



## Work Sample

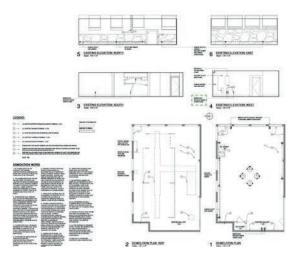
Gallery | Boston MA



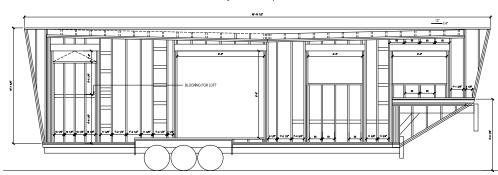


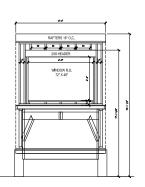






Tiny Homes | Nashville Tennessee





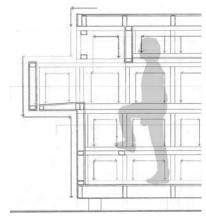






# Work Sample

Construction | Buffalo NY













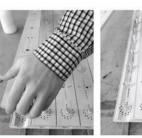


Scripting | Beijing China











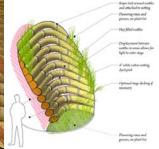




Pavilion | Lake Forest IL











Travels | Iceland

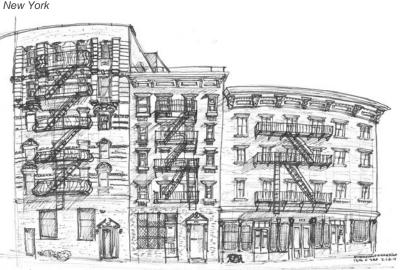






Sketches | New York





### Work Sample

User Experience Design | RAVA | New York NY

Platform:

Role:

Challenge:

Mobile

A platform to connect brick-and-mortar retailers with 24/hr employees and users in search of a mechanic.

UX Design, User Research and Persona Building, Prototypes, Wireframes

Research:

- 1. User needs for repairs
- 2. Determine brick and mortar business reach potential and limitations
- 3. Understand employer > employee (deliverer) > receiver (user) dynamic
- 4. Learn popular "repair" service delivery platforms/apps/programs

Key Audience:

Understanding the target audience through user research



#### Goals:

- 1. Expand customer reach 2. Increase profits, even
- when the shop is closed 3. Sell Inventory

#### Pains:

- Hiring full-time staff
   Managing employees at
- physical location

- Goals:
  1. Provide one-on-one
- 2. Face clients directly Increase work availability, salary, and flexibility

#### Pains:

- Traveling with toolbox
- Storage of toolbox
   Conflict with full-time
- employment
- Goals: 1. Anytime repairs
- Anywhere repairs
- Low cost
   Find locations easily
- Support local businesses

#### Pains:

- Forced to take public transport
- Shop closures outside of regular business hours
- Inability to carry spare parts and tools

Wireframe:

Structure, layout and content organization in sketch format to maximize user relationships, specifically commuter/mechanic search in example noted below.

Mid Fidelity Wireframe:

UI document using Figma to create intended behaviours and functionality - planning out the content hierarchy and user experience.

