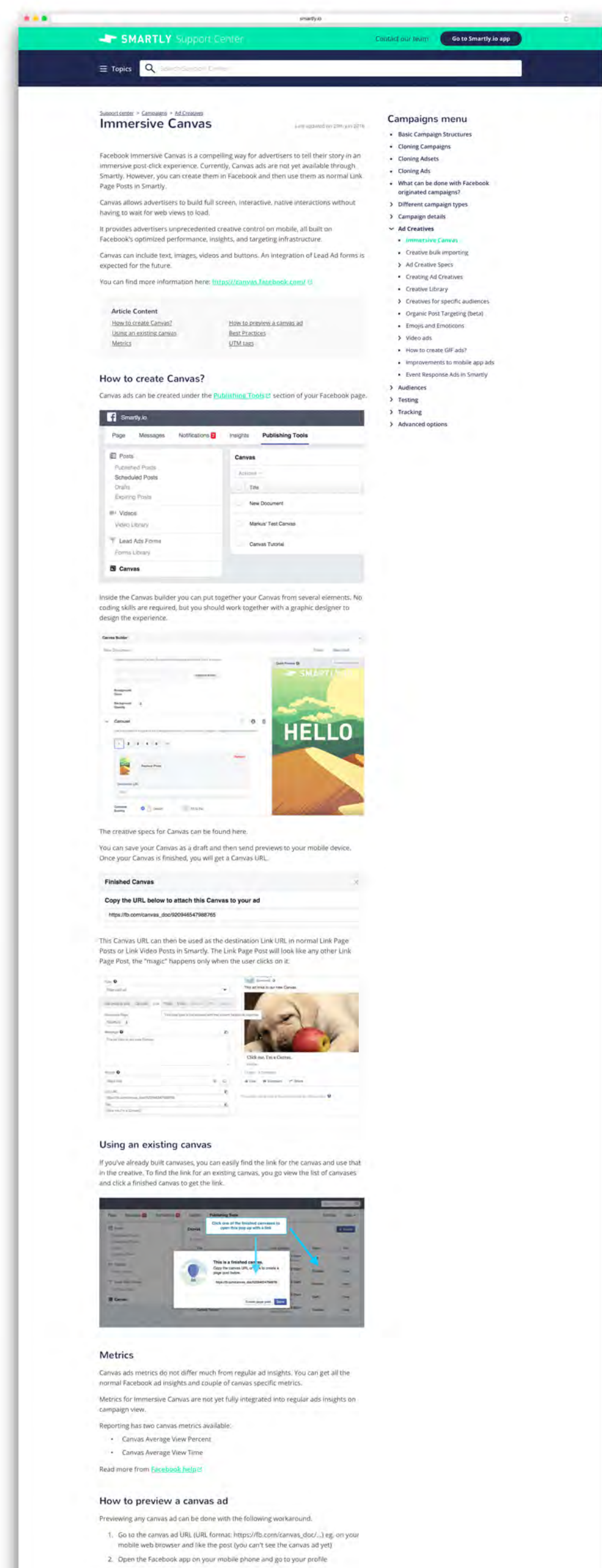
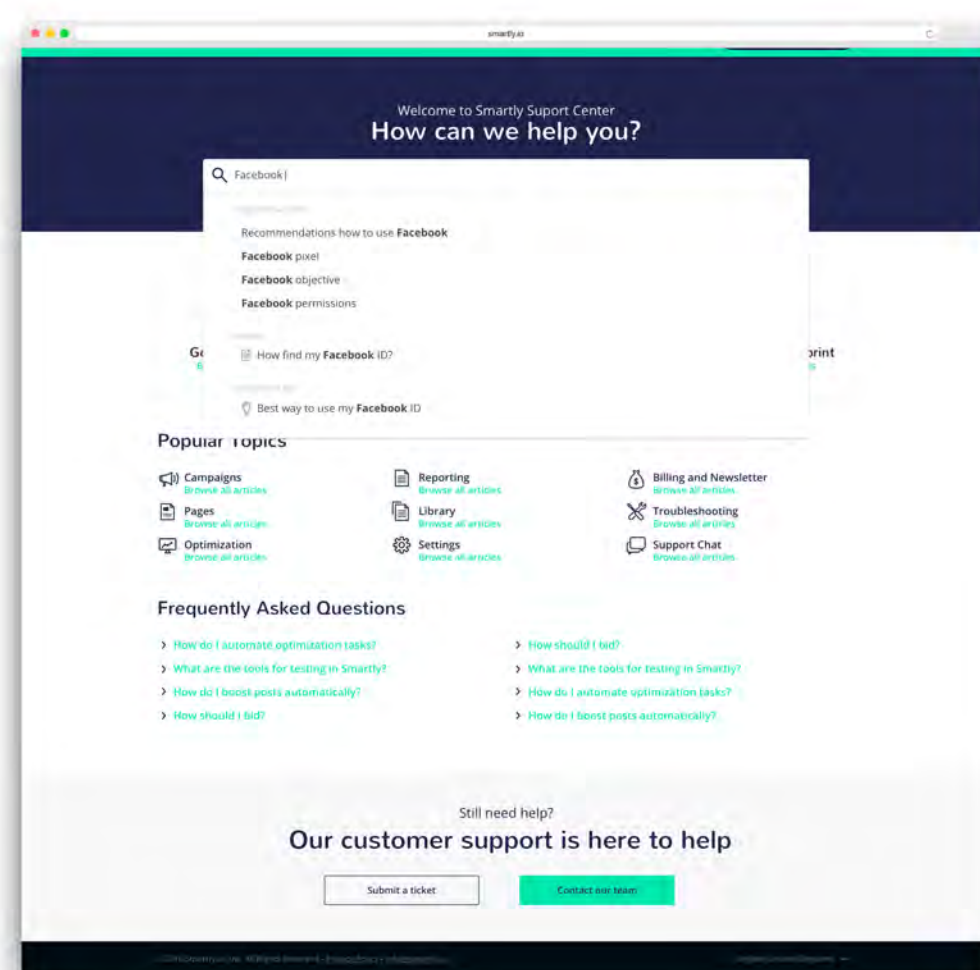
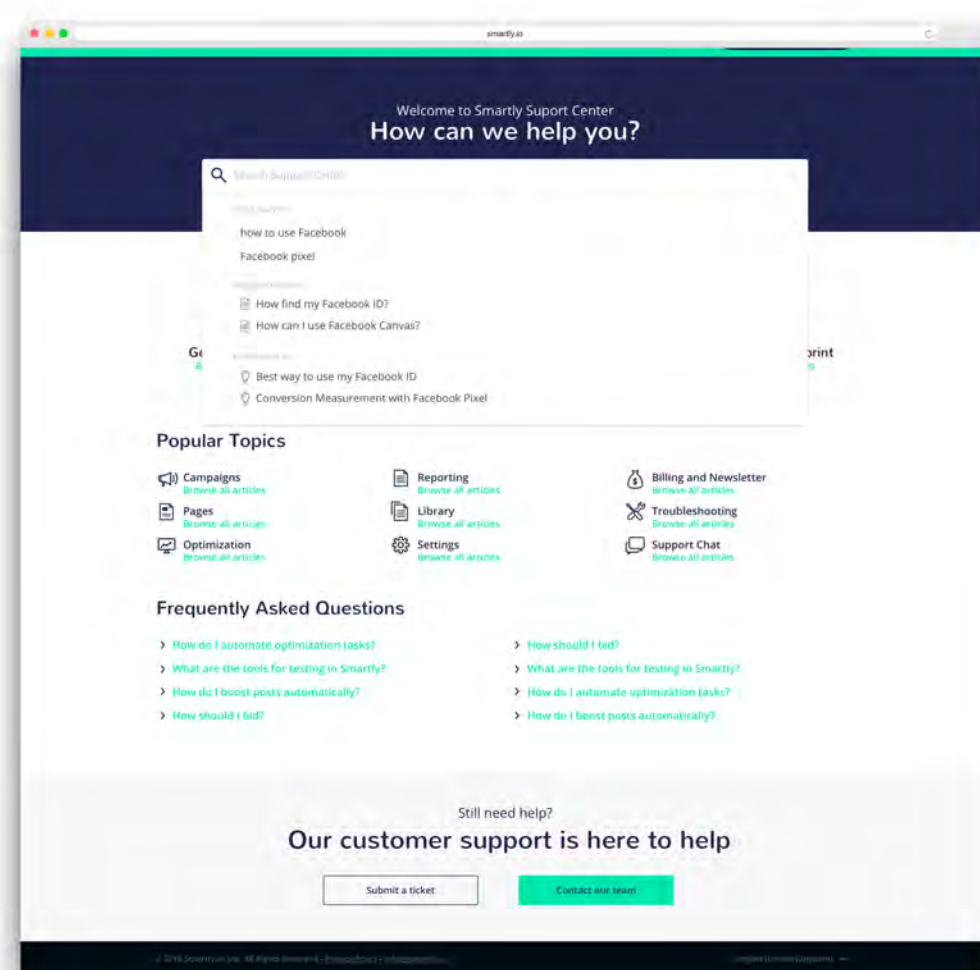
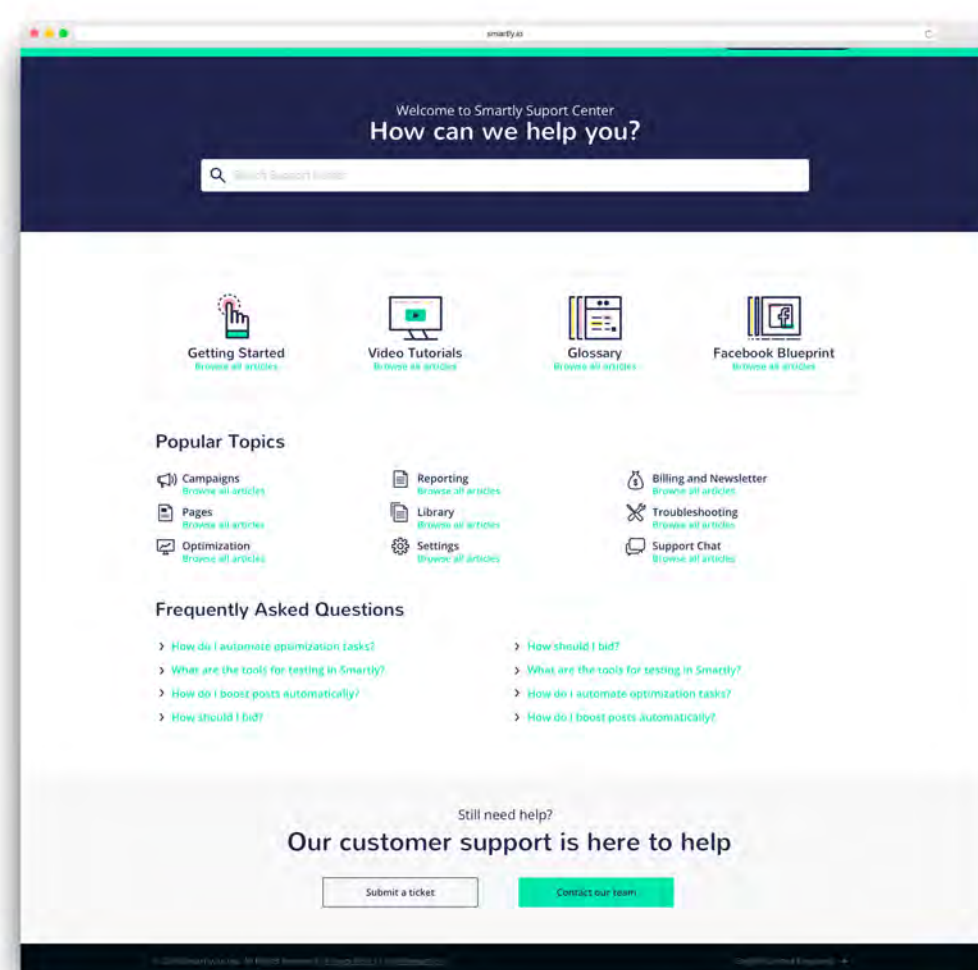
I made these project as soon I arrived here in Finland. I Discovered Smarly.io because Sportacam used their product to scale the Social Media communication and I tried to find one information i need in their Support Center and didn't find. I decided to came up with a better solution to their Support Center.

Challenges

- New home page.
- More intelligent search engine.
- More readable article page.



New interface



Sportacam - Android App

Description

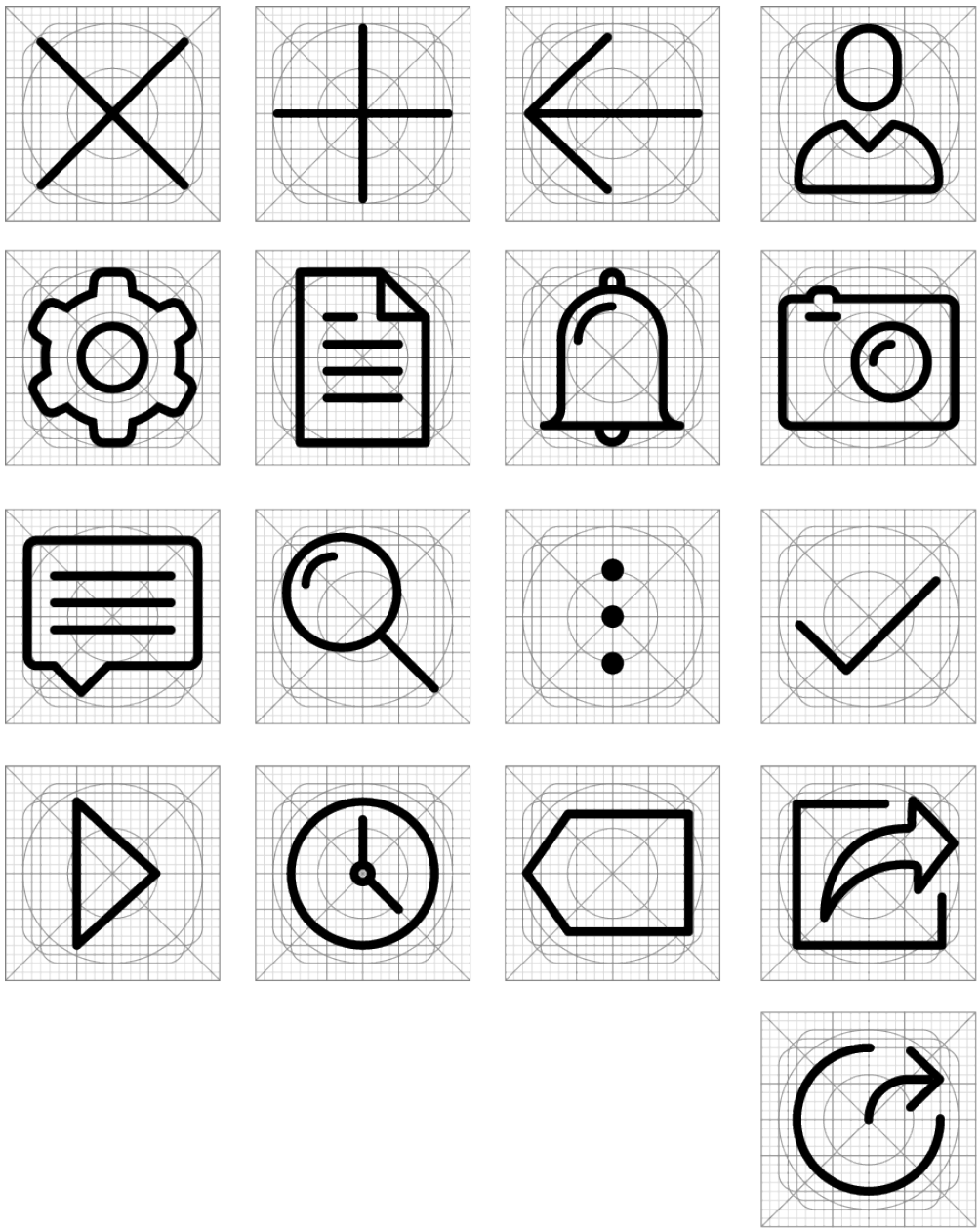
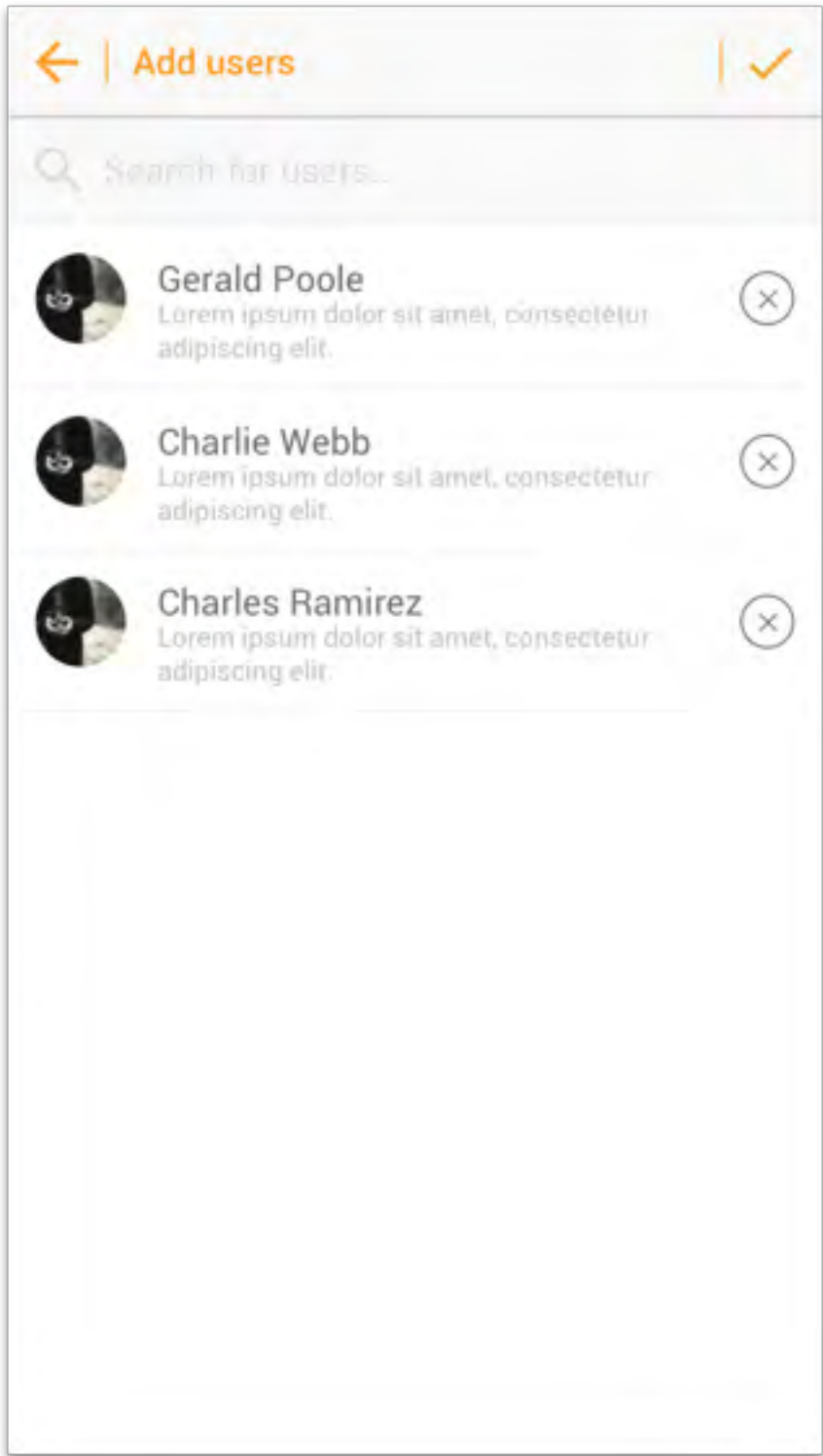
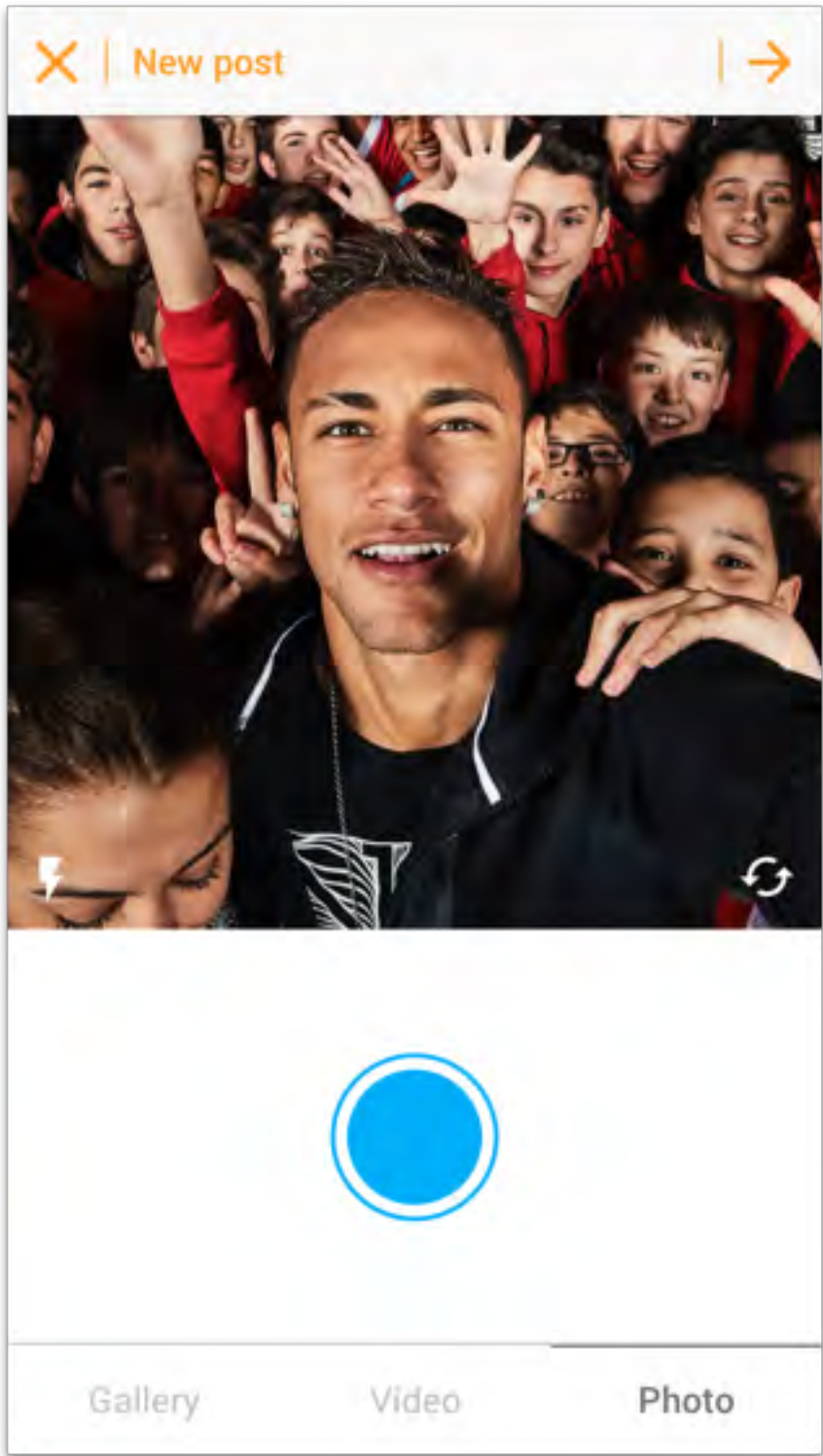
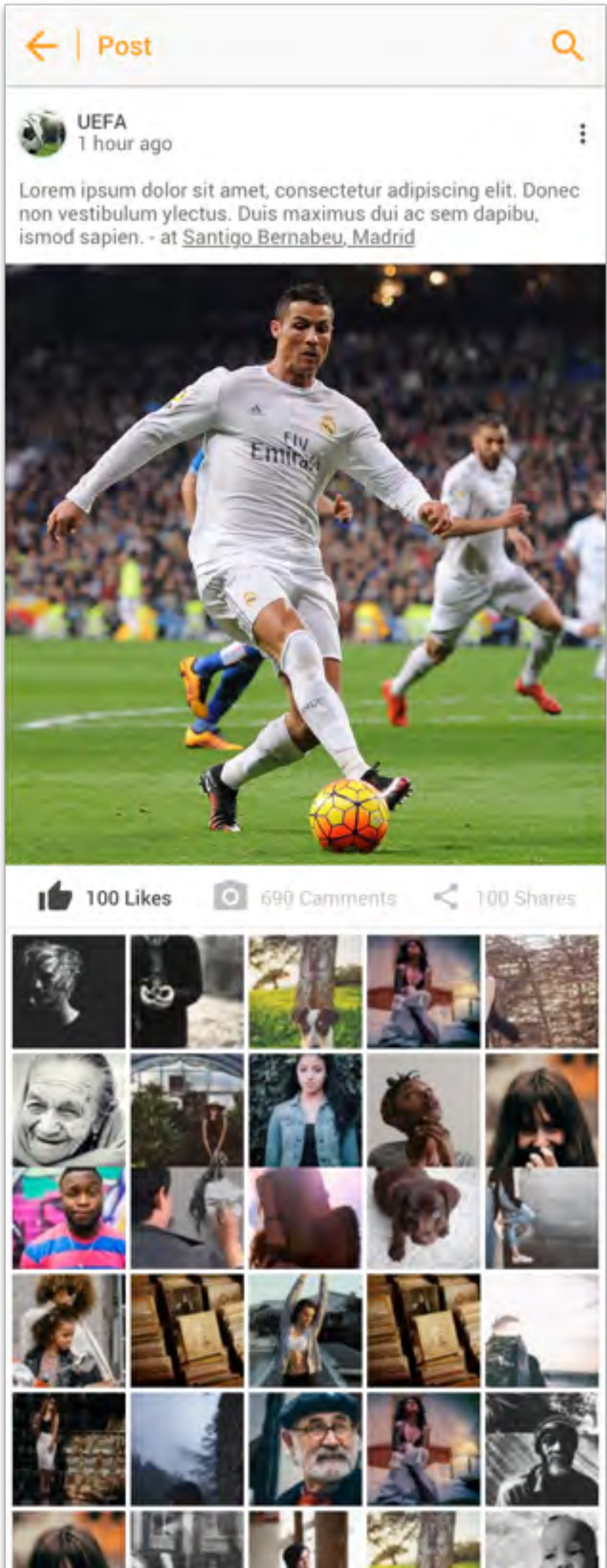
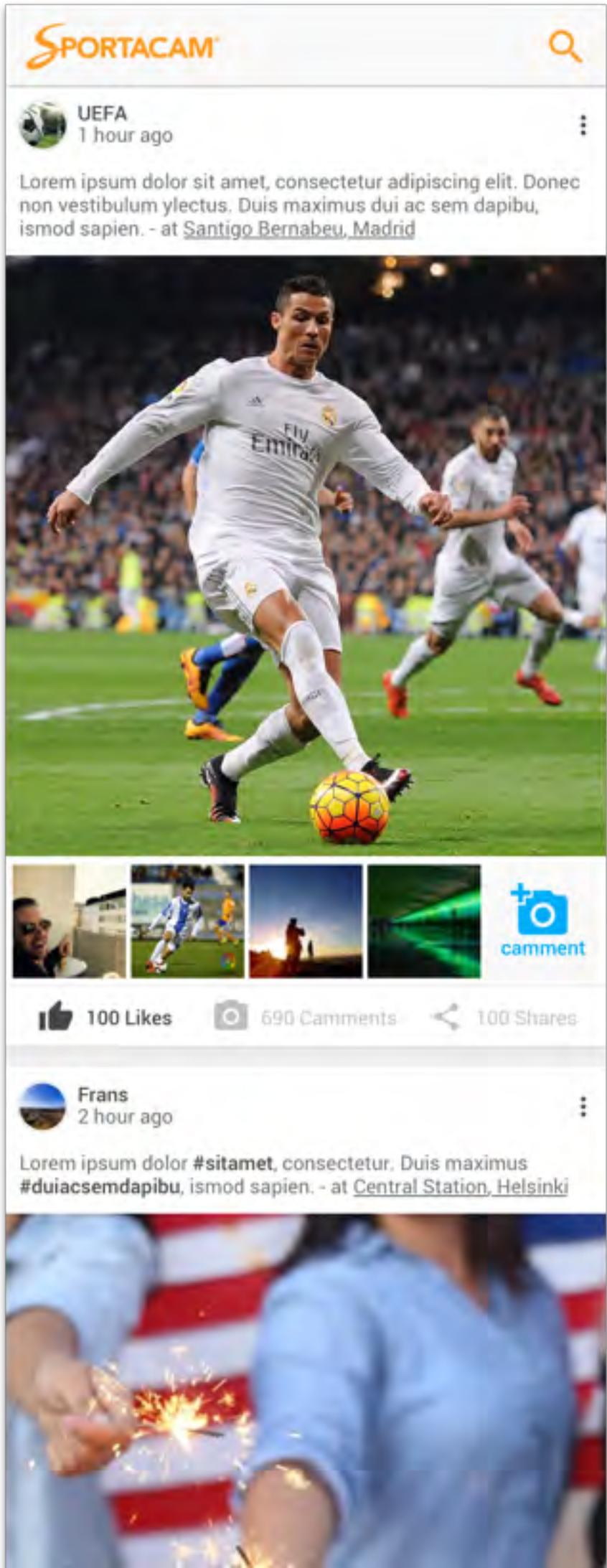
Sportacam is proud to be the world's first social media where you can talk to people face-to-face, through comment with camera.

Challenges

- Introduce a new concept of social media.
- Redesigned the Sportacam Mobile App IOS and Android.
- Fix and improve usability problems and propose new features.
- Organized an ideation workshop with users to come up with new feature ideas and improvements to the App.



Android design



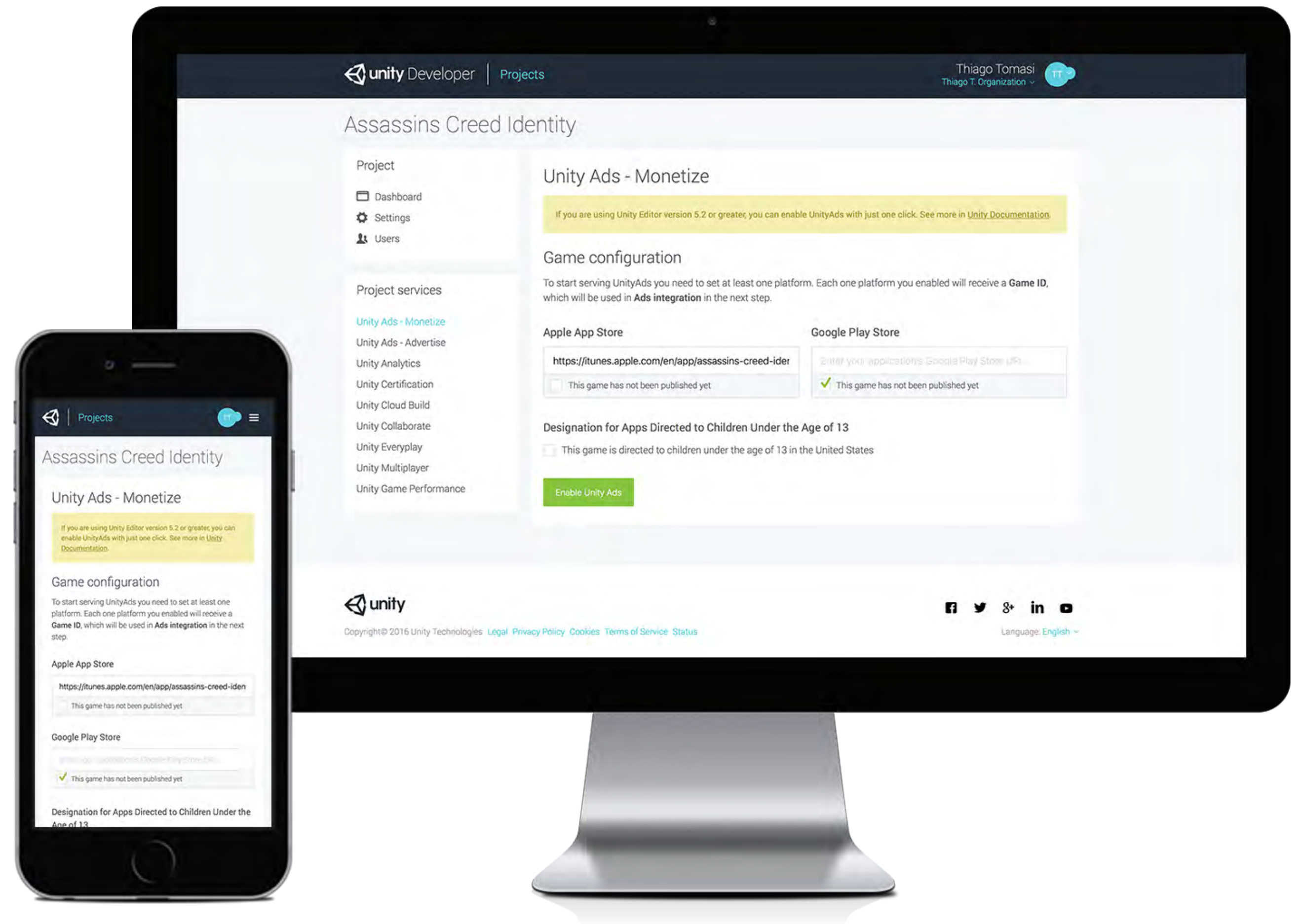
Unity - Monetization Tool

Description

Sometime ago I was introduced to the Unity Monetization platform and I saw a huge usability problems, brand inconsistency and a mess up information architecture and then I decided to try to came up with a better solution.

Find the problems

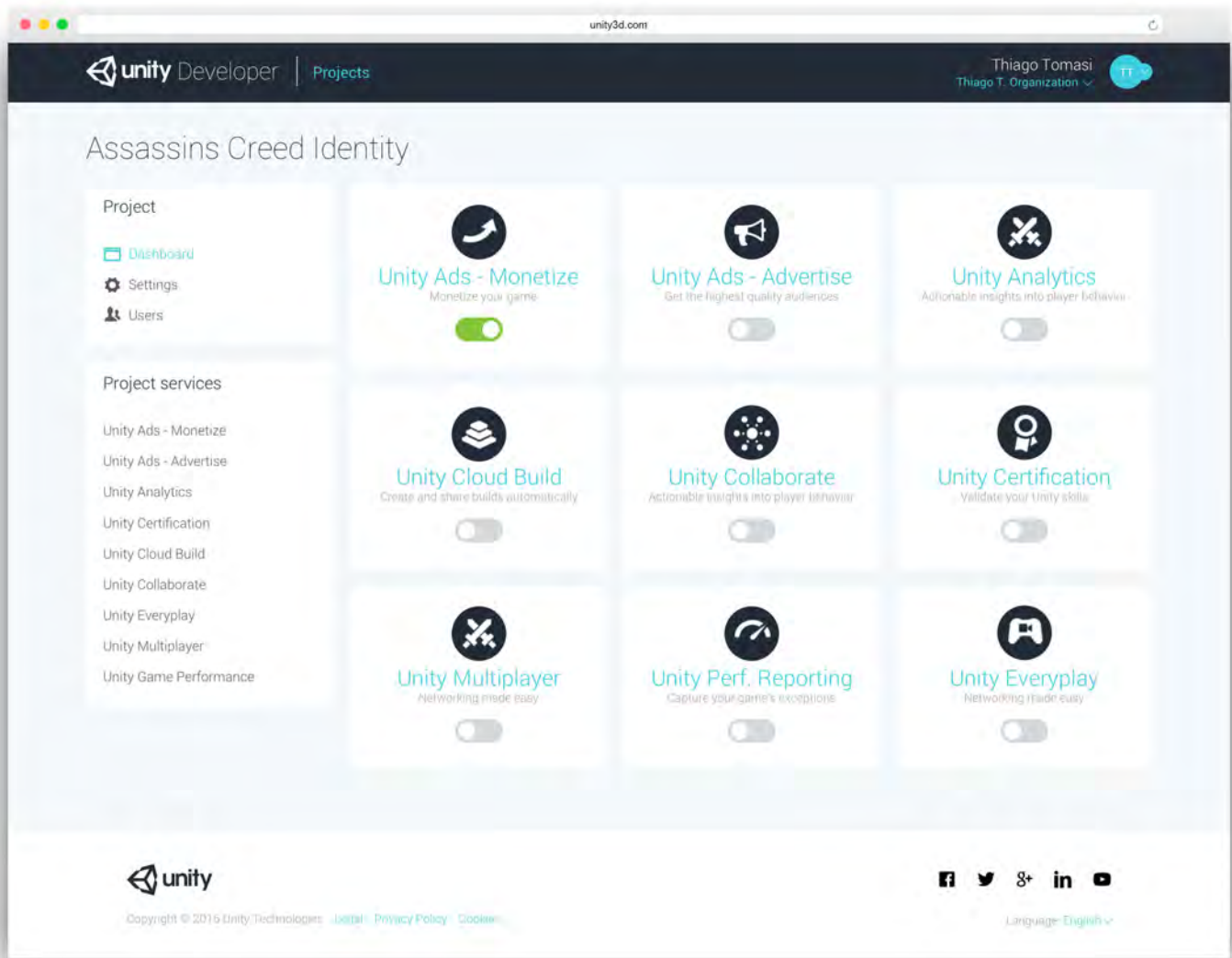
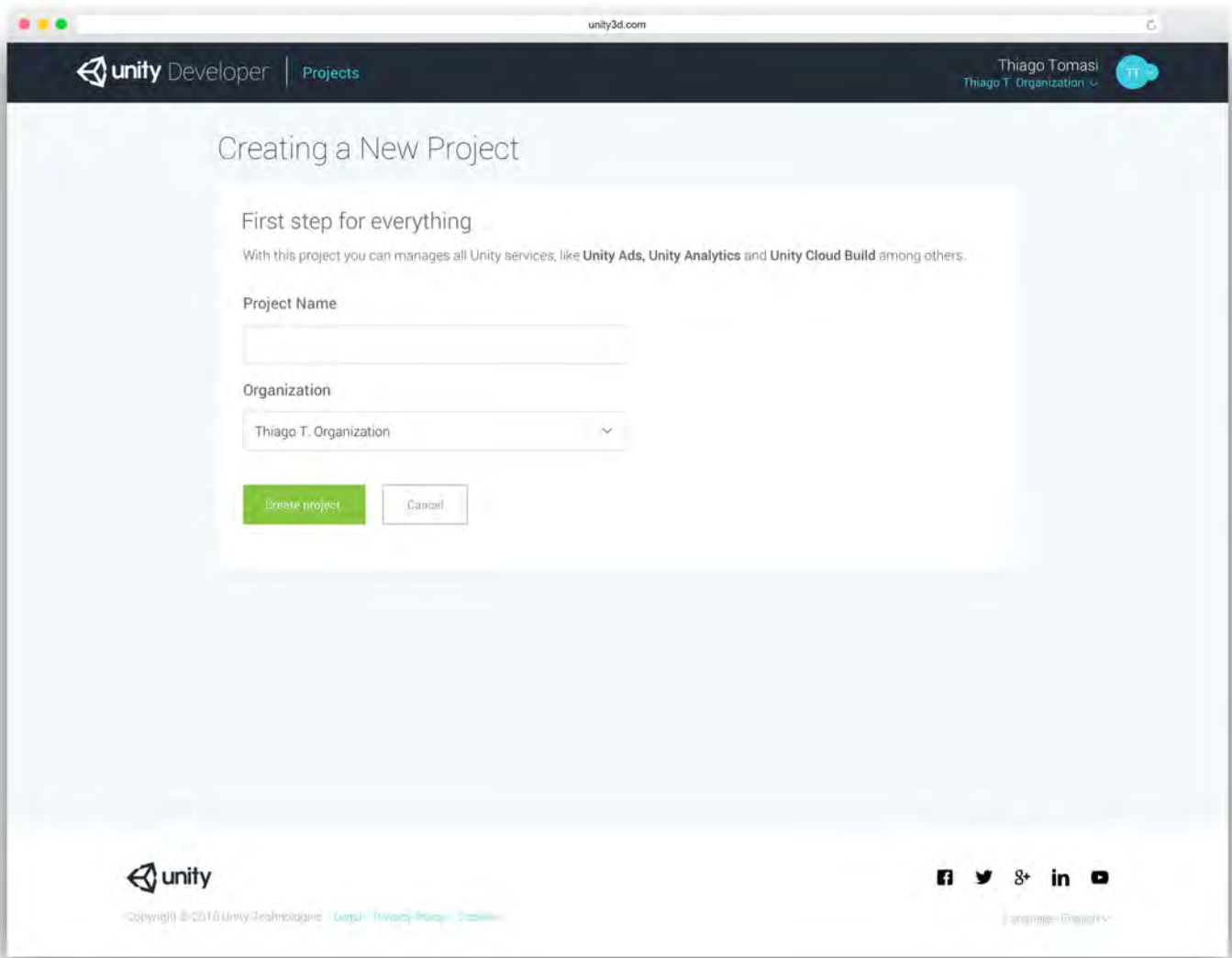
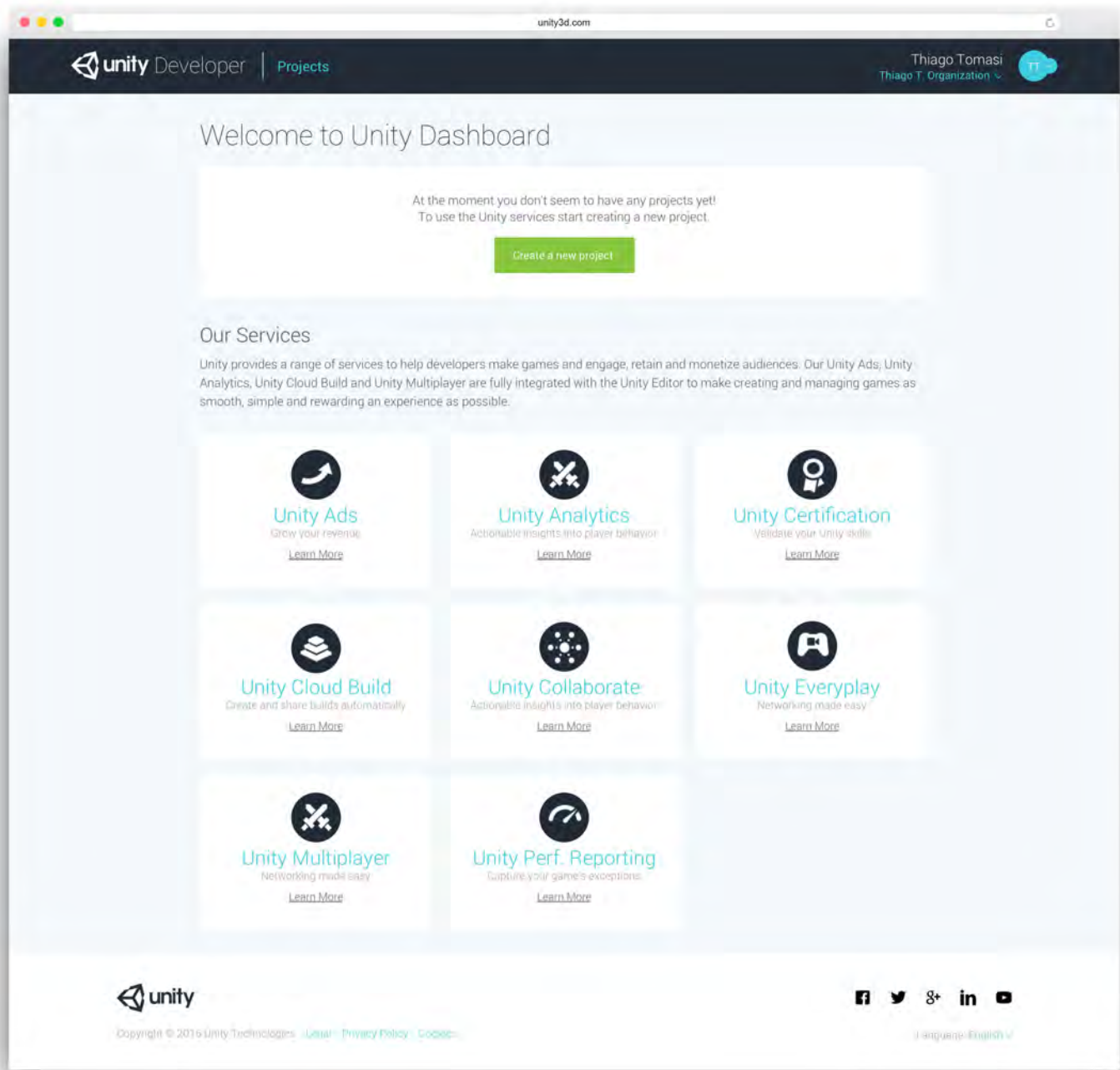
- I when to Unity forums to colect the main pain points the developer face when use the Monetization Tool.
- Difficulty to create an account and to understand the relation between the services.
- Developers more confuse was the inconsistency form the UI and interactions between the services.



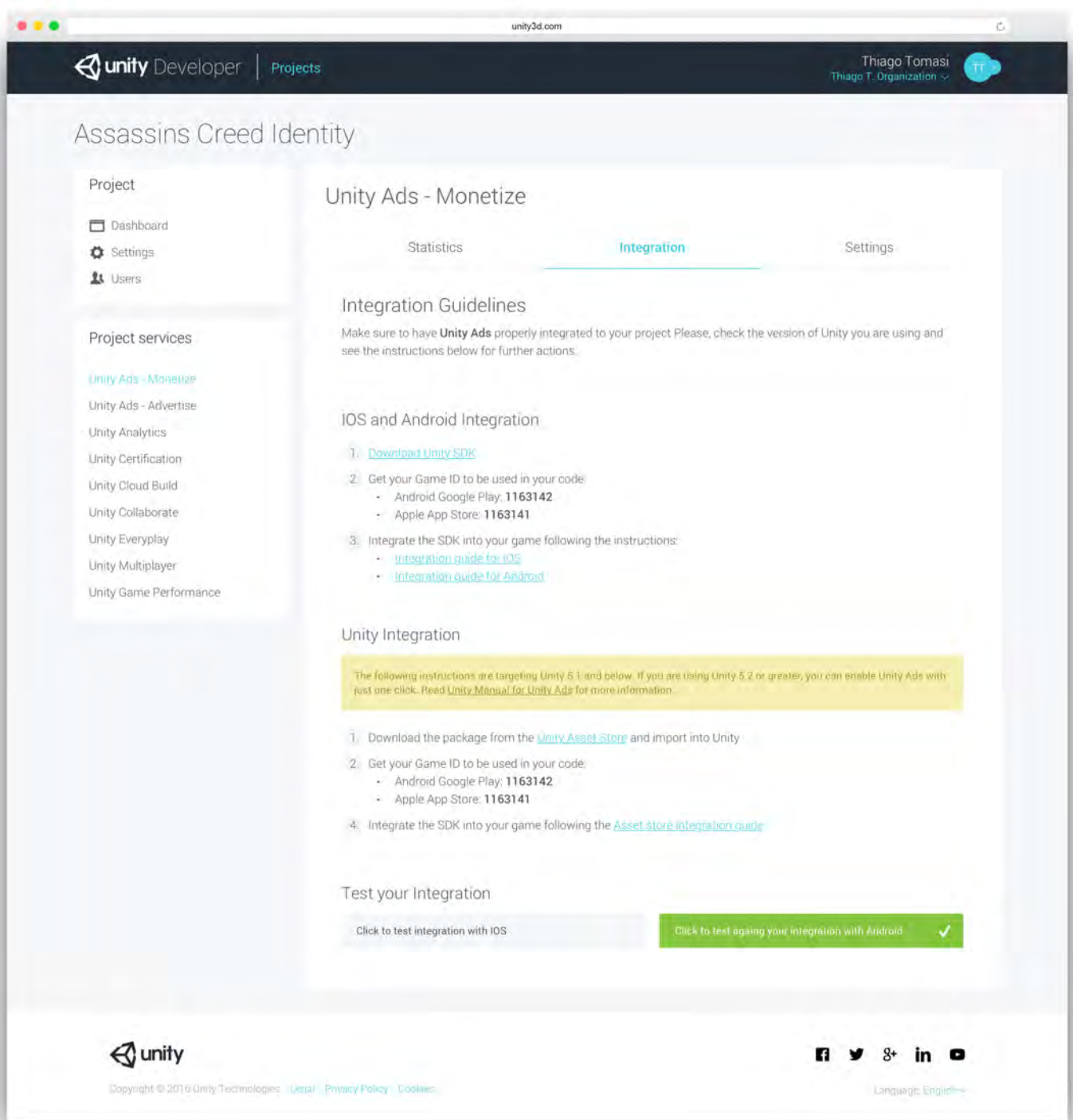
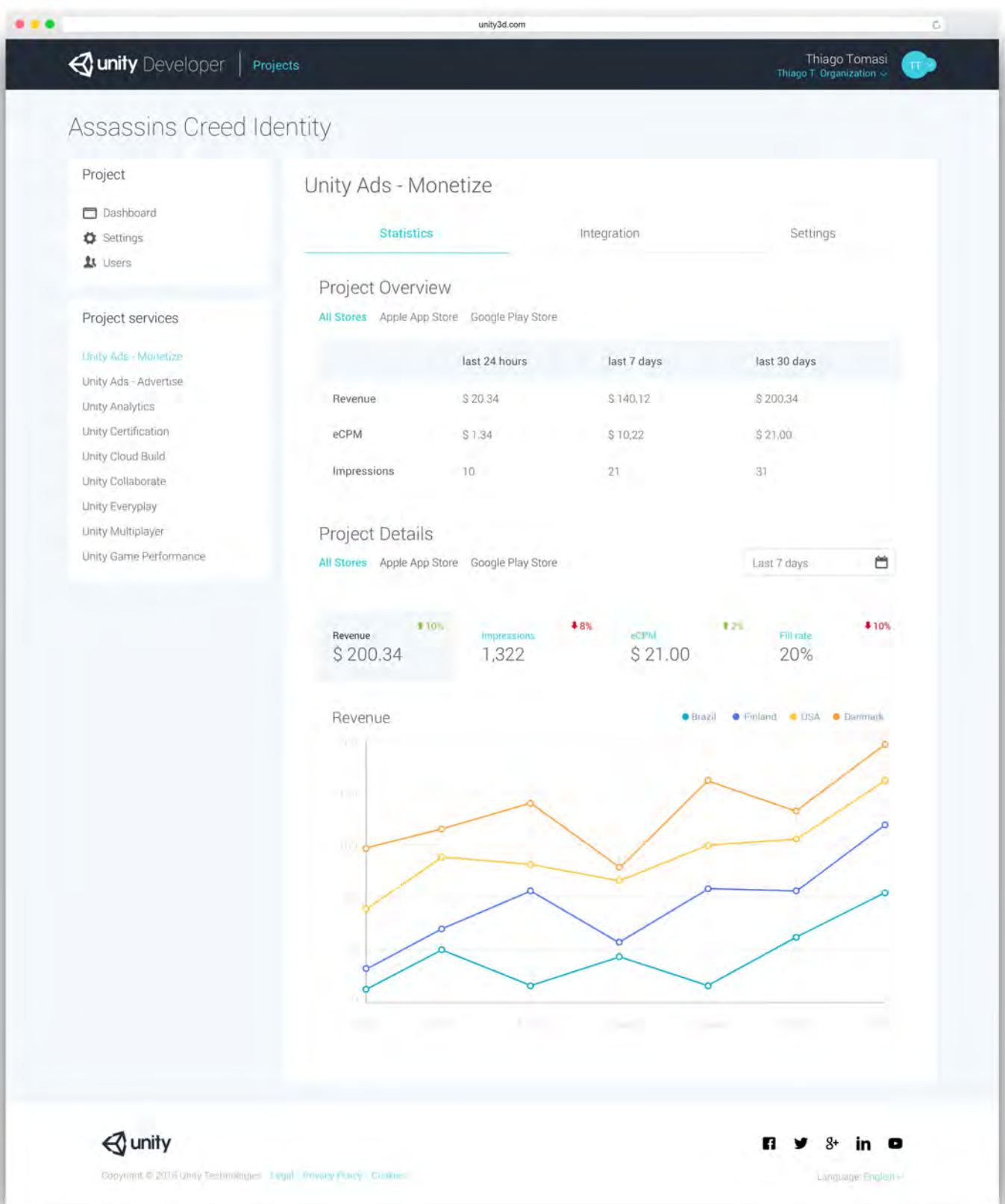
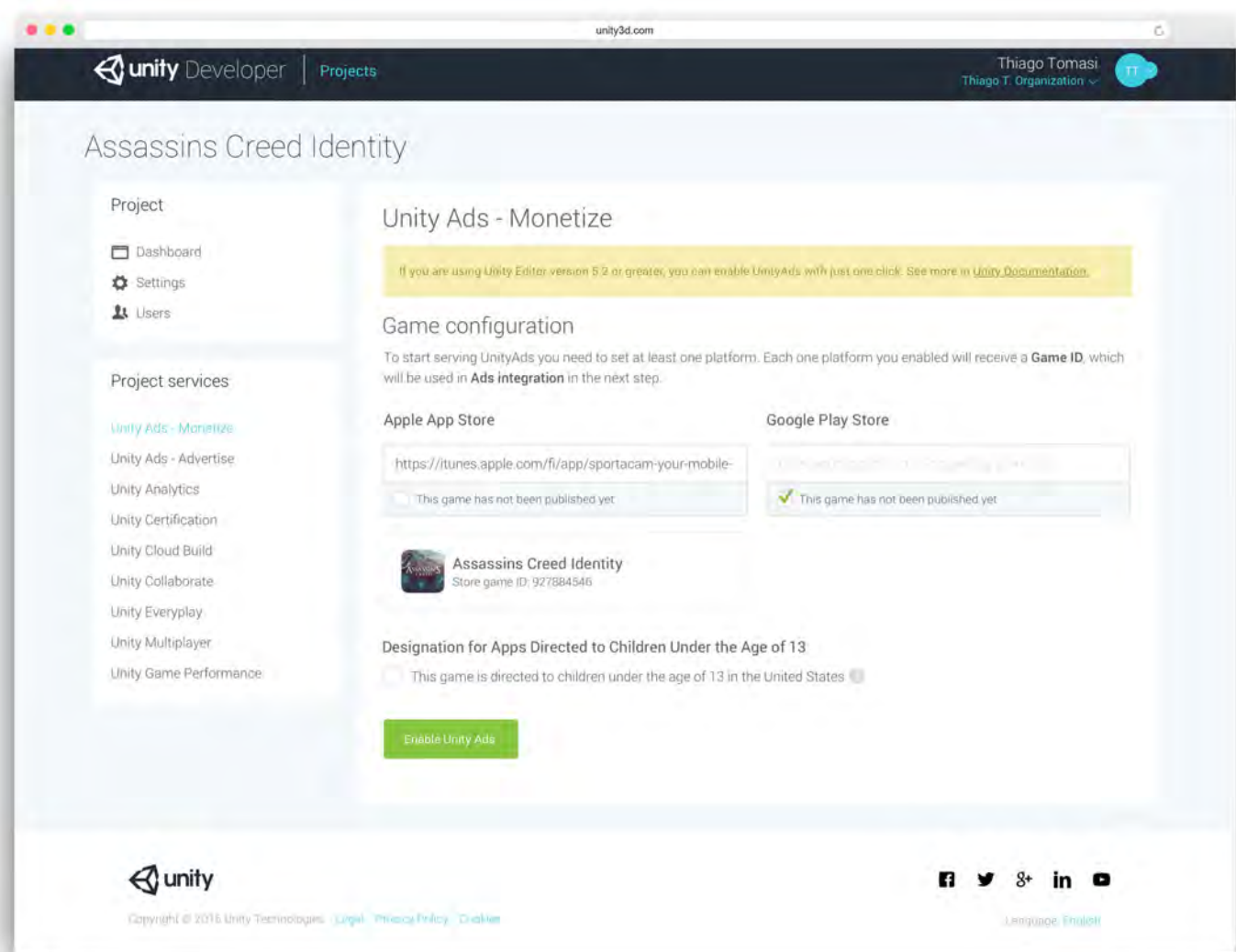
User flow



New interface



New interface



Azion - Style Guide

Description

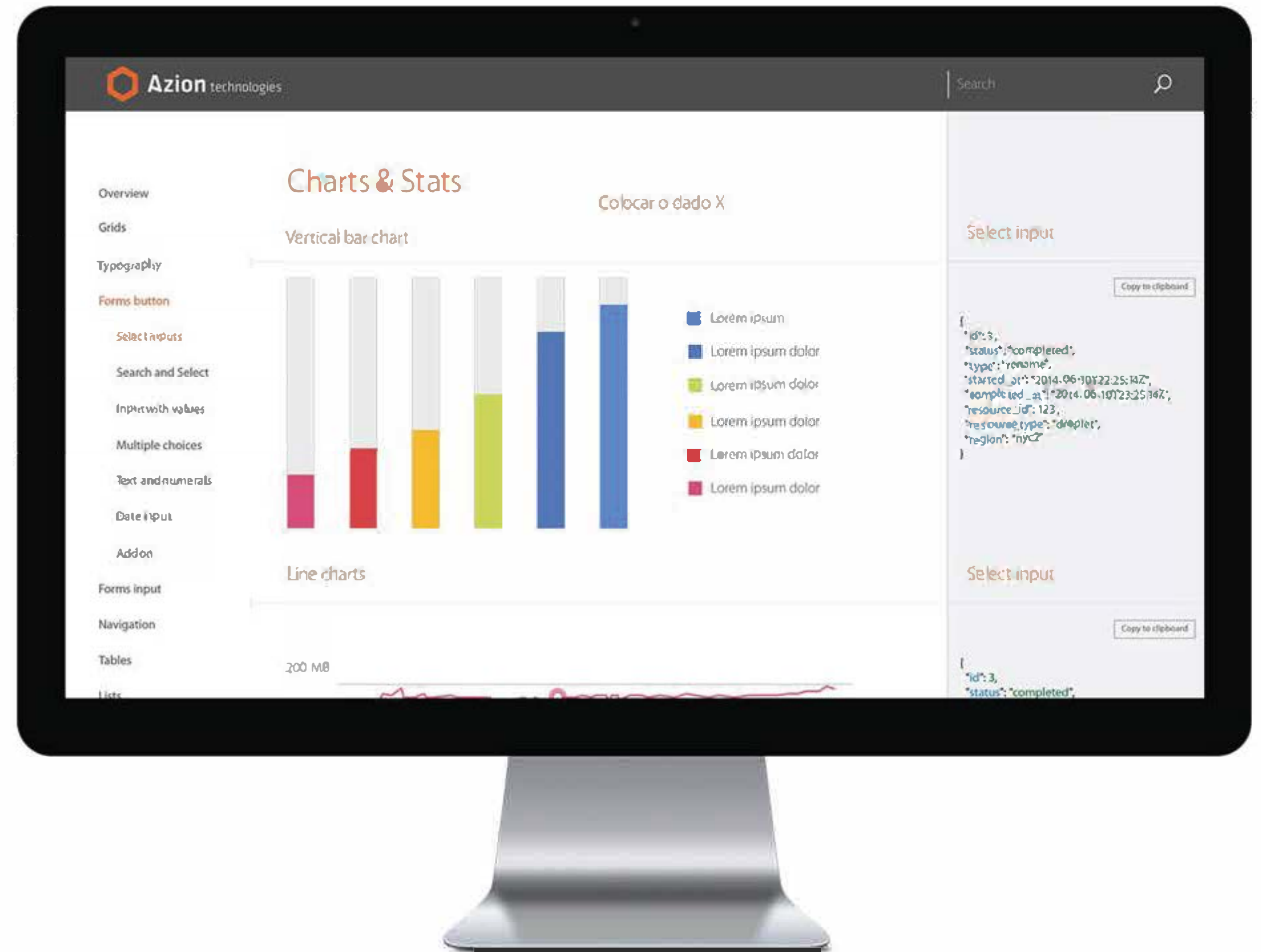
The engineering team was creating many tools to automate internal tasks, but eventually these tools become products and services offered to our clients.

Challenges

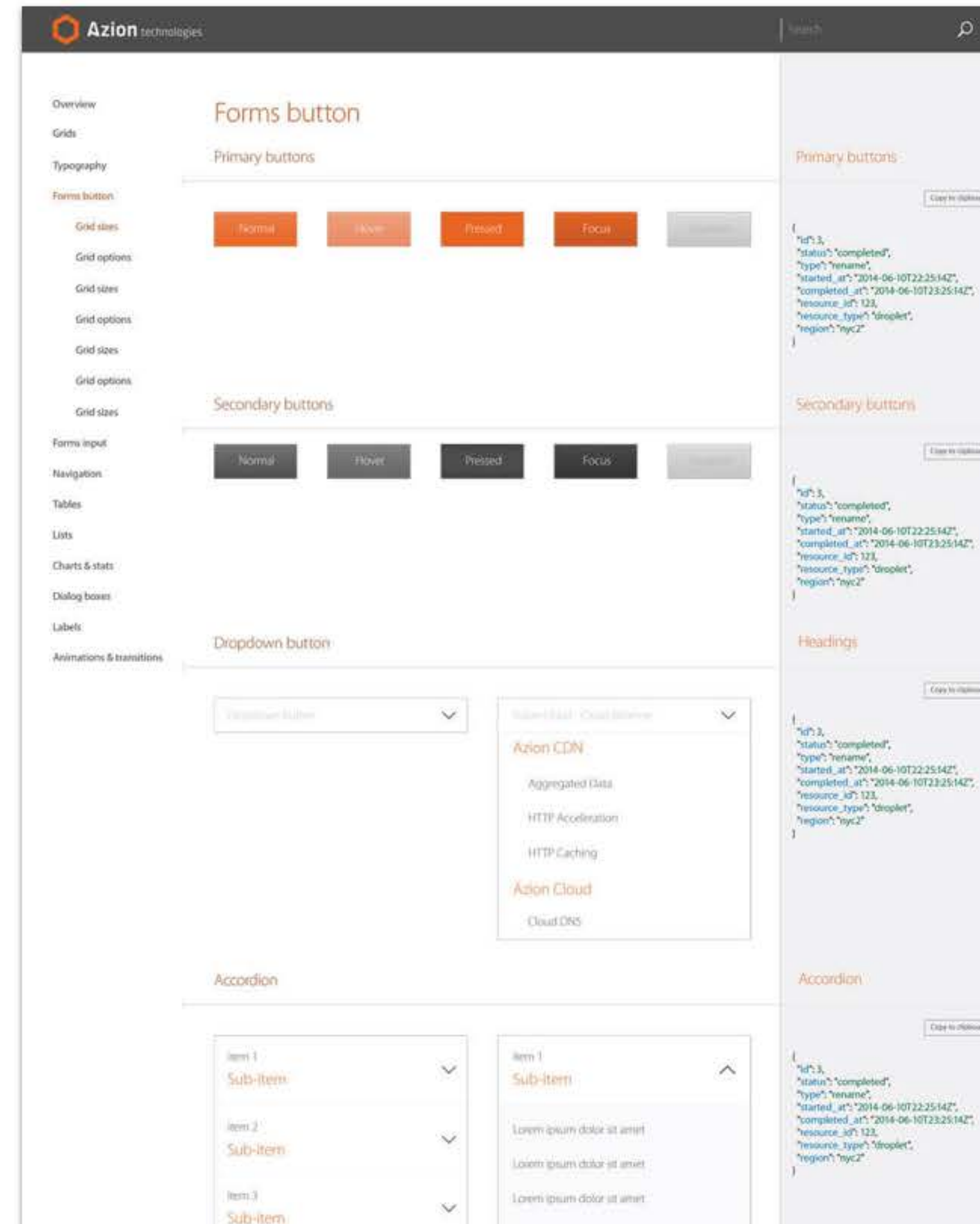
- The tools didn't reflect the brand
- Usability problems and huge work to fix the issues and be ready to release.
- I studied the key components and interaction present in Azion tools in order to create an Azion style guide.

Result

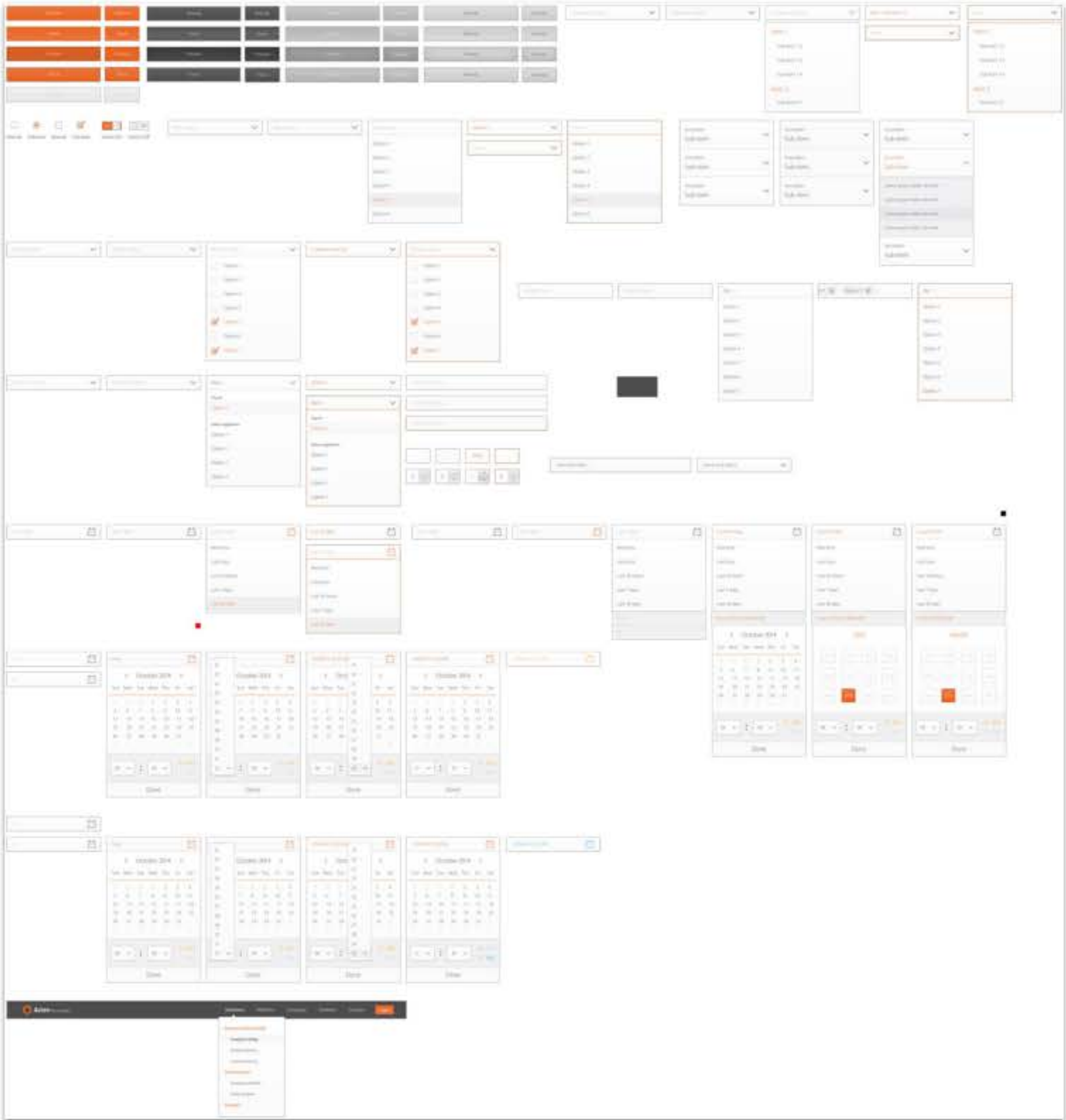
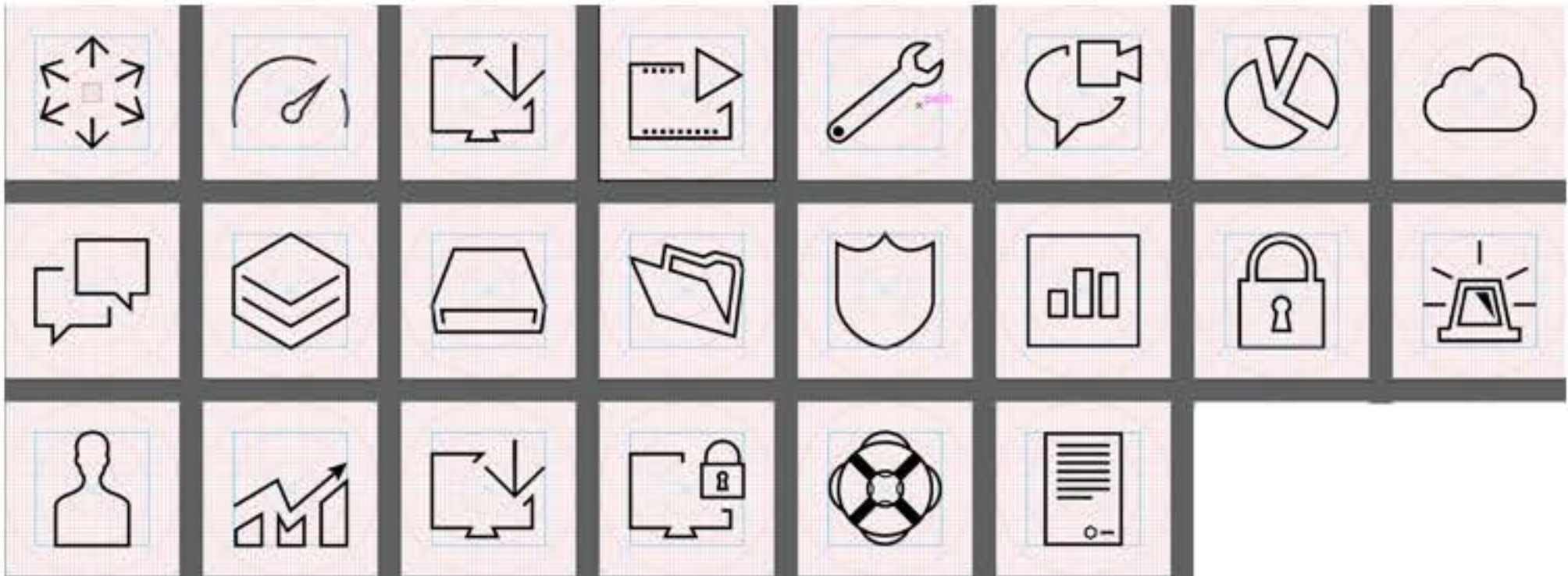
- Was delivered a HTML style guide with the components and interaction the Azion's products needed totally aligned with Azion's brand.



Style Guide



Style Guide



Style Guide

