



**WELLINGTON MITRUT**

Ux / UI Designer - Portfolio - SEP / 2016

Toptal Test 2016

# MY PROCESS

First Of all, that's my 6-piece process that have variations depending the type of application I'm working on. Some of this maybe are not used if the client already have the user research for example, and need only the user interface based on it. In a best-case scenario, I follow every step as described below, between them all, we have a client validation and discussion about the results:

## 1 - UNDERSTANDING THE USER

This is the first step to make a good interface, in this step we understand what is our client trying to make, what's the previous solutions, the benchmarkings and references, what users will interact with the app and in what cases. With all that defined, we go to the step 2.

## 2 - USER RESEARCH

This is the most important step in all the process, with all the references we get in the previous step, we define some questions and start to talk with the final user to understand how they think, how they interact with each other and with the problem presented in the first step. After that, we talk about their favorite apps and how they use other solutions to live with the issues of the step 1.

## 3 - PENCIL AND PAPER PROTOTYPING

The funniest part of all process, here I make some sketches based in all we had before, the client benchmarkings, the previous solutions, the final user answers, the final user favorite apps and some UX principles, in this moment I don't think about the estetical beauty of the app, only the solution, the simpler it was, the better it was.

## 4 - LOW - FIDELITY PROTOTYPING

In this part I make a simple prototype in Evolus Pencil or Photoshop with simple forms, like circles, squares, texts and some generic icons based on the sketches of step 3. Here, the app starts to take form, we still no talking about the beauty, but the app starts to have a face.

## 5 - HIGH-ENDING PROTOTYPING

Here, on this step, the app gets his final face. I apply the branding colors and some guideline recommendations (like in Material Design, for example). In this process I also start to make the interactive prototype with MarvelApp or InVision. The placeholders are changed with some real photos and names, the screens get their final faces, the icons and go to a final validation with the final users to see if they had to change some things (like a button position or a card color, an icon, etc.) before the final step when me or the developers code this design.

## 6 - IMPLEMENTATION

The final step consists in CODING. Here, no matter what technology is, I like to make appointments talk with developers about the technical solutions and possible changes that we have to make in the design. And, 'voilà', that's my designing process.



# farmin

Herd\* Management App



Farmin is an Android app who works offline and has an bluetooth integration with RFID readers.

It's made for optimize and make the herd management and production increase.

## What I have made in this project:

- High-end Prototyping
- UI Design
- UX Research
- Android Development



## Cards

We used cards to help the cattle breeder make association with the real life annotations and animals paper records. Also, the cards are easy to touch when the selection is needed.



## The Animal Profile & Timeline

Every animal in the herd has his own timeline and profile with basic information

The timeline contains every event, from the born date to the death, the vaccination and reproduction.



## Floating Action Buttons

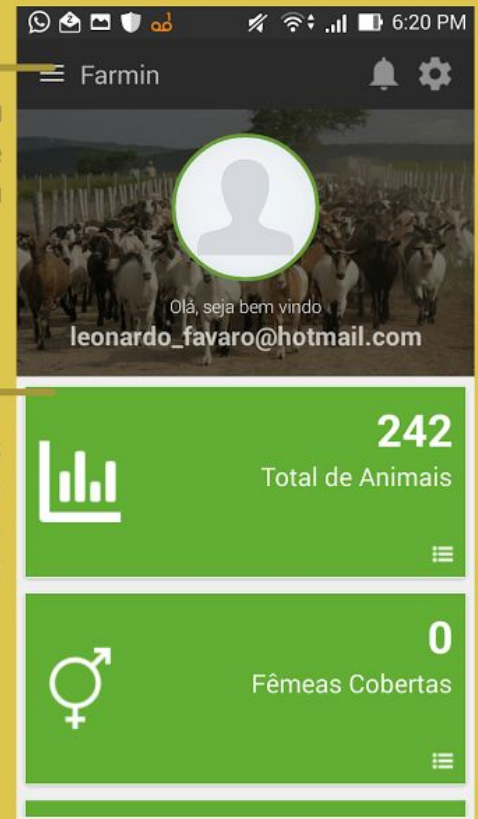
For applying context actions, the floating action buttons were chosen.

That helps to show to the user that an action exists there related to the context. In the image we had medications, after the medications are selected, the F.A.B. shows an animal image, contextualizing the user to choose what animals to apply the medications.



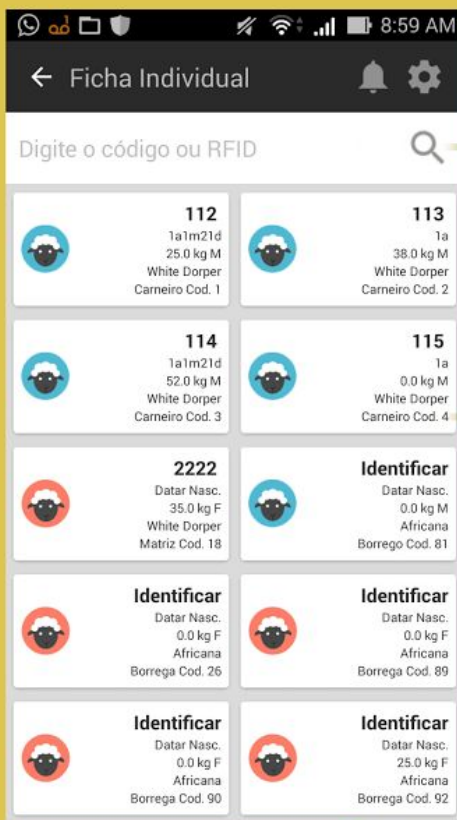
## Hamburger Menu

All the options where located in the lateral hamburger menu



## Main indicators access

The main indicators, graphics and statistics are showed right in the home screen, bringin to the user the macro information about the herd.



## Incremental Search

The search occurs in real time every time that the search field has an change event.

## Animal Cards with basic informations.

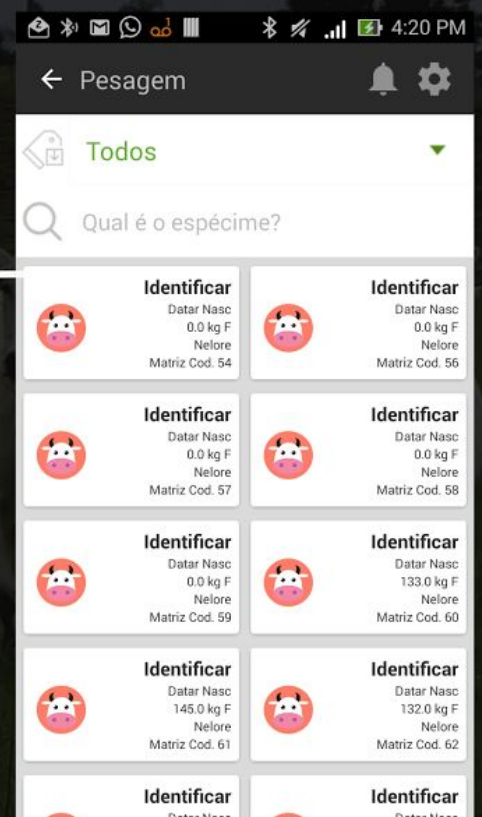
All the basic information like Animal number, age, sex, weight and race are displayed in small cards in a grid to be selected.

## Animal Icon changes according the context

Farmin has 3 main herd types: Goats, Cows and Sheeps, the user can configure and that changes in all the app.

## Even if you don't have RFID

Even if the breeder don't have RFID earring the app can be used. The animal get an internal ID and is labeled with 'IDENTIFICAR' (needs identification). That labels unindetified new animals in the herd too.



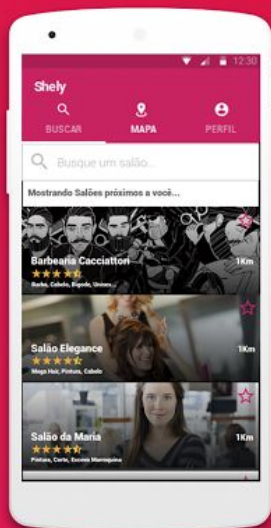


# Find the Best Beauty Salons near you!

(this app is in development)

## What I have made in this project:

- Wireframing Prototyping
- High-end Prototyping
- UI Design
- UX Research
- Android Development



### Shely is an 'Uber of beauty salons'

In Shely you can find the best salons near you and even make an 'emergency call' to all salons in a range near you.

The users can favorite the salon, comment and rate them according to the service quality that was provided by the salon.

The user has two options:

Find a specific salon based on the commentary, ratings or nearby or can call an S.O.S. Salon, tha will call all the salons in the range and one will answer the solicitation.



### Empty States

For giving to the users a feedback when there is no salons on their range, we implemented a screen to show that.

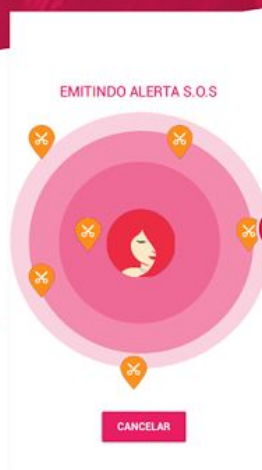


### Map Visualization

We show the salons and the user location in a map, the selected salon is represented with a blue pin, the user can swipe between salons to change the selected one.

### The S.O.S. button

The S.O.S button calls ALL the salons and the first one to answer the call make a match with the user who will choose if that match became successfull or not.



### S.O.S

The S.O.S is called on all the salons in a predefined range receive a notification about the user wanting a salon.



### Match

A salon answer the call and the user can choose if accepts or decline the match with this salon.



### Success

If the user accepts, the match is considered successfull and the next step shows 3 options: Call in whatsapp, Phone Call or open the path in Google maps.



## First Access 'welcome tutorial'

In the first access the hairstylist and the client will have a little tutorial explaining what Shely does.



## What I have made in this project:

- Wireframe prototyping
- Ux Research
- High-End UI prototyping
- Android development.

Dimbox is an app for small business and freelancers to control your own finances with gamification.



### Take care of your movimentations

You can associate your bank accounts and have a graphical report of your expents, money movimentation- In and out.

### Timeline of app use

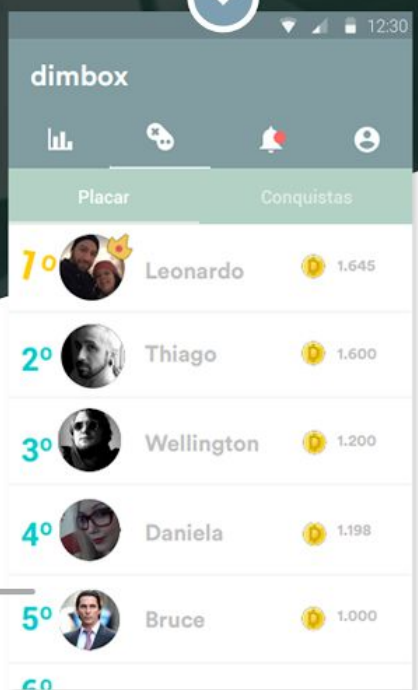
You can have a timeline of every interaction with the app and every interaction means points!

That's a funny way to take care of your money health!

### Gamification

Here an example of gamification graphic representation. We have two sub-tabs, **PLACAR** (that means **SCORE**) in the first image and **CONQUISTAS (ACHIEVEMENTS)** on the second image.

The idea here is: the more you use the app more DIMCOINS (an internal credit for future goodies) you get and make achievements according with what you expend. If you expend more in coffee-shops, you get more achievements related to coffee.



### The Score

You gain points with every action... so as your friends. Them, more you use the app more DIMCOINS you will earn, the score is always relative to you.

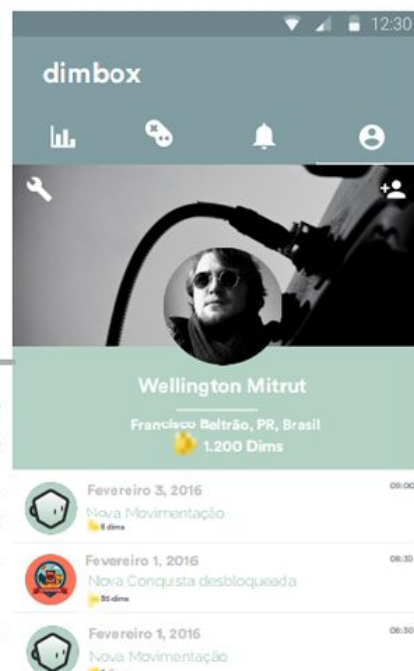


### Notifications

You get notified about your points, new friends, your friends achievement unlockings and key actions (like add a new credit card or a new bank account).

### The Profile

Your profile shows your points, activity, timeline achievements, profile basic information. One important thing to say is: none of your actions will show the value of the movimentation. No matter how money was involved, only you will see this information





# ACADEMIAS Fit

**Academias FIT** is a gym athlete app who works with **Academias**, an ERP to gyms. In the ERP the physical activity circuit is defined by a personal trainer and the athlete follows the instructions in a gamified app.

## Unique ID:

The ERP associates an RFID with a ID number document, so no matter what gym whom uses ACADEMIAS, you can log with you ID and birth date and your info still safe.



## Press Start:

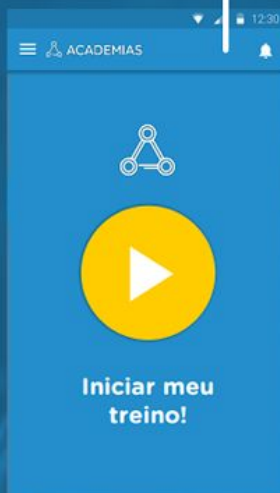
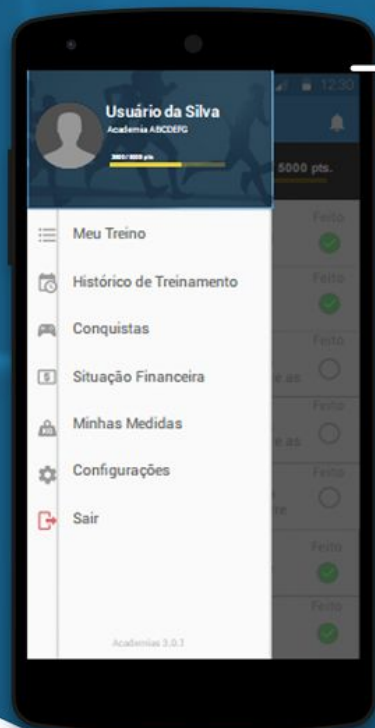
Like a video-game, the start button starts the gym routine, informing the ERP that the athlete started.

## Lateral Menu:

In this menu you can have access to all your info, like:

- Your train.
- History
- Achievements
- Gym monthly fee
- Body measures

And a mini-profile in the top with the gym name and the actual score.



## Achievements gallery

All the achievements can be seen in a gallery, so, every time the user want to see it, he can access and check.

Every badge when showed will have the date that was achieved and how many points that it provided to the user.



## The list:

In the ERP, the personal-trainer defines the activities to be done by the athlete.

That activities can be organized by type - cardio or weight lifting, train type and warm-ups

In the top you can always see the score that can be used to motivate the athlete to exercise even more to complete the series.



## History:

The user can see his exercise history through a calendar, filtering by month or train type.



## Badges:

Based on the user activities, some badges can be achieved, turning the physical activity in a more funnier.