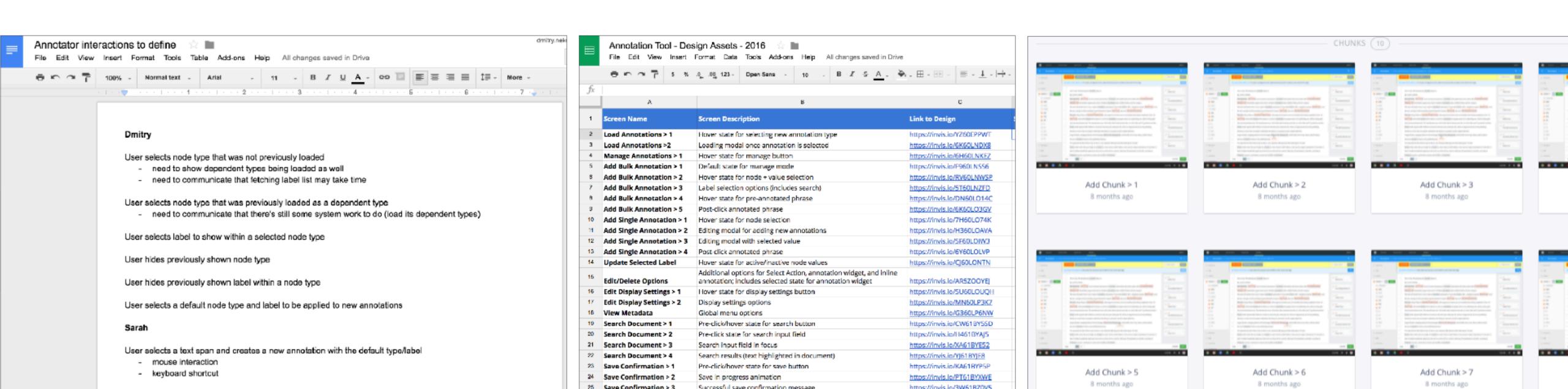
COLLABORATION

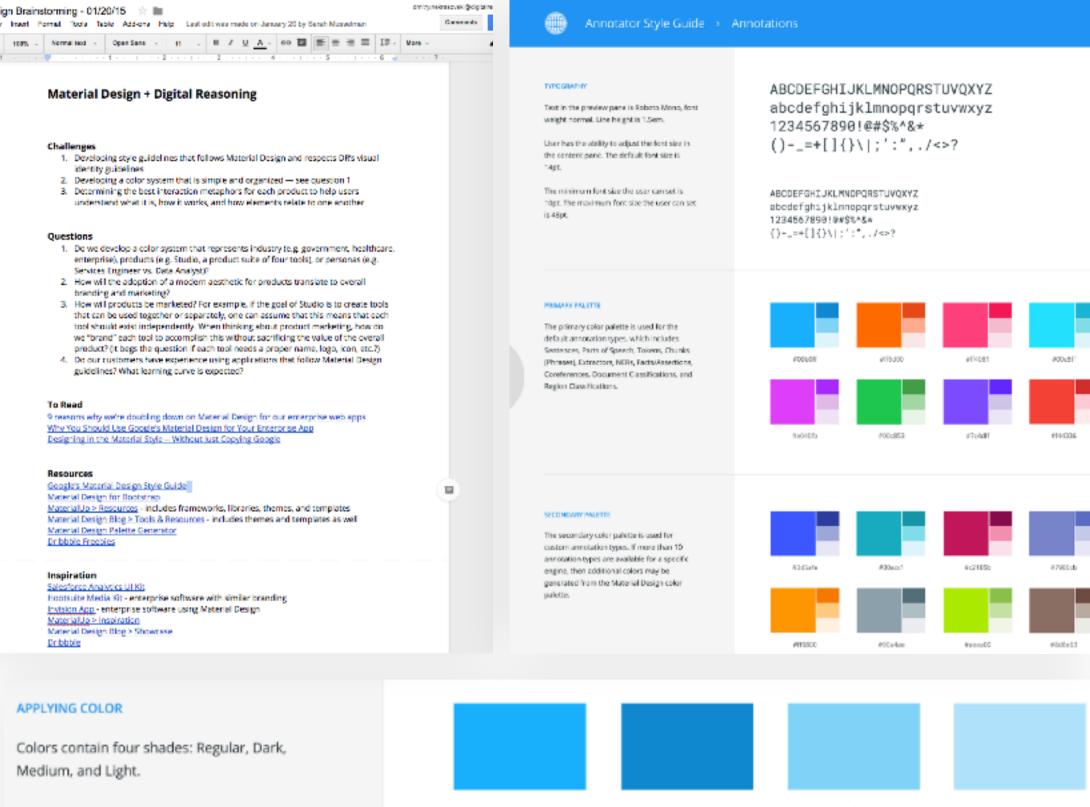
Ramping up and teaming up.

For the first month after Sarah joined my team, **I worked with her on a daily basis remotely** to help her to understand Digital Reasoning's products. I knew that a good understanding of the company's technology would help her to earn the confidence and respect of product managers and engineers.

I also spent a week with her in Nashville to brainstorm interaction design approaches and get feedback on Annotator designs from in-house data scientists, as well as to introduce her to people throughout the Engineering team and the rest of the company.

As Sarah ramped up, we continually tweaked the way we worked together, making heavy use of Google Docs and InVision to collaborate. By the end of January, she had taken on both UX and UI design for several features of the product.





APPLYING COLOR

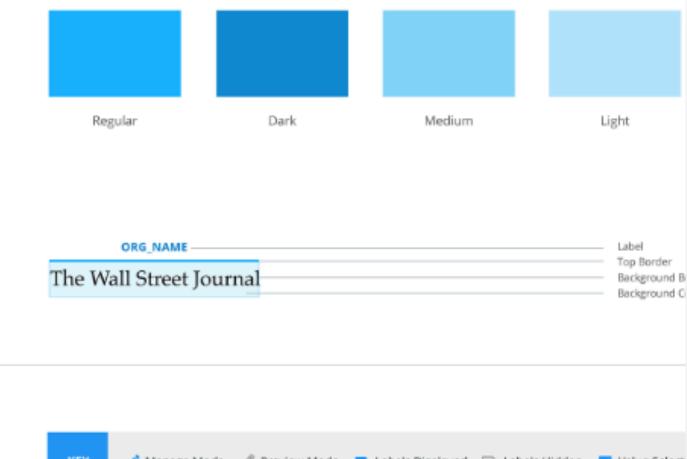
Colors contain four shades: Regular, Dark,

Regular: Active styles (buttons), Top Borders, Active Checkboxes

Dark: Hover styles (buttons), Labels

Medium: Background borders

Light: Background colors



annotation based on the state of a user's workflow.

Annotations appear in the content pane. A user can choose which annotations to

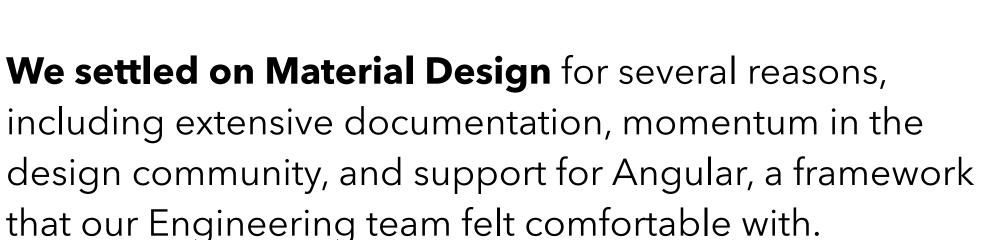
and require other annotation types to be



DESIGN SYSTEM

Making Material progress.

While Sarah was ramping up, I asked her to research various publicly available design systems that our team could use as a basis for developing one for Digital Reasoning products.



The breadth of the Material Design colour palette came in immediately handy on the Annotator project, since we needed to create design specs for over 30 combinations of annotation types and states out of the box, plus additional custom annotation types for specific usage scenarios such as medical lab report annotation.

We then created our own style guide to document the appearance and behaviour of various annotation types and states in the context of different interaction modes within the product.

