



### User Experience Design is what I do

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Take a look at some **design samples**



### Tales of Badges

Cosplay is the art of becoming a character from popular culture and is performed at conventions. I designed a mobile application to help attendees identify and engage with the cosplayers in attendance.

Open design sample

### Latest Blog Post

One of the greatest parts about being in the design and creative process is the ability to allow people to use technology to accomplish anything. After being in large, development-oriented organizations, I've found there are some common hurdles to being able to effectively deliver a great experience. Here are some of the hurdles I've come across and how I worked with the situation.

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## Design Portfolio



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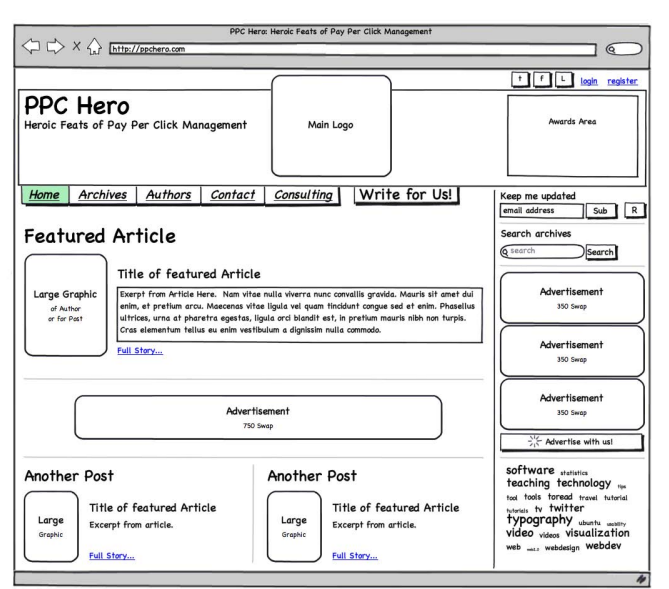
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### KIPP:Indy

KIPP:Indy is a charter school serving the Indianapolis, Indiana area. I was on a team that helped to improve the site's organization through cardsorting. I additionally helped to contribute sketches, wireframes, and implementation details with my prior experience with Wordpress.

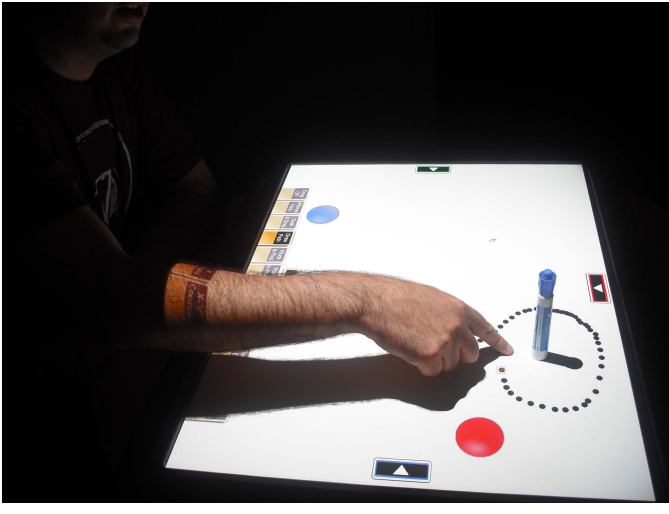
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### Hanapin Blog Updates

Hanapin Marketing is well known for its two blogs on digital marketing with superhero characters. I helped their team take a look at their content, finding opportunities to better categorize and share their knowledge with the world, showing these in an information architecture diagram and wireframes.

Open portfolio piece



### Tabletop Engagement Study

As touchscreens become more and more pervasive, it is important for designers to know how the new interaction medium affects how people behave with technology. I helped to prototype interactions on a Mitsubishi Diamond Touch Table to help gain insights to share with the design community.

Open portfolio piece



### Sketches and Mockups

I've worked to help design delightful user experiences for many contexts. This is a collection of these designs, including an interactive museum exhibit, a touchscreen universal remote control, and a place for teachers to come together and share techniques to better their craft.

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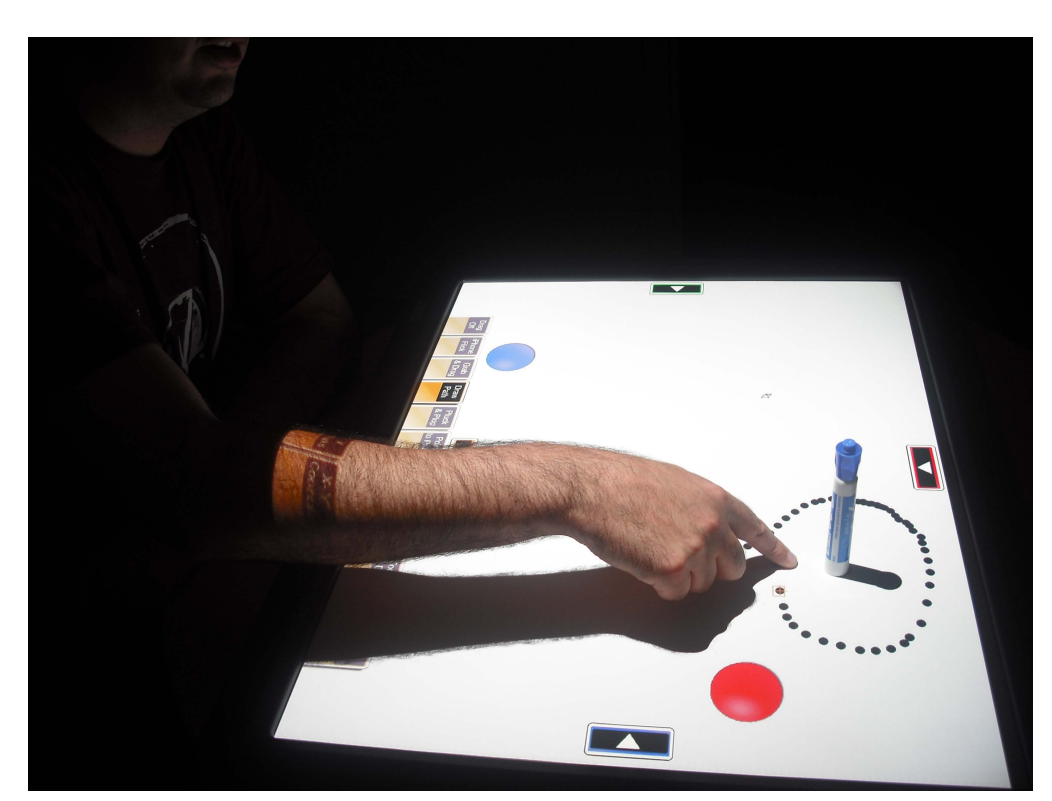
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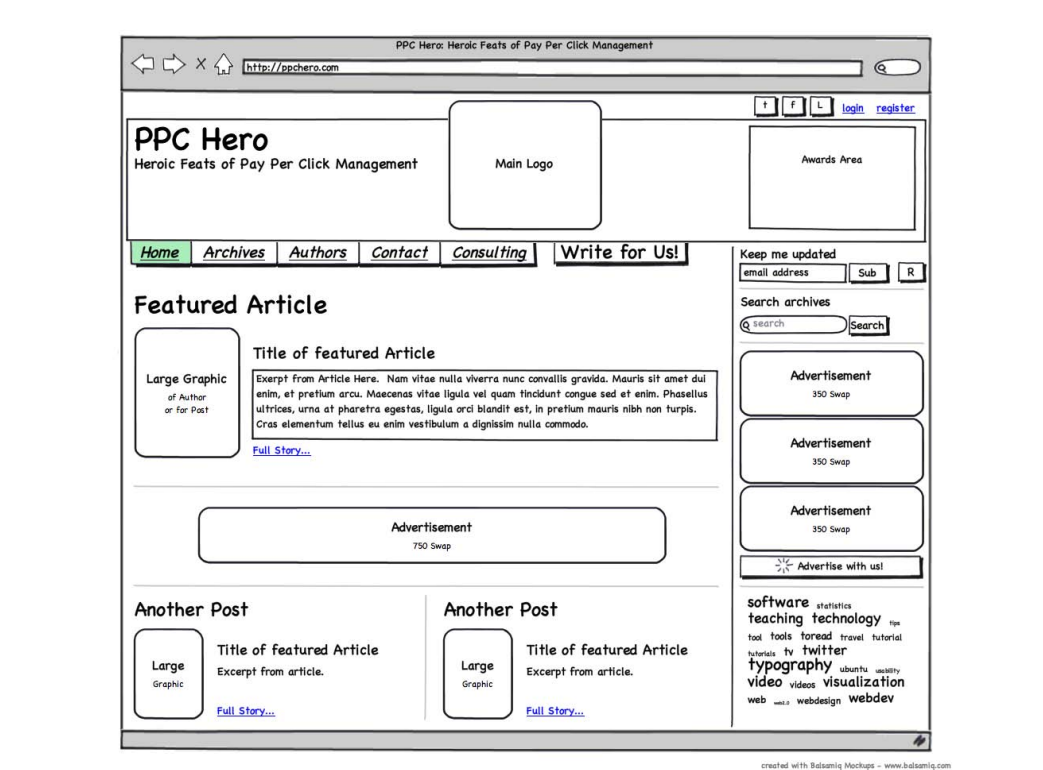
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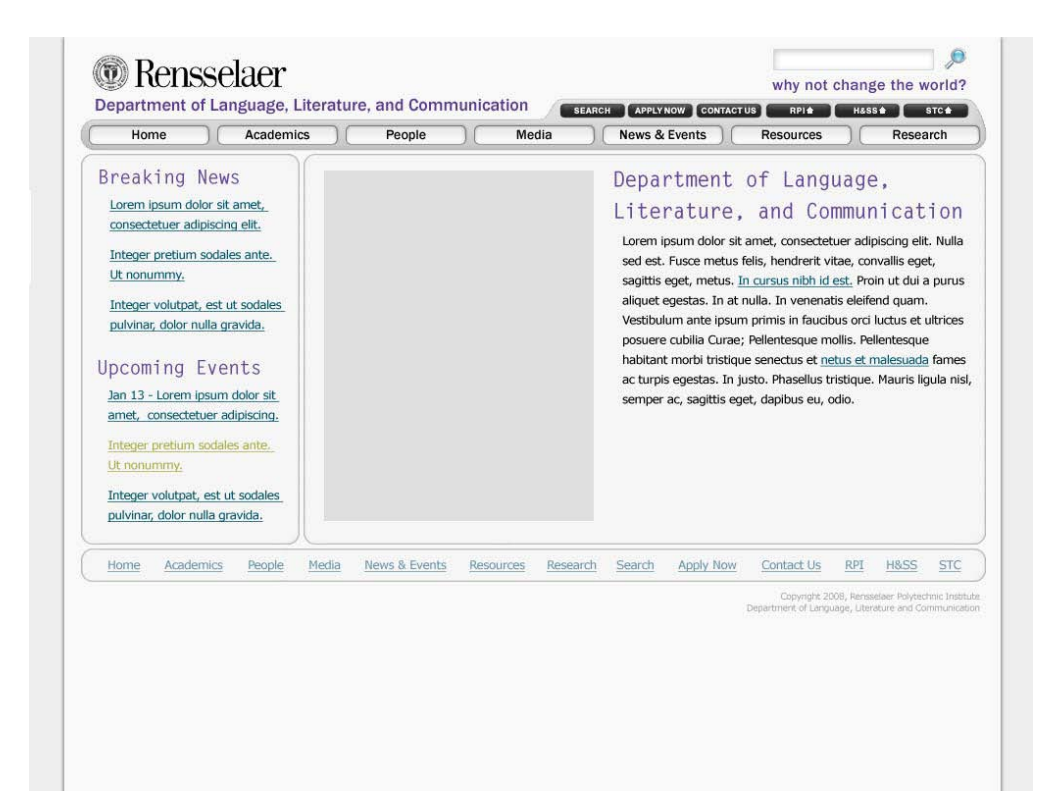
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Homepage - flat

Mobile (320px)  
20px padding from edge = 6.25%

Desktop (1140px)  
100px padding from edge = 8.77%  
30px spacing between column = 2.63%  
1 column (12 total) = 1140-200-11\*30/12 = 50.833px (4.45%)



### Important UX questions

As the world of user experience continues to grow, it is important to understand the culture of where design is practiced. Each and every company is different, and knowing the culture before one enters it is important. Everyone’s questions will be different, but here are some of the questions that I find important to understand about different design cultures out there. For me, the aspects of a design culture I appreciate are how serious the company treats design, what designers do every day in a particular culture, and what everyone is doing to better themselves and the experiences they create.

As a side note, I’ve had some interesting responses to the questions that follow. Feel free to leave a comment and I can pass some stories your way.

What is the budget for UX for your company?

Can you describe the role of executive champion at your company?

How does management care about and treat the design process at your company?

How many different teams design at your company?

How do different teams share and transfer knowledge with each other to create a unified presence?

How does the critique process happen on your teams?

How do you inspire your teams and other designers to keep performing at their best?

How does the company encourage professional growth and development?

Do teams participate in peer reviews or other ways to improve each other?

How does the company and the team define success?

How is design and user experience structured at the company?

Can you describe the design process at your company?

Can you describe a design meeting and the culture and attitudes of those who practice design?

How you see design growing for the team and the company?

As I come up with more questions as I talk to other professionals, I will elaborate on this post.

### Resident Evil Revelations

One of the games I recently finished and enjoyed playing was Resident Evil: Revelations. I’ve placed my thoughts below about the strengths and improvement points of the game. Overall, though, I recommend playing this game, as there are many fun parts and it is also an interesting side story in the main storyline.

#### Strengths

This game was very much in the style of the genre. I enjoyed the survival action and being able to navigate the maze of the ship.

The music was enjoyable and put me in the mood of a survival horror game. It wasn’t repetitive and helped to make sure I had a good time.

The action in this game, for the most part, was very good and was enjoyable. Sometimes, the act of shooting was quite frustrating, along with some of the forced battles.

It was very fun to scan the environment. I got to learn some about the environment, and picked up free upgrades along the way. The only thing I didn’t understand was how to use the scanning to show the weaknesses of the enemies.

The characters were well-designed and were some that I actually cared about. They helped me to continue along the way and solve the mystery of the lost ship in the ocean.

**Improvement Points**

The controls were a little different than others in the series; the controls felt like a mix of the traditional Resident Evil and Dead Space, which lead me to fumbling around for most of the game. There may be a way to make the controls like the traditional game, but I didn’t spend too much time trying to make that happen.

There were some clipping issues I had to deal with, causing me to take a lot of damage I shouldn’t have to take. Very frustrating experience.

Trying to swim in the game was terribly difficult. It wasn’t fun, and made me not want to do most of the game that had swimming (because of the controls and the challenges that appeared while swimming.

Most final battles in the series are great, but this one was not. It took many, many tries to defeat him, I had to deal with pixel-perfect precision (even with a shotgun), and having to deal with the boss appearing behind me most of the time. I thought it wasn’t worth the effort, in terms of the player and for the story.

This was a more creative choice for the writers, but I didn’t enjoy jumping back and forth between modern day and the past when the floating city existed. Those levels only served to frustrate me, leading to make me care even less about the story during these times.

There were many sections that weren’t fun and worthwhile to play, nor did they add anything to the overall storyline. Every time there was a flashback to the main building, it was full of hunters that I had to struggle to defeat (more struggling than in other games in the series)

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### Tales of Badges



Each year, thousands of people gather together to celebrate their love of games, anime, comics, and pop culture at conventions. One activity that is performed at these conventions is cosplay, the act of dressing and performing as an honored character. The Tales of Badges design focuses on celebrating the common love and appreciation of what brings them together, seeking to make for a more engaging and personalized convention experience.

### Understanding the Opportunity for Design



To help gain a better understanding of the how conventions work and the effort it takes to cosplay, I attended a convention, cosplaying one day, and being an attendee the other. I learned the hard work it takes to cosplay (through sewing, role playing, posing for the camera, make-up), and that if I didn't understand the universe a cosplayer was from, I didn't talk to or engage with the cosplayer. I saw the same behavior in others as I observed events at the convention.

### Iterating on the Design



One behavior I noticed while attending the convention was that people took pictures of cosplayers. As a means to help bring people together, I sketched out design solutions to use technology to show the photographer the character of the cosplayer as a means to help spark a conversation.

### Evaluating Tales of Badges



As I came up with a possible solution, I created a paper prototype to help test how the design would work in the real world. Using a Wizard-of-Oz style of interacting with a cosplayer, I tested how helpful the design would be for someone at the convention. Once the design became more solid, I created a click-through prototype that was also tested to gather more feedback and improvement points.

Take a look at the prototype

### Tales of Badges Design



View GameZombie.tv Redesign

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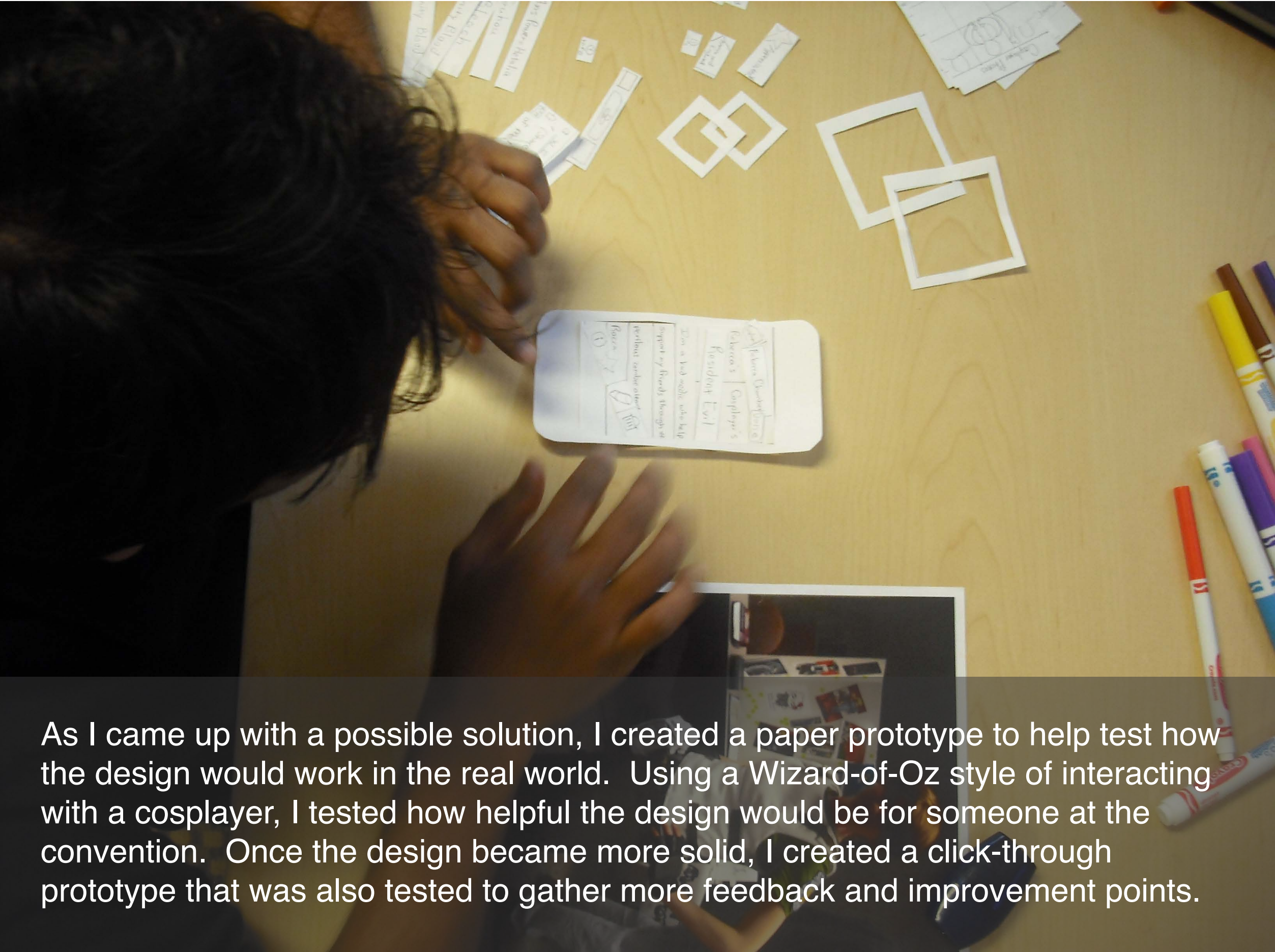
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