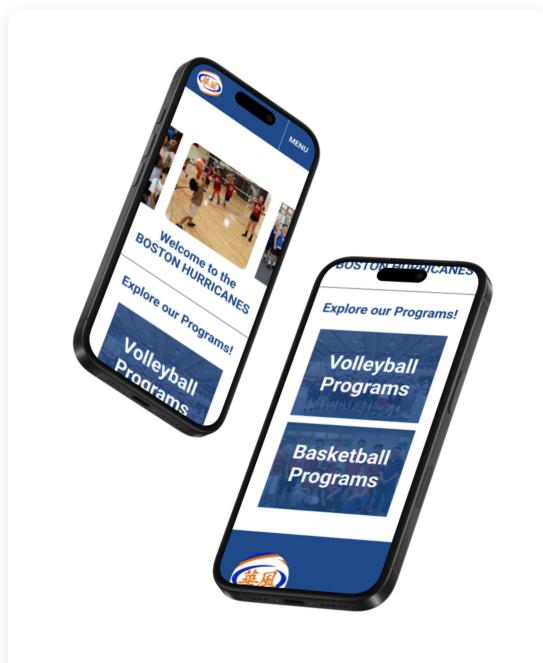


# Hello! I'm Wesley.

I'm a product designer studying HCD and CS at Brown. I believe in shaping invisible, human experiences for visible impact. Upcoming Industrial and UX Design intern @ [Nova Design](#)



UI/UX      Figma

## Boston Hurricanes • Website Redesign

Redesigning the home page for clarity and accessibility



3D modeling      Animation

## Nova Design • Hearables

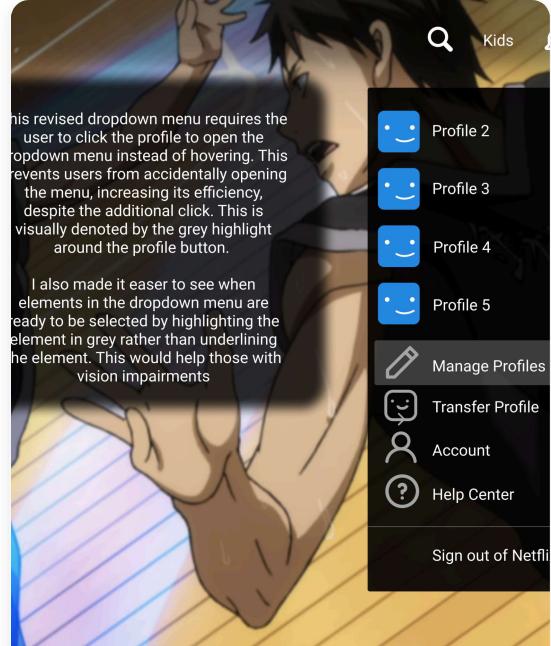
Blender visualization & animation of OTC hearing aids



Wireframing    UI/UX    Figma

## Allara Health • Dashboard Redesign

Dashboard redesign for a virtual care platform



Figma    UI/UX

## Netflix Dropdown Menu Case Study

Redesigned Netflix's Profile dropdown menu for accessibility

[More fun stuff! →](#)

# Boston Hurricanes Website Redesign

Redesigning the home page for clarity and accessibility

Role

Timeline

Team

Skills

Design Lead 

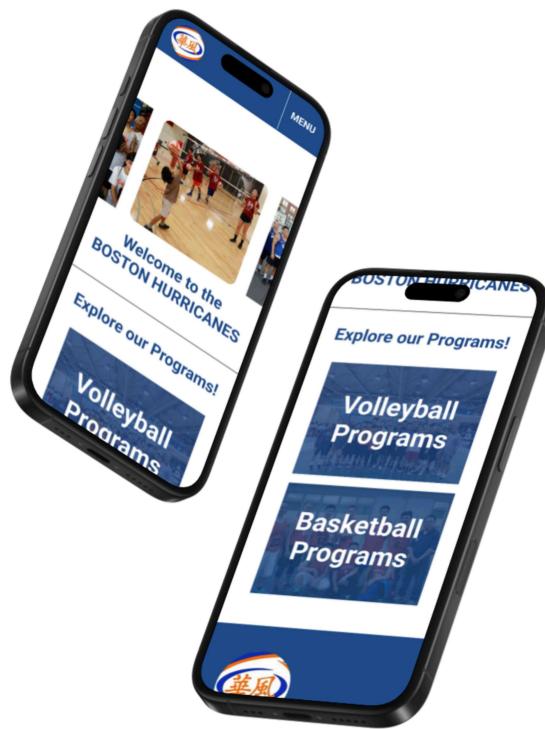
Feb 2025

Solo Project

UI/UX

Figma

HTML & CSS



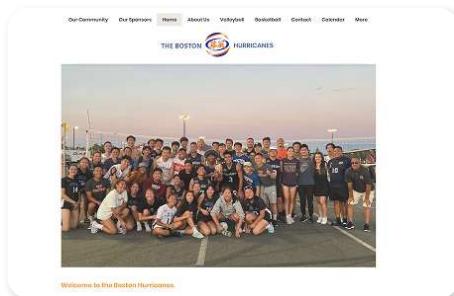
## Overview

I decided to redesign the Boston Hurricanes' home page as a design exercise. The Boston Hurricanes are a nonprofit organization serving Boston Asian-American communities, organizing and supporting volleyball and basketball programs.

# Redesign Opportunities

## Navbar

Unclear sectioning of items within the navbar, separation of Logo from navbar, unclear separation of navbar from website body.



## Color Scheme

Orange and Blue Accent colors lacked hierarchy. Footer & contact card inconsistent with the rest of the page.



## Extraneous Information

Contact card, mission statement, and testimonials are present on the home page, while also being present on other pages on the website, like the "about us" or "contact" pages.



# Redesigns

To address these issues, I built 3 designs in Figma. One for a Desktop screen, one for a tablet, and one for a smartphone.

## Desktop

0:00 / 0:05

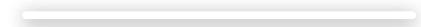


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### Smartphone

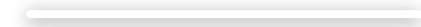
### Tablet

0:00 0:06



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0:00 0:07



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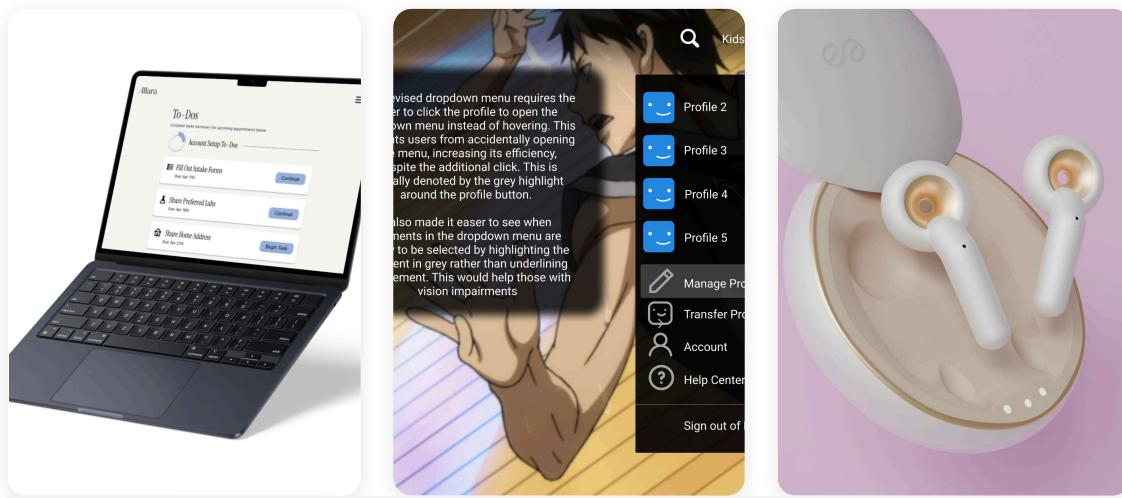
# Final Prototype

To finalize this project, I coded a working prototype based off my designs in html and css. This website is also responsive, dynamically rearranging elements based on the screen size.

See the website through the link below!

[Coded prototype](#)

## Other Projects



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# Allara Health Dashboard Redesign

Redesigning the dashboard for clear navigation

Role	Timeline	Team	Skills	
Design Partner	April - May 2025	<b>Bohdan Karavan Julia Stepanenko Simone Dunbar</b>	- Design Partner - Design Partner - Design Partner	UI/UX Figma Wireframing



# Overview

Our team collaborated to redesign the dashboard for **Allara Health**, a virtual care platform specializing in women's hormonal and metabolic health, particularly, conditions like polycystic ovary syndrome (PCOS)

## Current Dashboard Features

To begin, the project manager **Liv Jenks** provided our team with a video detailing the current major features of the dashboard

The screenshot shows the Allara Health dashboard. On the left is a sidebar with navigation links: Dashboard, My Health, Book an Appointment, Messaging (highlighted), Perks, Account, and Log Out. The main content area has a title 'Getting Started with Allara' with a sub-section 'Week 1'. Below it are five cards: 'Meet your medical provider', 'Meet your registered dietitian', 'Complete labs or imaging', 'Book a follow-up with your medical provider', and 'Continue medical and nutrition care as needed'. At the bottom are two sections: 'To Do' (with a button to 'Join now') and 'Appointments' (listing an 'Upcoming Appointment with Test' on 2/28/2025 at 4:00 PM).

### Static Care Timeline

Informational block for expectation setting (disappears after four appointments, collapsible)

### To-Dos

Collect information from patients:  
Share home address, lab preferences, join appointments, download mobile app, review nutrition materials

### Appointments

Modify appointments, add details to calendar, access provider notes post-appointment

### Booking Appointments

Medical follow-up, nutrition follow-up, confirm state, see availability, book with dietician.

### My Health

View past appointments, book follow-up visits, see lab orders/results, download PDFs, track progress (e.g., walking 10,000 steps, drinking two liters of water)

# Major Pain Points

Liv Jenks also provided our team with a list of current pain points.

**Chaotic nature and oversaturation of information on the dashboard**

**Users being unsure on where to proceed and how to join appointments**

**Patients having difficulty accessing post-visit notes**

# Redesign Opportunities

Through discussion, our team decided to go in the direction of splitting up the oversaturation of information on the dashboard into distinct pages, with the dashboard serving more as a navigational page.

# Sketches

To begin, our team made initial sketches of potential designs.

See my sketches below

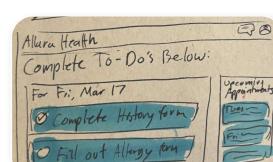
Dashboard



Appointments



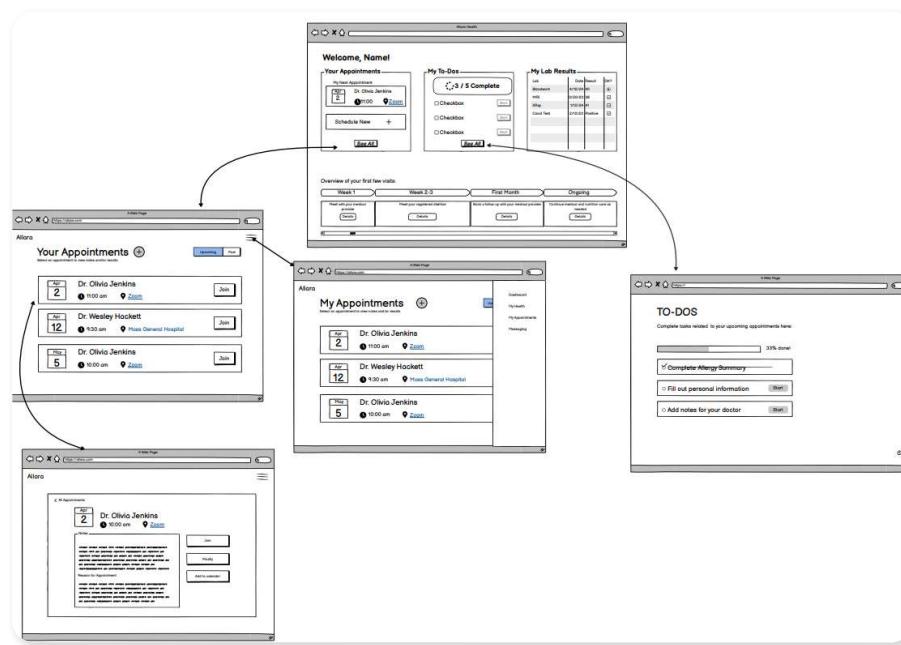
To-Dos



# Wireframe

From here, we identified the features from the sketches we wanted to proceed with, and integrated them into a wireframe, made in Balsamiq. Primarily, these features were clear sectioning of information in the dashboard, gameification of the To-Dos through a progress bar, and an appointments page that allowed you to expand each appointment to see more information.

For this step, I created the To-Dos page.



## Feedback

We sent these Wireframes to Liv Jenks for feedback, from which we indentified the most important notes, listed below.

### Positives to keep

- Modular design for clarity
- Gameification of To-Dos

### Requested changes

- Reduce the prominence of infrequent lab results

## Final Prototype

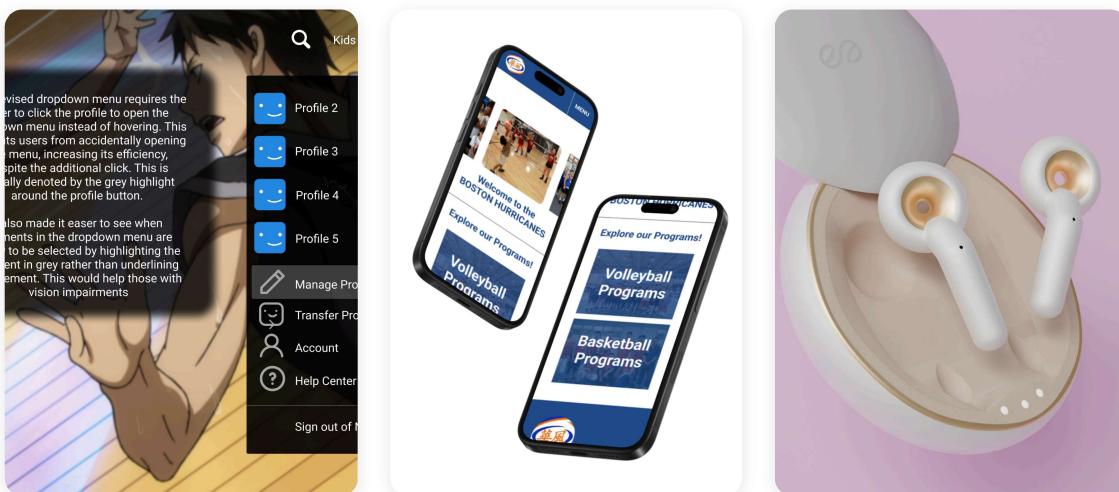
To finalize this project, we created a fully responsive prototype in Figma. For this final step, I created the To-Do pages.

0:03 / 0:35

See the figma file below.

[Coded prototype](#)

## Other Projects



# Hearables 3d model and animation

Modeling and animating Hearables (OTC hearing aids) for product visualization

Role	Timeline	Team	Skills
Design Lead	Jan 2025	Solo Project	3D modeling 3D model texturing 3D animation



## Overview

During my interview process for an Industrial Design internship role with Nova Design, I decided to create a

product visualization work example for the studio using Blender. I chose a product the studio had designed previously for this project.

## References

Prior to modeling the product, I pulled reference photos from Nova Designs website:



## Blender modeling

I then brought these reference images into Blender, where I modeled and textured a set of Hearables.



Untextured blender model



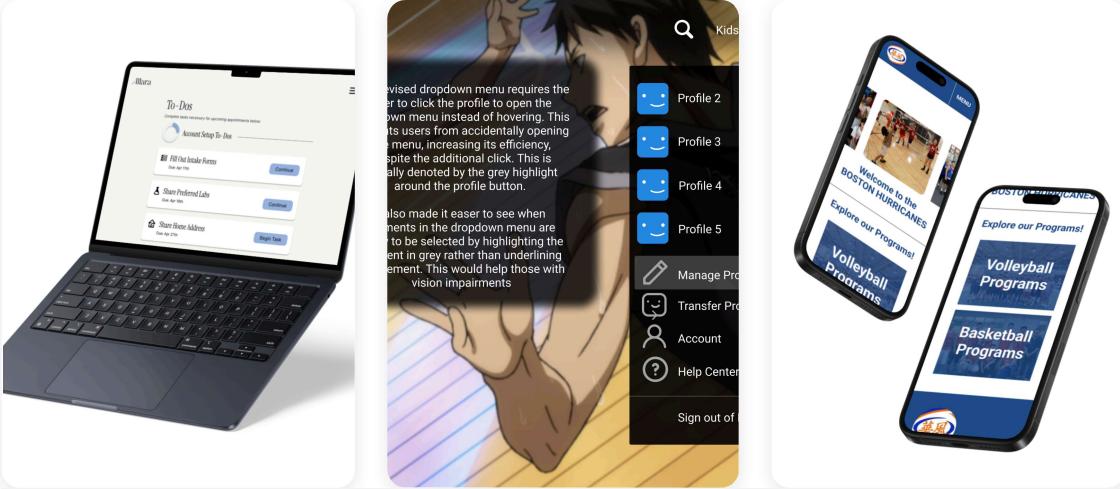
Textured blender model

## Final Animation

As my final deliverable, I made a short animation, also in blender, which I then sent to Nova. I am happy to report that at the end of this interview process, I was offered an Industrial Design and User Experience Design internship, which I accepted for the summer of 2025!

0:00 / 0:02

[Other Projects](#)



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## About Me

**Hi! My name is Wesley  
Hackett :)**

I grew up with a deep love for creating with my hands and solving problems. These passions naturally combined for me in pursuing a career in design, where I hope to build tangible solutions to real problems and improve people's everyday lives.

Growing up in Washington State, I also developed a deep love for the outdoors and physical activity. In my free time, I love to hike, play volleyball, bike, run, kayak, draw, make pottery, and travel!



# Netflix Dropdown Menu Redesign

Redesigning the dropdown menu for ease of use and accessibility

Role

Timeline

Team

Skills

Design Lead

March 2025

Solo Project

UI/UX

Figma

HTML & CSS



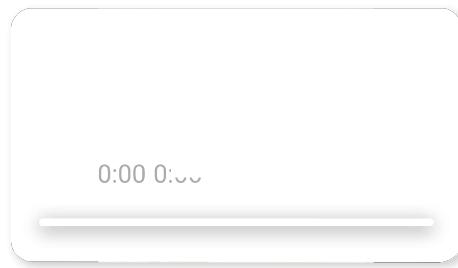
## Overview

I modified the current Netflix dropdown menu design as an exercise in designing for accessibility and ease of use.

## Redesign Opportunities

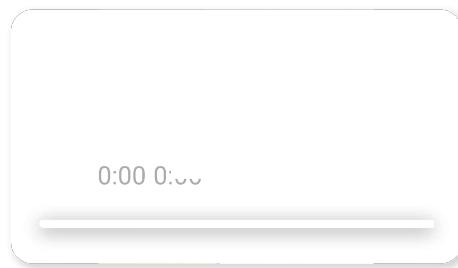
### Lack of keyboard accessibility

When attempting to access the dropdown menu using keyboard only, the enter key must be held down to keep the menu open, and when trying to tab into the subelements, the dropdown menu immediately closes.



### Hover to open

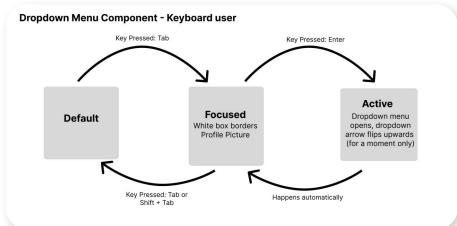
To open the dropdown menu using a mouse or trackpad, the menu only opens when hovered over, and does not vanish until the mouse is held outside the menu for a short amount of time. This can be inconvenient as it might lead to accidental openings of the menu.



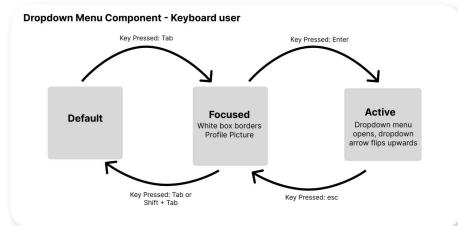
## State models

To address these issues, I first created state models of the current designs for both Keyboard and Mouse functionality, and then revised state models for my redesigned features.

Current Keyboard state model

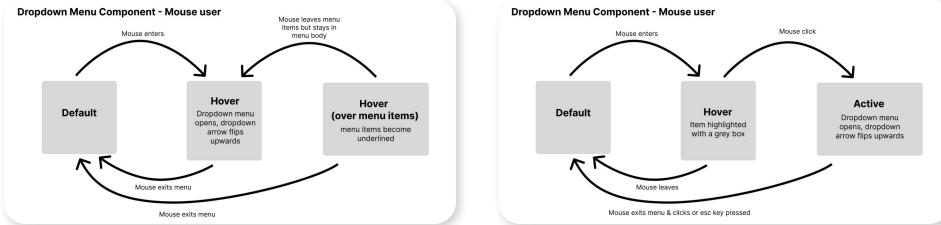


Revised Keyboard state model



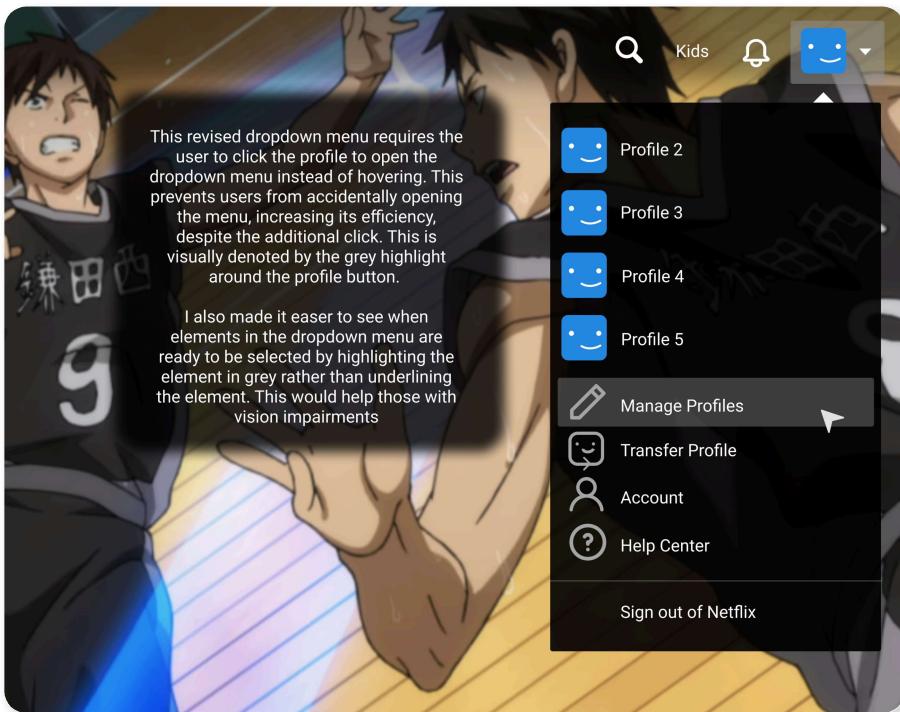
Current Mouse state model

Revised Mouse state model



# Final Prototype

To finalize this project, I created a quick Figma mockup of my revised design.



## Other Projects

