Portfolio Presentation



What I'll be talking about today

- About Me and How I got here?
- Case Study 1 Technical Designs Unity's Profiler
- Case Study 2 Mobile and Desktop: Tell Us Once (Government of Canada)
- Case Study 3 Building Management System
- Conclusion: Lessons I've learnt as a designer

A little about me

- Undergrad in Computer Science
- Master's Degree in Human-Computer Interaction





Avid Hiker

VR Enthusiast

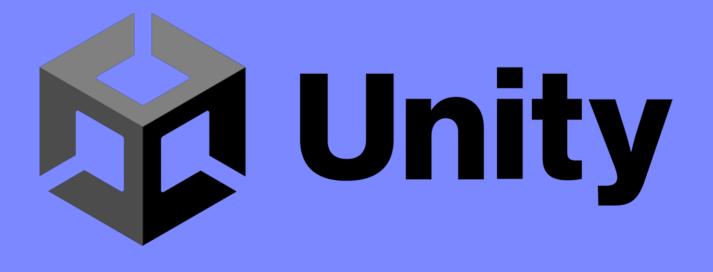
• Previous roles include Software Developer, UX Designer and Product Designer



Amateur Axe Thrower



Companies I've worked with



buildings OT



Canada



Case Study 1: Unity's Profiling Module

What is the Unity Data Oriented Technology Stack?

The Unity Data Oriented Technology Stack (DOTS) is a group of technologies that work together to allow game developers to create ambitious games

What makes DOTS Unique?

DOTS allows game developers to write code that makes use of the computer's memory allocation as well as processor threads to create high performance games.

My Roles and Responsibilities

- experience

• Understand DOTS and the technology to better help the developer user experience Interview developers and design mock-ups and workflows to improve the user

• Present designs to the executive team in a easy to understand presentation



Case Study 1: Unity's Profiling Module

The team

- Project Manager
- Product Designer (me!)
- Software Engineers

Timeline

Discovery and Learning - 1 week

Preliminary User Interviews - 1 week

MVP Ideation - 1 week

MVP Design - 3 weeks

MVP User Feedback and Refinements - 3 weeks

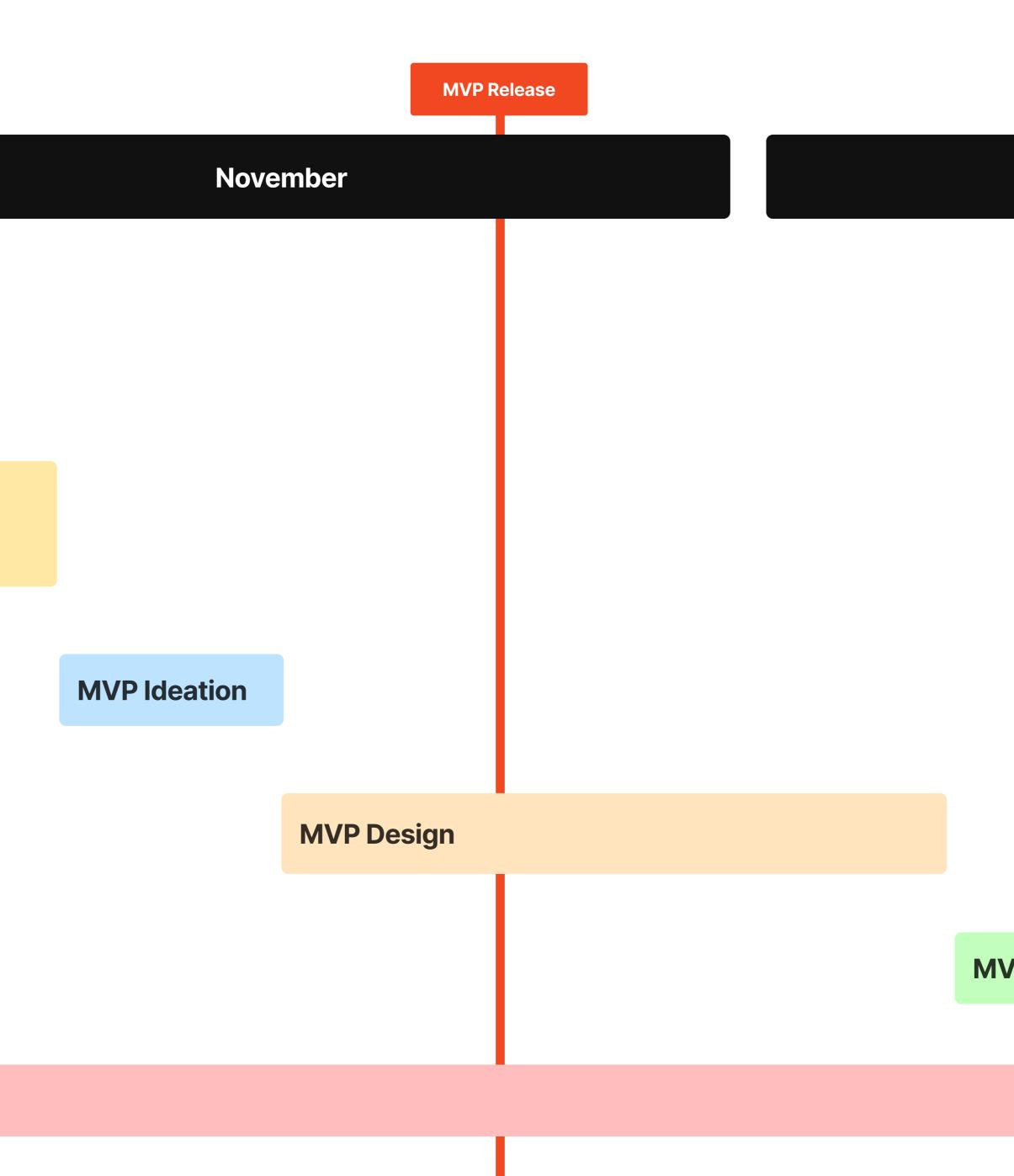
Big Picture ideation - 5 weeks

October

Discovery and Learning

User Interviews

Big Picture Ideation



December

MVP Feedback & Refinements

Case Study 1: Unity's Profiling Module **Preliminary User Interviews**

Sample team -1 dev DOTS Sample team - 4 devs Consultants - 3 devs

The goal is to understand how developers profile their games currently. What they look for, how they identify performance/optimization opportunities and how they improve it.

Case Study 1: Unity's Profiling Module Key Findings

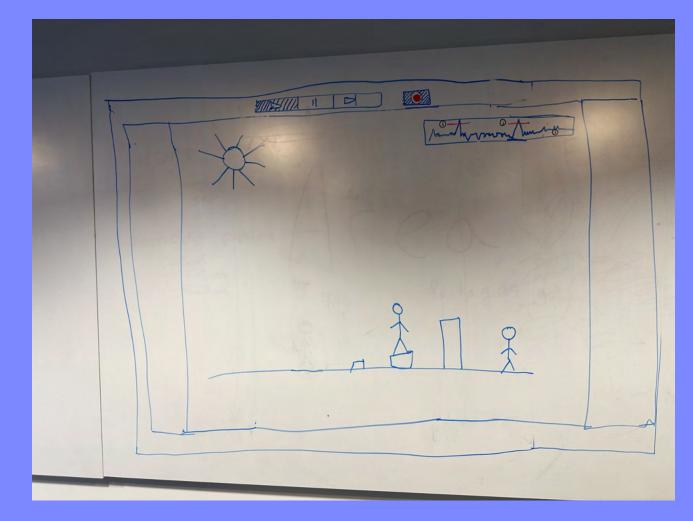
- Performance benchmarks are based on the targeted platforms • Understanding if jobs on the main thread can be scheduled in worker threads Ability to search for a job and view all instances of it

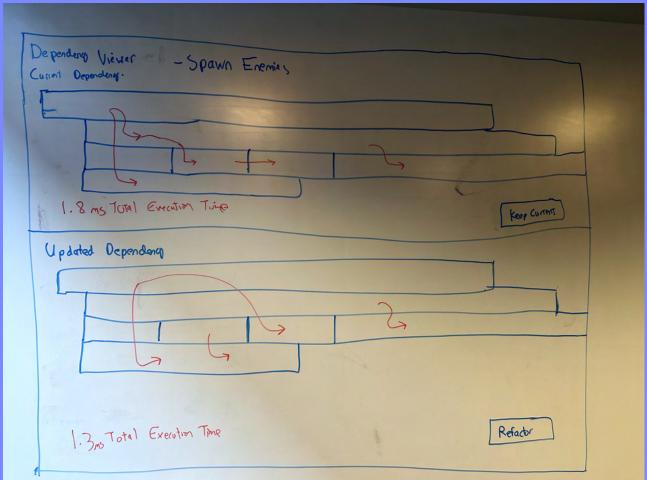
- Finding jobs over a certain performance threshold
- Filtering jobs by longest running

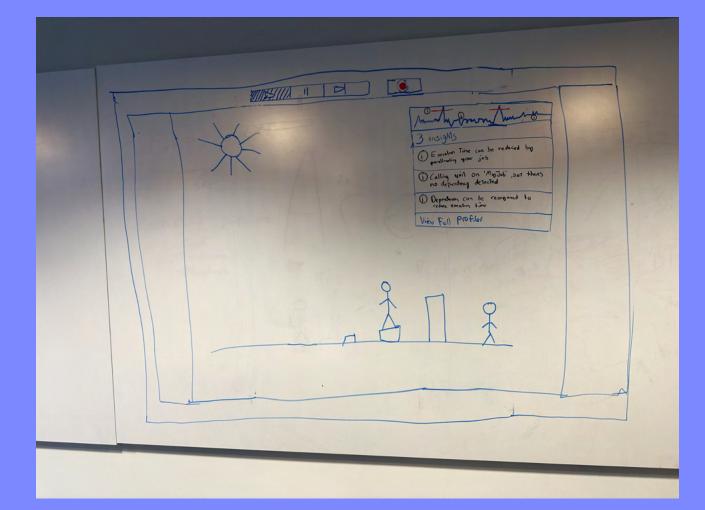
Case Study 1: Unity's Profiling Module Key Questions

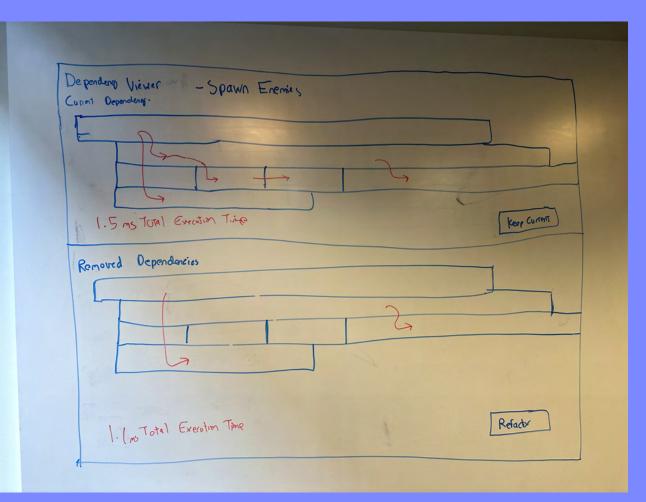
- How can I find a specific job and view all instances of it
- How can I find a job that's over a certain performance threshold?
- Can my one long job on the main thread be parallelized in worker threads?
- Is it worth it to parallelize my job?
- How can I view my longest runnning job(s)?
- How do I know what my job depends on/is dependant on?
- How can I find the bottlenecks in my code?
- Why is a specific job idle for so long?
- How can I reduce the idle time of my thread?

Case Study 1: Unity's Profiling Module High Level Sketches









	3 insights
	(i) Execution Time can be reduced by parallizating your job
	() Calling Nait on 'My Job', but there's no dependency detected
	Dependences can be rearganzed to reduce execution time
.0.	View Full Prof.ler

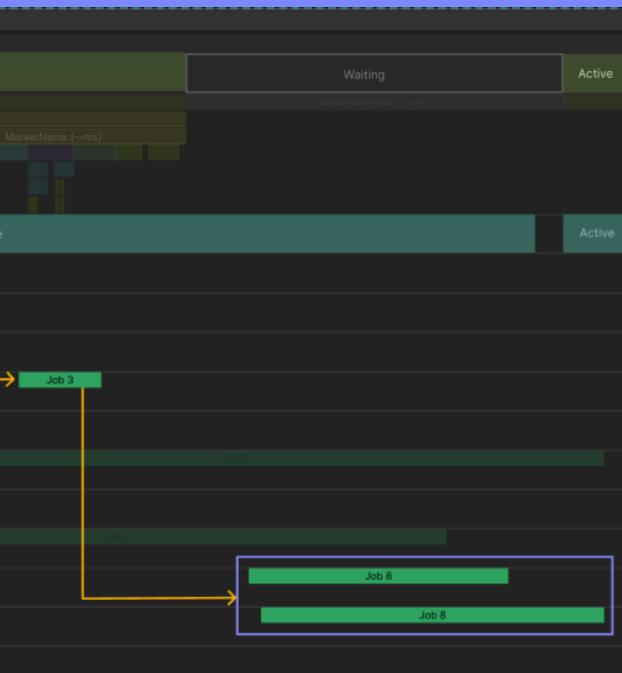
Jobs Simulator - Spawn Enemias	
Now Thread	
Pland Loop (2.45 MS)	
Rendes Ripeline Managers (1.5 ms)	
Processing (3.1 MS)	
Spann Gremies (2.45 ms)	
2.45 TOTAL Execution Time	Keep Current
1	
Worker Threads	
Worker D Som Enems (0.612 m)	
Worker to (O(Bas))	
Worker 1 Span From (0.612 ms)	
Worker 2 5pow En (U.Gr. ns)	
Worker & Draw out	
Worker 3. Spanen (0.612 m)	
0.612 Total Execution Time	Refactor
0.612 Lotal Exercise	

Case Study 1: Unity's Profiling Module **Refined Designs**

				Current Frame (1205)	
A = 15 - 2			181.55		
Active	Waiting	Active	Waiting	Active	
Player Loop MarkerName (ms)					
				MarkerName (ms)	
Waiting)	Waiting	Active	Ac	ctiv
				Job 1	
				Job 2	
setter					
Idle (0.10ms)					

Interactives

https://figma.fun/KDDExA



Job 8

0.12ms Burst compiled

Scheduled in parallel over 2 threads: Thread 7 (0.32ms) Thread 8 (0.38ms)





Scheduled by:

rendering.RenderBoundsUpdateSystem Go to

Depends on: Job1 Go to

Dependant on:

Job 3 Go to

What is Tell Us Once?

A single portal to access all of your Government of Canada services

What makes Tell Us Once Unique?

Today, there are 56 different places to log in to a government account. That's pretty frustrating for a population that's used to having everything from the latest meme to a full grocery order available in just a few clicks.

My Roles and Responsibilities

- Lead product storytelling and UI Design
- Interview potential users to gain feedback on the UX design

Create the user experience design including user flows and wireframes designs.



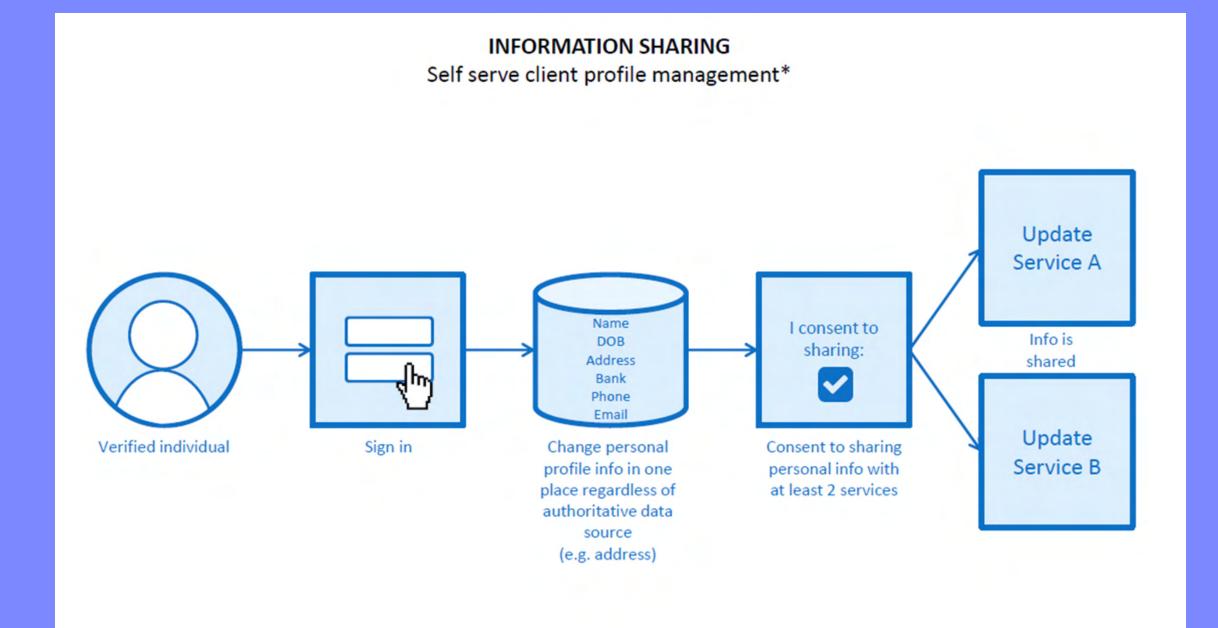
The team

- Project Manager
- UX Designer (me!)
- UX Researcher

Timeline

3 week sprints

- 1 week to research
- 1 week to design
- 1 week to test



Scenario 1



Scenario 2



Unknowns

- What about a user's privacy and consent?
- user who are permanent residents?
- What about a user's security?

Assumptions

- Consent must be given prior to sharing info
- Not constrained by existing policies or legislation
- passed through to the authenticated side
- Web channel only
- User triggered changes and updates
- Users consist of both individuals and businesses
- Scope is limited to Canadian residents

• Who would we be designing for? The entire population of Canada? What about

• When a service is selected on the non-authenticated side this information will be

Design Process

- Designed experimental prototypes that focused on the "happy path" for the two use cases
- Based designs on common UX patterns and leveraged existing research on Canadians' expectations
- Recruited diverse research participants from traditionally underserved groups including Indigenous communities, people from lower income and lower education groups, and seniors
- Tested prototypes during in-person sessions and through remote, online testing tools.
- Tests for UC1 and UC2 included 28 participants in person
 Conducted statistical analysis to formulate findings and recommendations for next
- Conducted statistical analysis to for steps

Case Study 2: Government of Canada - Tell Us Once Scenario 1 - Mobile Design

Sign in to Government of Canada services

Sign in to easily view and manage your Government of Canada services and benefits.

Government account

If you already have an online account with the Government of Canada, a province, or a territory, you can use it to sign in.

Choose a government account:

No selection

Sign in

Online banking account

The Government of Canada partners with Canadian banks and credit unions to make it easier to access services online.

Choose a bank or credit union:

No selection

Sign in

Québec 🔡

Sign In

Sign in using your province of Quebec credentials below

Username

Password

Sign In

Forgot your username or password?

anada.ca account /elcome Adrian	=
News and Alerts	
 Don't forget to file your ta April 30th 	axes by
 Your passport expires soc out how to renew <u>here</u> 	on. Find
My Contact Information	>
Primary Address 123 Laurier Street,	
Ottawa, ON, K2P8H3 Canada	
Primary Phone 613-234-567	
Taxes	>
Amount Owing\$1	.368
Due On: April 30th 2020	

Canada.ca account	
Contact Information	=
Phone and email	
Primary Phone Number	?
613-123-4567	
Primary Email	?
canada2020@gmail.com	
Manage numbers and emails.	
Addresses	
Primary Address	?
123 Laurier Street	
Ottawa Ontario K2P 8H3 Canada	
Services that use this address	
E	dit
Other Addresses	
285 Young St, Apt 302	?
Toronto, Ontario, M5B 2C3 Canada	
Services that use this address	

	t
dit Address	
Canada	
123 Laurier Stree	:t
Apartment, suite,	unit, building (opt
Ottawa	
Ontario	
K2P 8H3	
Our records show	that you previous
agreed to use this following services We will share this service(s) that you checkmarked Service Federal Income Employment In	address with the address with any leave Tax surance (EI)
agreed to use this following services We will share this service(s) that you checkmarked Federal Income	address with the address with any leave e Tax isurance (EI) n Plan (CPP)



Case Study 2: Government of Canada - Tell Us Once Scenario 2 - Desktop Design

Taxes

Amount Owing\$1368

Due On: April 30th 2020

Jamie Blair

News and Alerts

- Don't forget to <u>file your taxes</u> by April 30th
- Your passport expires soon. Find out how to renew here
- <u>Coronavirus update</u> for Gatineau, Quebec.

My Contact Information

Primary Address

123 Laurier Street, Ottawa, ON K2P 8H3 Canada

Primary Phone 613-234-567

Manage contact information

>

Licenses and permits

Active licenses and permits

Fishing license > expires January 22, 2021

Drone operator license expires July 17, 2020

New baby

Congratulations on your new baby! We know you have a lot on your plate right now.

There are a few things you need to do when you welcome a new family member. We've collected them in one place to help you keep track.

Done

- Register the birth
- · Apply for short form birth certificate
- 2 month immunization

In progress

Apply for maternity leave benefits > View status

Optional

Apply for Social Insurance Number (SIN)

Apply for long form birth certificate (required for issuing a passport)

>

Add or Switch Profile

Canada.ca account

Bob's Maple Syrup Factory

News and Alerts

- Your quarterly GST/HST filing is due April 1. File here.
- · Your trademark for "A sweeter you" is up for renewal. Renew here.
- Your application for a liquor license has been approved. More details.
- Your payroll deductions account is past due. Amount owing: \$1,326.72 More details.

Contact information

Primary Address Bob's Maple Syrup Factory 50 Rideau Street Ottawa, ON K1N 9J7

Primary Contact Jaimie Blair 613-555-5555 Jaimie@maplesyrup.com

Manage contact information

Intellectual property

Trademarks 2 active trademarks 4 trademark applications

Actions required Renew trademark (1)

Manage intellectual property

Add or Switch Profile

Taxes

Actions required

File quarterly GST/HST due April 1, 2020

Make payment of \$1,326 for payroll deductions (*overdue*) due February 12, 2020

Employees

You have **5 employees** according to our records.

Actions required

Review and file T4s (6)

Review and submit Record of Employment (2)

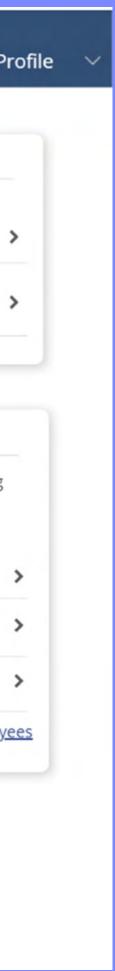
Review and submit Employer's Report of Injury or Disease (1)

Manage employees

Licenses and permits

Active permits Commercial sign permit Liquor license

Actions required



What we learnt

- 1. Providing multiple unfamiliar sign-in options results in confusion
- 2. Most users do not read, even extremely brief and simple statements of consent, but assume data is shared by default
- 3. Participants reacted positively to the convenience of having data shared across departments–especially for businesses
- 4. Successful task completion was largely driven by participant age, their digital literacy, and their emotional state
- Participants were eager for the experimental prototypes to become available, demonstrating enthusiasm for simplified digital services from the Government of Canada

What is onPoint?

offer deep insight into what is happening inside each building.

What makes onPoint unique?

building equipment issues

My Roles and Responsibilities

- equipment
- existing code

onPoint is a highly visual front-end management dashboards. User-friendly visualizations, including dynamic, color-coded floor plans, and customized reporting

OnPoint helps building engineers and energy analyst diagnose and prevent ongoing

• Lead product UI Research and Design on a work request view for our end users. This work request view allows the users to create a work request based on a piece of

• Create wireframes to guide user stories for the Product managers and developers • Work with developers to implement the new designs and implement them into our

The team

- Project Manager
- Full Stack Developers
- QA Testers
- UI/UX Developer (me!)

Timeline

Monthly sprints

- 2 weeks to design
- 2 weeks to implement

The UX Design Process

- Understand our users and their pain points
- **Define** and **prioritize** our UX goals with Produce Managers
- Explore some high level ideas with sketches and workshops
- Get feedback early and frequently from users
- **Refine** our designs based on user and Product Manager feedback

n points with Produce Managers sketches and workshops from users nd Product Manager feedback

Key personas include:

- Energy Analysts
- Building Engineer
- Facility Operators
- Onboarding Engineers



When I am having trouble assigning diagnostic code to inpatient records, I need to find reference on how to do it. Hence I search at e-query to gain insight into coding

User group Core

Age 27

Occupation Facility Operator

Education Bachelor's Degree in Facility Management

Organization Cadillac Fairview Corporation

Location Toronto, Ontario

Francine | Facility Operator

	Browser Usage
1	Internet Explorer 62%
C.	Google Chrome 35%
	Microsoft Edge 1%

Device Usage Desktop 100%

Mozilla Firefox 1%

Mobile Devices 0% Tablets 0%

Biography



Francine works as a Facility Operator at the Cadillac Fairview Corporation. She looks after the health and safety of the occupants in her building. She ensures that her building is kept in top condition in order to meet the requirements and expectations of clients for a fully functioning facility.

GOALS

-To ensure tenant satisfaction in her building

OnPoint Areas Used

Alerts on a specific building view

Insights on a specific building view

Ensure her tenants are healthy and safe

Address any concerns about may arise in terms of tenant safety and satisfaction

TASKS

 Communicate with tenants in her building to ensure satisfaction

 Investigate any alerts that have been raised

 Perform minor troubleshooting and repairs required for the maintenance and upkeep of equipment

 Create a work request to address any major maintenance issues

 Ensure that any issues have been resolved

Questions

- How can I know when urgent issues arise?
- How learn more about any urgent issues?
- How can I resolve urgent issues?

 How will I know when an issue has been resolved?

FRUSTRATIONS

Data issues

 I'm frustrated by the lack of visibility on building data. Data is unavailable or difficult to obtain regularly

Finding and Reading information

 I'm overwhelmed by amount of information and don't know where to find what I need.

-I'm frustrated that I'm wasting time navigating the system to get where i want to.

 I'm frustrated that I can't view urgent issues right away

 I am not being informed of changes to specific insights that I have created a work request for

 I'm frustrated that I have to manually maintain a lists of tasks, initiatives , or corrective actions for the facility maintenance teams to execute



Unknowns

- What are the different ways a user can create a work request?
- and our users would like to see?
- How can we get user feedback on my designs?

Unknowns

- Not constrained by technological limitations
- Would be based on the Material Design
- Would be for standard PC screens

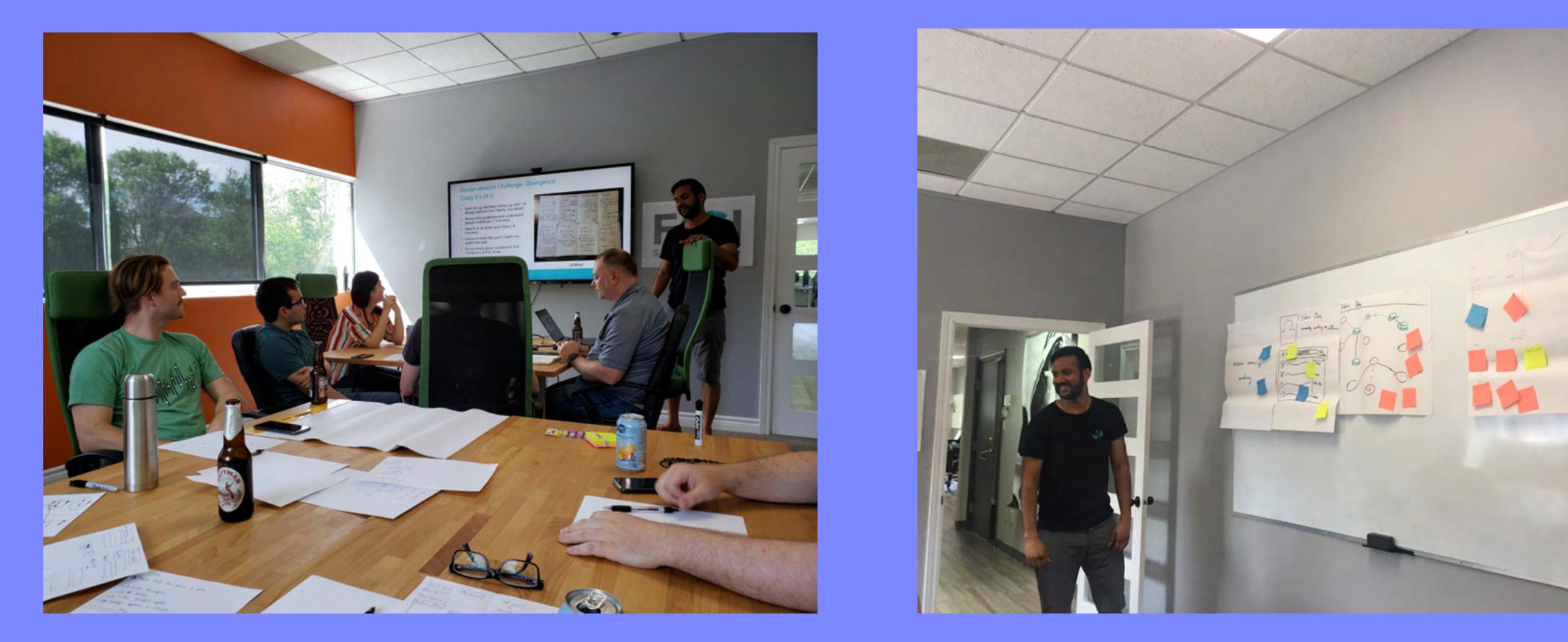
• How can we break down and prioritize features based on what product managers

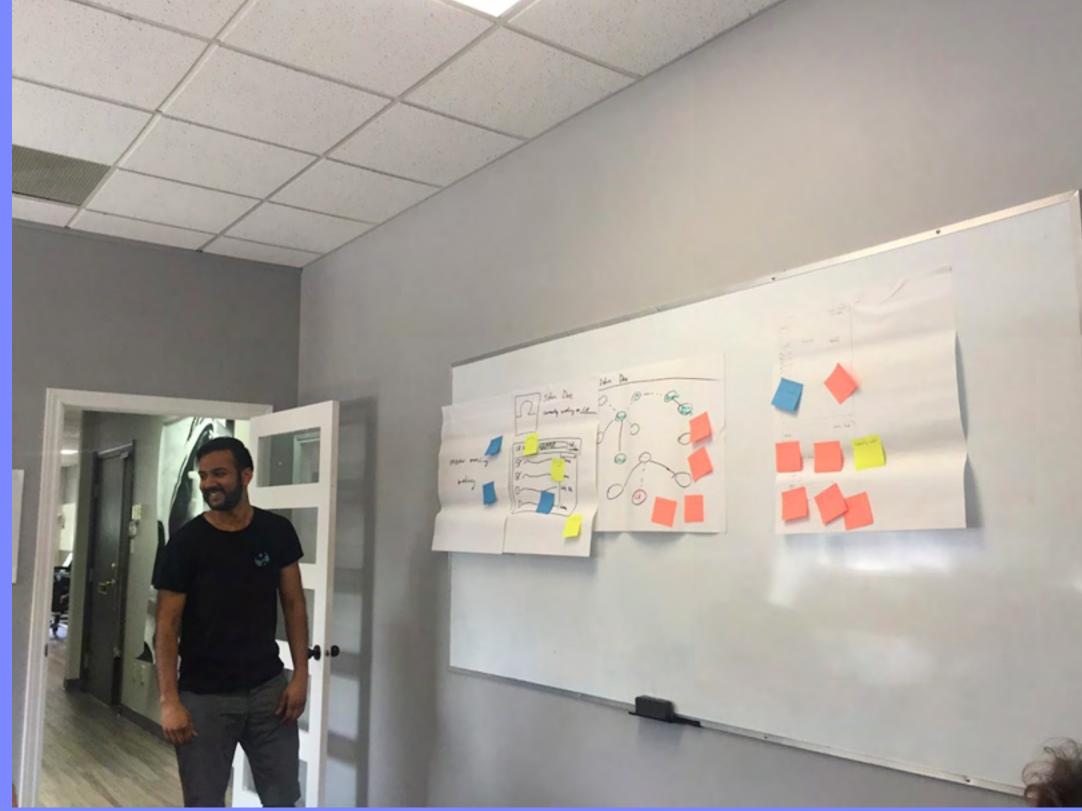
• What's the best way to communicate with Developers and Product Managers?

Case Study 3: BuildingsIOT - onPoint Story map and Prioritization

Jser Activities									
Disease	Asion	Connect with my		Manage Work			NFR. Generate		
Mainenance	Maintenance andCrests	Collaborate on		Request			Basis Internal	NFR: Sappert Issued	
Opportunities	Work Requests	Work Requests		Lifecycle			Usege Analytics	178.00	
User Tasks									
Reviewiscons	Suectiva Work	Up his Work					Instrument Work		
Insights, a large, tenantibocupant	Request in	Requests with	Shave Work	View Work	EskWork	Conspiere Work	Requests	Relactor existing Secont issue	
CONCERNS ON &	response to	Collaborative Information	Requests	Requests	Requests	Requests	Capability with Ucage Analytics	Capability	
Bailding	13.00						evel construction		
									_
Sub Tasks									
	Creste anew		Expecta Work Request as PDF	Perbuilding: View and files	Net3y Description	Marik Work			
Viewingen Inslutt or Alarm	Work Request and assign the	Up/ble Notes on a Work Request	reportand enail	Work Requests	PROMY, SLYDS.	Requests 26			
Insight or Alarm	Insi jix bein j	a Work Respect	to reopiera to	class.priority.	Notes on an existing Work	Congleted or Canceled			
	leard		onaley order	created by equipment, dots	Rei Meri	Carceleo			MVP
				Drill down to					
	Assign IndigN	Up WP Status		view assigned	Attion Insight	Investigate a Work Request	E		
	Lineardite a sinule colsting	On a Work		Insights/Alarms	on a existing	Moncrequest Mathes been			
	Work Requert	Request		on a Work Request	Work Request	Completed			
	Create a new Work Request			Drill down to					
Equipment	and assign			View assigned Equipment on a					
Childrenter	Essionent			Work Request					
	beingviewed								
	Creste a new Work Request								
	Markinequesi								
	Creste anew		Receive						
	Work Request	Add an onPolit	a Work Request	VincingList of	Nodly Viewers	Up her Analytics that Work			
Vite Spece	Spece with no	assignee to the	is assigned.	Work Requests	Requestor, Assignee of	Request hes			
	Insight/Alarre*	Work Request	created or updated	fer a Portialio	Work Reujuect	been completed			Priority
	(In a								2
	City existing Work			Viewahistary of				IN DE COLOR	
	Request to	Add viewers to the Work		elatus changes				UK far Service Providerraking	
	quickly criterie new one on	Request		on each Work Request				eu pperi iscae	
	orpat edubation			contractor of					
		Att Related	Notly Analytics	VOM NY				10/ for Theorem	

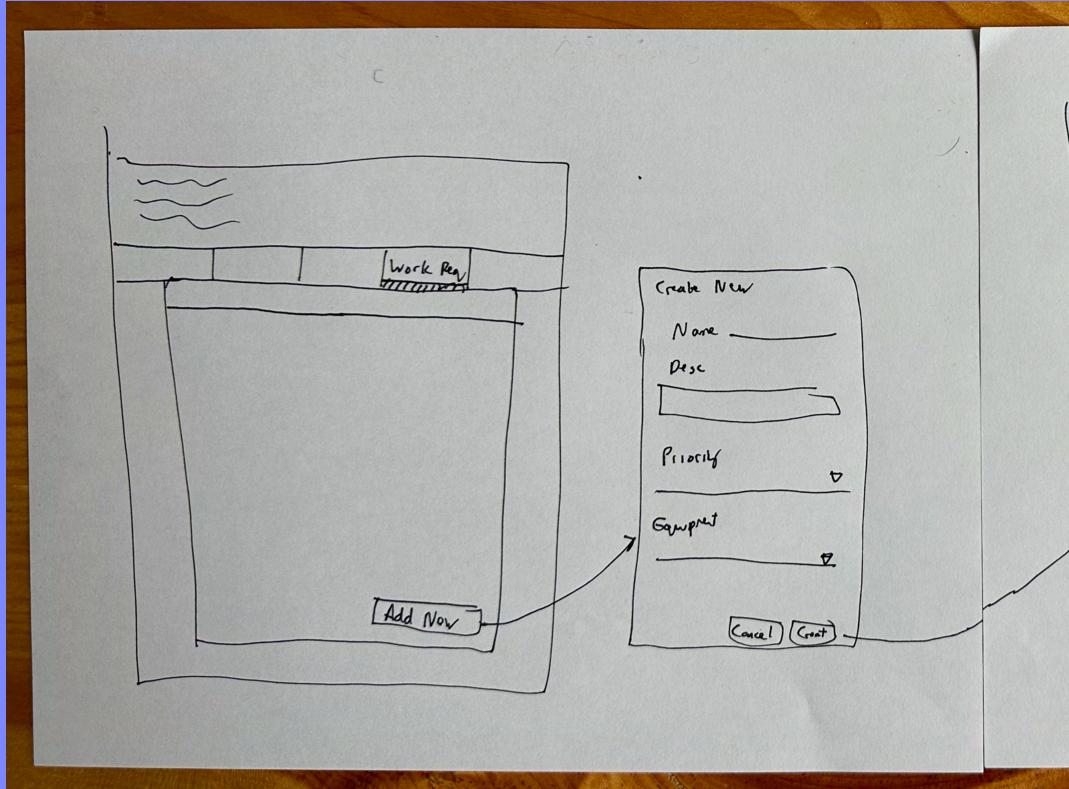
Case Study 3: BuildingsIOT - onPoint **Brainstorming & Ideation**





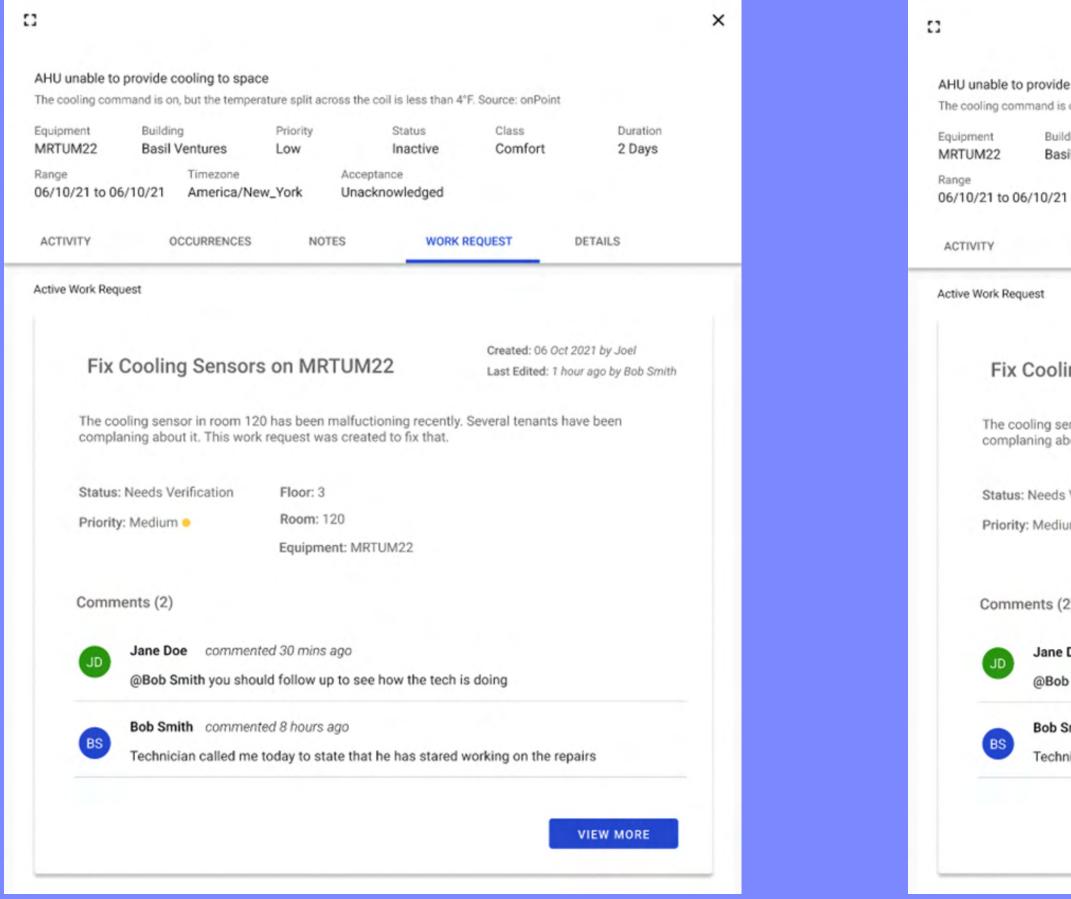


Case Study 3: BuildingsIOT - onPoint Sketching High level concepts



Work Reani	3.1771
HVAC ~	12 Export
status Pridriky	Fber Room Eaunput
Comis Isignts	
7	Post

Case Study 3: BuildingsIOT - onPoint Refined Interactive Prototype



Interactives

https://figma.fun/a0Zb2t

	e	the second second	10.00 A.M.	
is on, but the temper	rature split across th	e coil is less than 4	F. Source: onPoin	t
ilding sil Ventures	Priority Low	Status Inactive	Class Comfort	Duration 2 Days
Timezone		eptance	Connort	2 Days
America/Ne		cknowledged		
OCCURRENCES	NOTES	WORK	REQUEST	DETAILS
			_	
ing Concorr	s on MRTUN	122		ct 2021 by Joel
ily sensor:	SULIVIRIUN		Look Editoria S	
5		122	Last Edited: 7	hour ago by Bob Smith
ensor in room 12	0 has been malfu	ctioning recently.		
ensor in room 12	0 has been malfu	ctioning recently.		
ensor in room 12 bout it. This work	0 has been malfu	ctioning recently.		
ensor in room 12 bout it. This work Verification	0 has been malfu crequest was crea	ctioning recently.		
ensor in room 12 bout it. This work Verification	0 has been malfuc request was crea Floor: 3 Room: 120	ctioning recently. ated to fix that.		
ensor in room 12 bout it. This work	0 has been malfuc request was crea Floor: 3	ctioning recently. ated to fix that.		
ensor in room 12 bout it. This work Verification um •	0 has been malfuc request was crea Floor: 3 Room: 120	ctioning recently. ated to fix that.		
ensor in room 12 bout it. This work Verification um •	0 has been malfuc request was crea Floor: 3 Room: 120	ctioning recently. ated to fix that.		
ensor in room 12 bout it. This work Verification um •	0 has been malfuc request was crea Floor: 3 Room: 120	ctioning recently. ated to fix that.		
ensor in room 12 bout it. This work verification um • 2) Doe comment	0 has been malfuc request was crea Floor: 3 Room: 120 Equipment: Mi	ctioning recently. ated to fix that. RTUM22	Several tenants	
ensor in room 12 bout it. This work s Verification um • 2)	0 has been malfuc request was crea Floor: 3 Room: 120 Equipment: Mi	ctioning recently. ated to fix that. RTUM22	Several tenants	
ensor in room 12 bout it. This work s Verification um • 2)	0 has been malfue request was creat Floor: 3 Room: 120 Equipment: Mi ted 30 mins ago	ctioning recently. ated to fix that. RTUM22	Several tenants	

What we learnt

- 1. Breaking down complex problems into bite sized pieces allows users to easily digest complex information
- 2. Getting feedback early on from our users allows us to iterate over our design early on and refine them for a better UX
- 3. Creating hi fidelity interactive wireframes was beneficial for getting out product design ideas out to marketing as well as the executive team.

Lessons l've learnt as a Designer

- 1. Always design with diversity and inclusivity in mind
- 2. Spend time learning about your users and the product or service they will be using
- 3. Always communicate with your team, create an open connection between the users, product manager, and developers.
- 4. Don't be afraid of the unknowns, instead explore and learn from your users to iterate and converge on solutions

Thanks.