

Tucker Standlee

[Home](#) [Portfolio](#) [About](#) [Resume](#) [Testimonials](#) [Contact](#)

Portfolio



About



Resume



Contact



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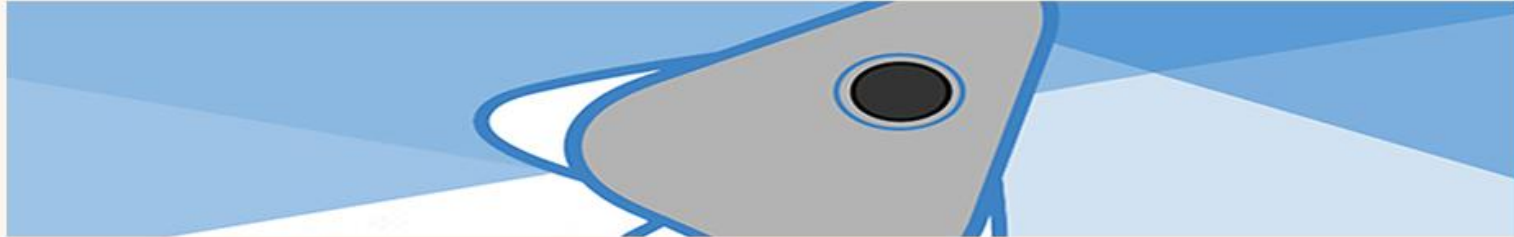
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Home [Portfolio](#) [About](#) [Resume](#) [Testimonials](#) [Contact](#)



Header image changes with each page.

Track-a-Pack



Indeed Jobs Usability Study



Factors of Student Success in Washington State



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Track-a-Pack

With this project, my team of designers and myself set out to create a mobile application that would improve the traveling experience of airline passengers who check in luggage. It was the intention of our design to grant users visibility and traceability of their luggage throughout the entire traveling process in order to ease the anxiety and stress of possibly losing their bags.

Our design process was conducted over the span of two months and involved interviewing and surveying potential users, ideating potential solutions, and culminated in the creation of a high fidelity prototype that we tested with more potential users.

Over the course of this project, my contributions were implemented throughout the entire process including user research, data analysis, persona creation, ideation sketching and usability testing.

Design Specification

The design specification that we created for the application outlines our overall process creating the application and the reasoning behind each of our design decisions.



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[Home](#) [Portfolio](#) [About](#) [Resume](#) [Testimonials](#) [Contact](#)

About Me

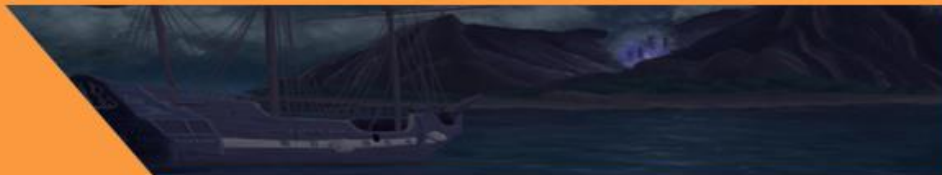
I'm a people person. That is the cliched line that everyone likes to use but for me the cliché is grounded in truth. With a very warm and genuine personality combined with a powerful sense of empathy, I find myself able to get along with virtually anyone and relate with anyone on some level.

This is my greatest strength when it comes to design. With the natural ease that I experience with people, I am able to effortlessly connect with individuals and hear the stories of my users, allowing me to truly understand their thoughts and their needs. It is these stories of individuals with unique backgrounds, feelings, and identities that I strive to capture with my designs and whose lives I seek to better in some way or another with my work.

For me, it's all about the people.



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[Home](#) [Portfolio](#) [About](#) [Resume](#) [Testimonials](#) [Contact](#)

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EDUCATION

Master of Science in Human Centered Design and Engineering	2016-Pending 2019
University of Washington (Seattle, Washington)	
Bachelor of Fine Arts Degree in Media Arts and Animation	2010-2013
The Art Institute of Seattle (Seattle, Washington)	
High School Diploma	2006-2010
Kentwood High School (Covington, Washington)	

SKILLS

UX Design, Usability Testing, User Research, Prototyping, Persona Creation, Sketching, Multimedia Design, Interaction Design, Excellent Social Skills
Computer: Microsoft Word, Excel, Powerpoint, In Design, Photoshop, Illustrator, After Effects, HTML, CSS, Javascript, Python, Tableau

USER EXPERIENCE

Track-a-Pack	2016
Researcher, Usability Tester, Product Designer	
-Collaborated with a small UX design team to conduct user research on current pain points that airline passengers feel when	