

This Portfolio

Getting ready to portfolio join



What is a UX Designer?

What are UX methods?

Seeing the Problem

How we know it's an issue

The fix

What's the trail we followed

Describing it through

Breaking it down into pages

Work on exercises daily. Let the design principles that I've learned become second nature. It helps calibrate what I'm taking in.

It lets me subtract what mine from what is part of the user (the work) is.

Industry tapping

I want to explain UX as scooping ice cream. But first: I code. I also describe by doing. My inner dev says that I must surpass a story about scooping and instead use templates to describe a platform agnostic process.

1. Can I describe what a UX designer is in 5 minutes?
2. Does it serve me well to bring up code?

You can tell a lot about someone from how they scoop their ice cream. For some, are they calm and deliberate as they shape a concave space? Why even come up with a random prerequisite to enjoy the first scoop out of the tub?

What about the data

Scoop tracking hardware exists. I have not seen this. However, I believe it to be true. What benefit would scale on the y axis? What quadrant would deduce *the subject* -- just eat the ice cream.

Out design other work?

Scoring interest

- user flows
- thematic maps
- timelines
- Gantt calendars
- 'riskiest' feature assessments
- cost-benefit cartesian-style plotting
- **Core things to mention across portfolio**

Keywords basically

- breadth
- platform guidelines
- responsive web design
- collaborative work style
- problem-solving ability
- competency
- idea to whiteboard
- whiteboard to execution

- sketches
- workflows
- interactions
- end state
- strategy
- communication
- delivery
- recent work
- samples (downloadable)
- depth