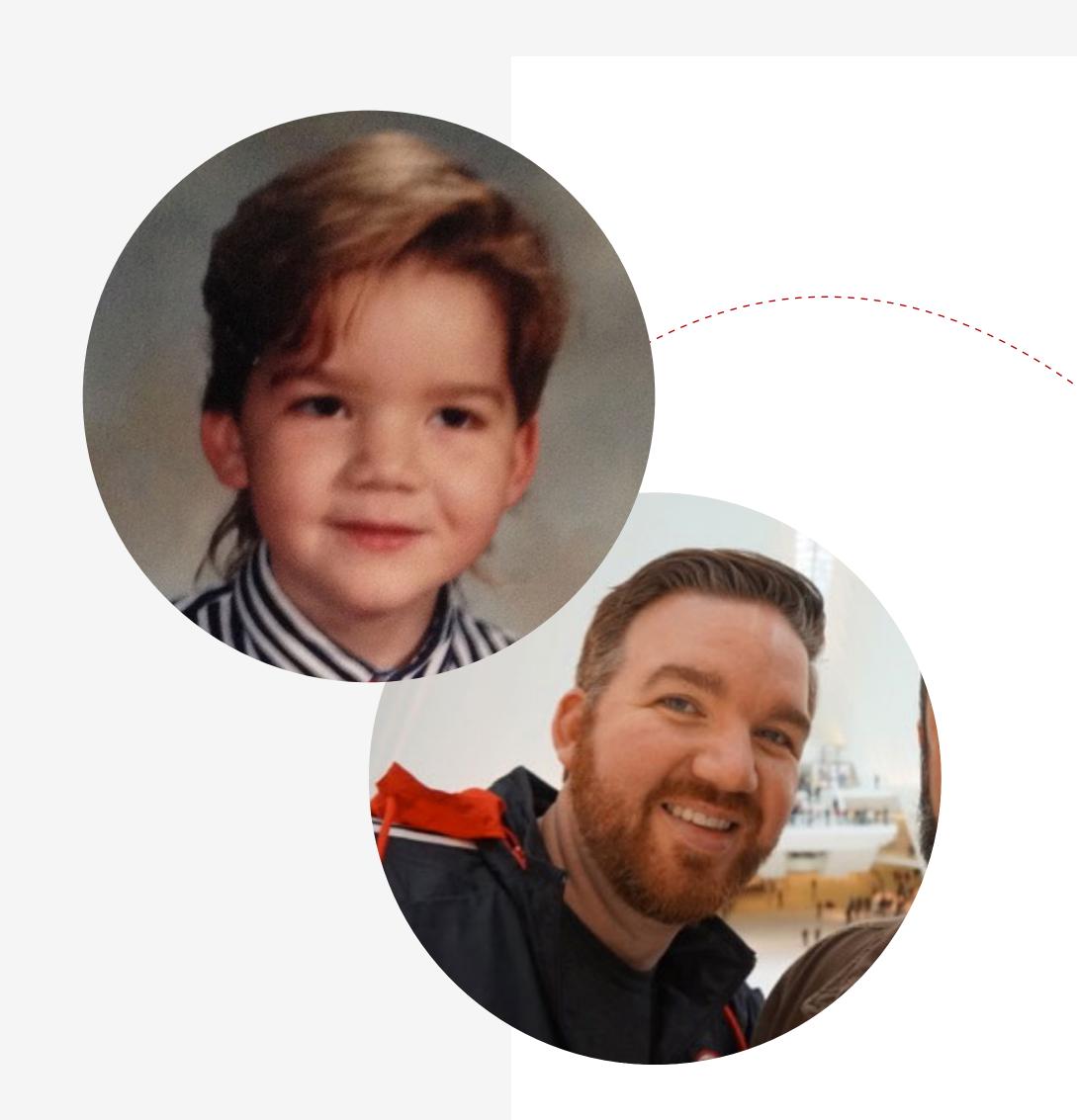


Before we get started... 3



It was truly fun putting this portfolio together, I hope you enjoy it!

The very, very, very quick backstory



Loved art since I looked like this (and had a mullet)

Educated in Graphic Design (Seneca @ York U)

- First career role was @ a web/software dev company in 2005
- Now I work as a Design Director @ Accenture Song

 Between those 2 jobs I met a lovely lady and have 2 awesome kids

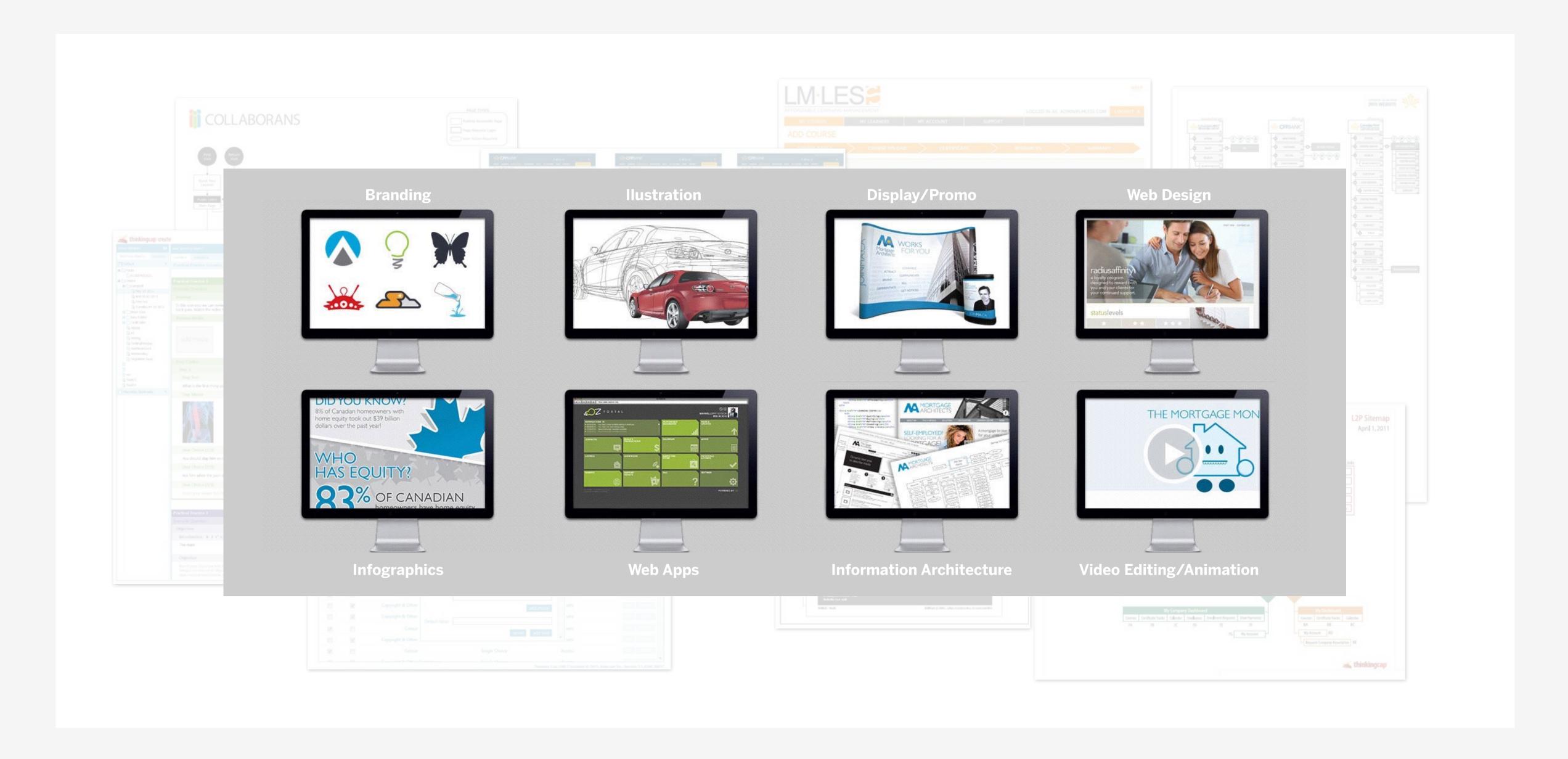
 Occasionally we do things and go places

 That's at least a starter...

It's truly been a journey...



...with a broad mix of work.



Ultimately...

I fell in love with User Experience Design.

I fell in love with Bringing Products to Life.

I fell in love with Making People Smile.



Yes these are words, they are also things I can confidently help you with!

Accessibility User Testing Design Systems Grids Qualitative Testing Stakeholder Management Product Planning Ideation Design Sprints Laughter Co-Development Developer Partnerships Governance Execution Delivery Support Acceptance Testing Prioritization Frameworks Backlog Management Information Architecture Typography Responsive Design Dad Jokes Implementation Agile/Scrum/Kanban Affinity Mapping Ethnography Wireframing Lean UX Interaction Design Feedback Incorporation Minimum Lovable Products Physical Product Design WCAG Mentorship Concept Visualization Inclusive Design Project/Product Management Iconography Illustration Onboarding Sitemaps Product Ownership Digital Transformation Facilitation

Here's what you're in for.

Sure, I could share project after project from the last nearly 18 years of my working career, but that would be very boring for you. What I want to share are the problems that really stretched me beyond the curious, to the elusive formative edge.

For your viewing enjoyment:

- 1. Bringing ambiguous transit products to life
- 2. Building a Design System in a 100 year old multinational bank
- 3. Introducing a new payment services to Ontario
- 4. Reinventing mortgages for employees and customers
- 5. Other things

Bringing 3 ambiguous transit products to life

In 2019 I led a team of designers, technologists and business stakeholders through a variety of experience exercises, prototypes, prioritizations and validations to understand what 3 vague products would equitably offer an ecosystem of potential customers.

Provincial Transit Agency

Conceptual Ideation
Prioritization
Product Ecosystem

Concepts and Future States



Concept Posters

After a number of listening exercises and workshops we were able to develop a series of concept posters offering descirptions, benefits and considerations for each opportunity area. We also mapped out where the solution fit into the product journey and key personas affected.



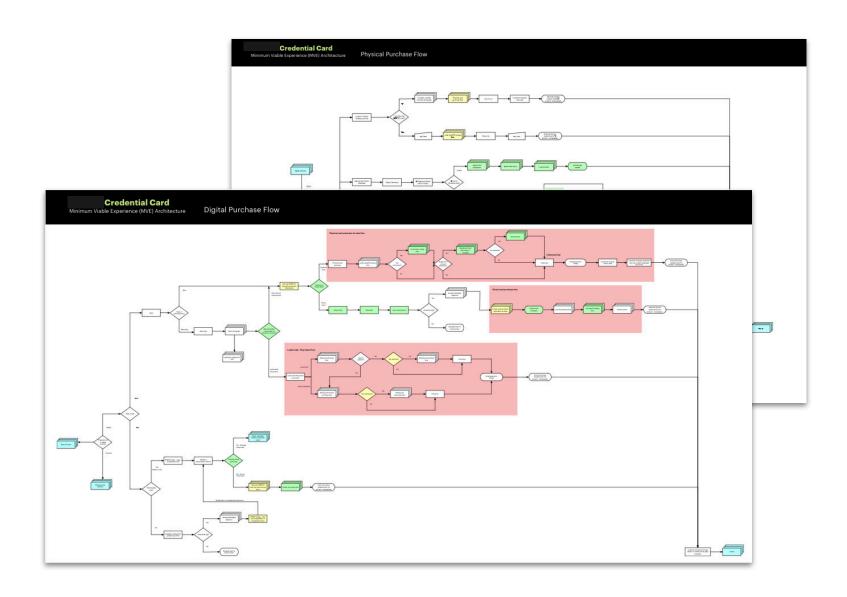


Future State Visions

Following downselection and refinement of our original concepts we then mapped out each concept into a future state vision for each of 3 products. This allowed our client to understand how each concept beneffitted the business and the customer.

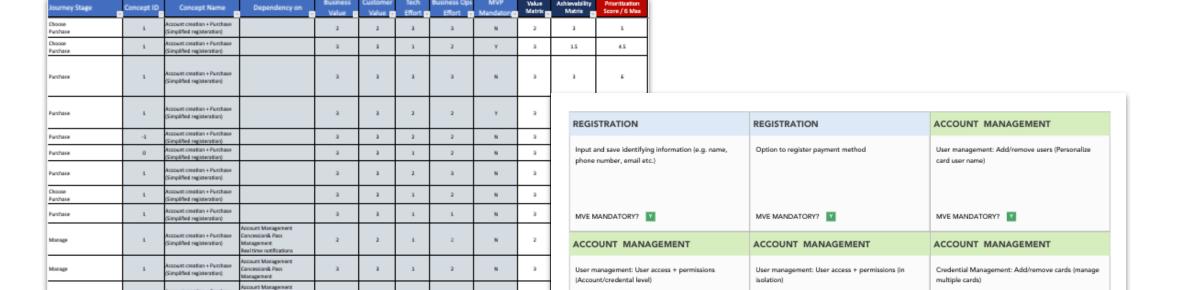
Client name intentionally blinded.

Getting to a Minimum Viable Experience



Experience Architecture

To support our technology and business partners we turned the concepts into Experience Maps which better described where, how and when a concept would affect a customer or group. This allowed technology to understand what would need to be modified or developed to support the experience.



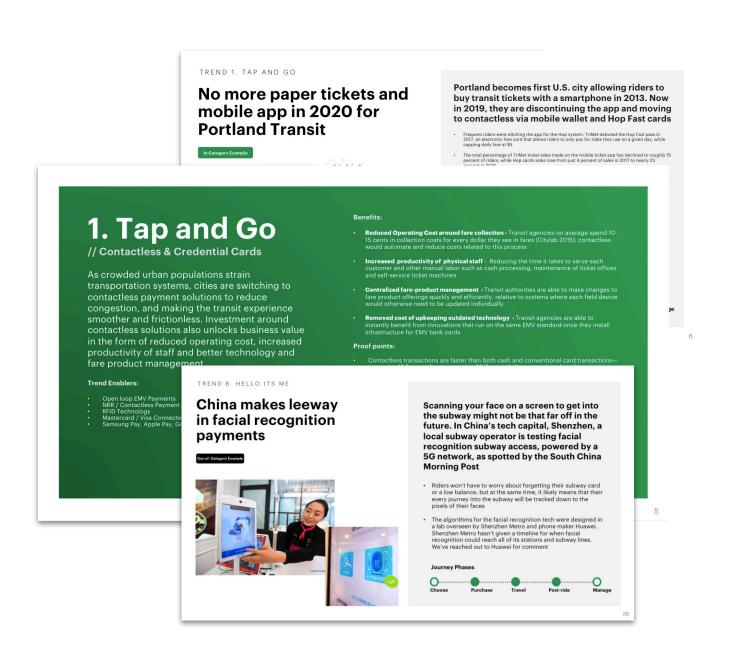
MVE MANDATORY?

MVE Prioritization

While all of the concepts were seen as Desirable, we ran the sub features of each concept through a further Feasability and Viability assessment to prioritize what truly needed to be in our MVE (Minimum Viable Experience) before being released to the public.

Research and More Research





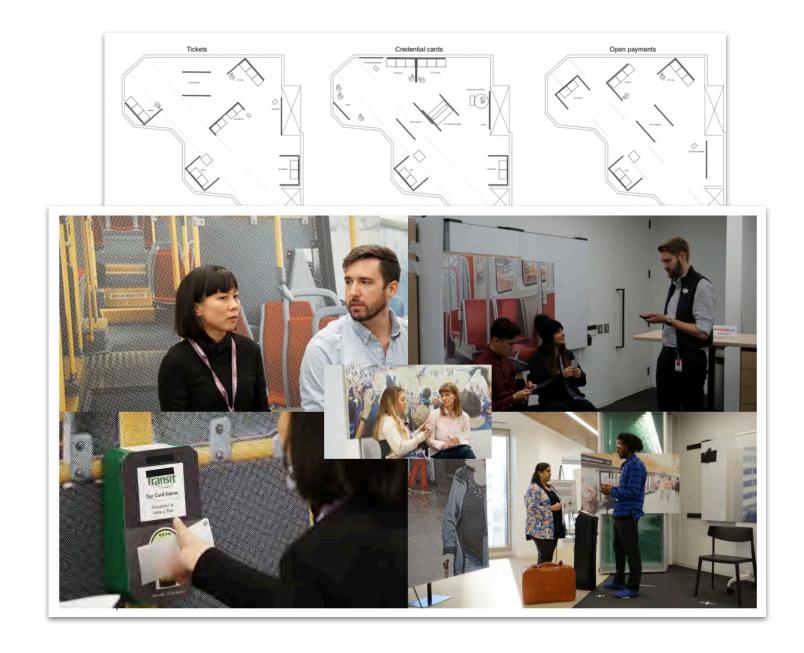
Customer Observation and Intercepts

Before proposing what we thought customers would want from a new product we thought it would be useful to observe and talk to current customers. After 80+ interactions we developed 6 key drivers

Secondary Market Scan

To further bolster what we thought the provinces ridership needed we looked way beyond our borders to best understand what other transit agencies were contemplating or already offering their customers. This helped our client understand their position in market as well.

Client name intentionally blinded.



Experience Walkthrough Validation

While the research and business gave us a belief the selected features would be sufficient, the programs they would launch would be both long and expensive. To get ahead of those programs we created a sensory set of activities with props, actors, sounds and scenes that let us best depict the future solution allowing us to validate these concept experiences.

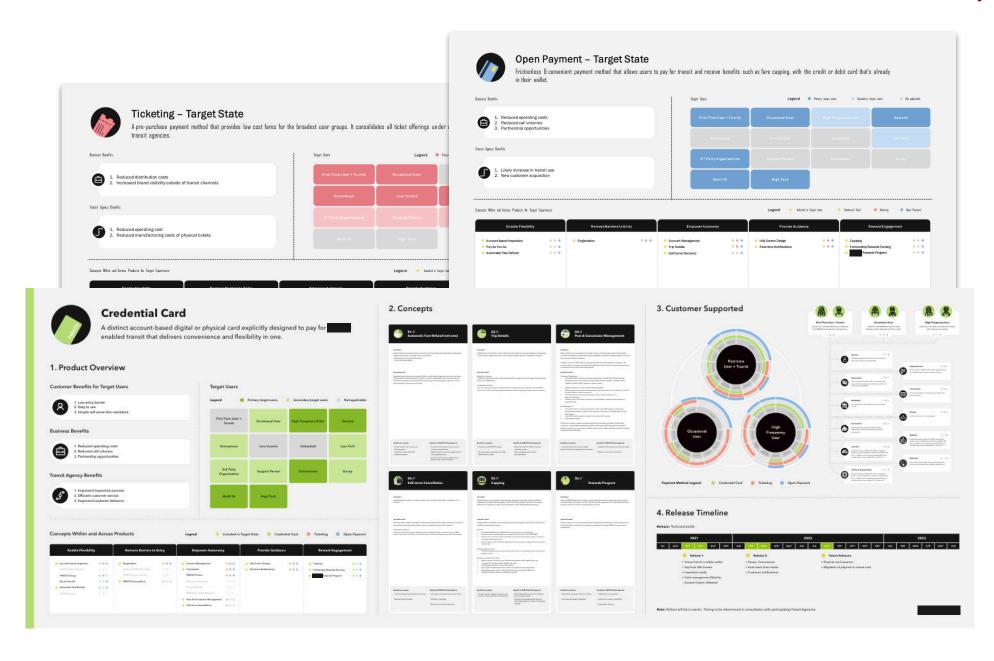
An Ecosystem to Support All



No rider left behind

Given the client was in the business of helping the public we developed a set of concepts and offerings that would support anyone regardless of their income levels and technology experience.

Client name intentionally blinded.



Product Target State Placemats & Posters

During the program we certainly developed a lot of content. To help our client sell the concepts internally we developed easy to read placemats and large format posters which allowed the entire concept of each product, features and target users to clearly be understood.

Building a Design System in a 100 year old multinational bank

In 2017 I was the product owner leading a team of developers, interaction designers and visual designers in a quest to harmonize a design language which brought teams around the Americas together under 1 design system.

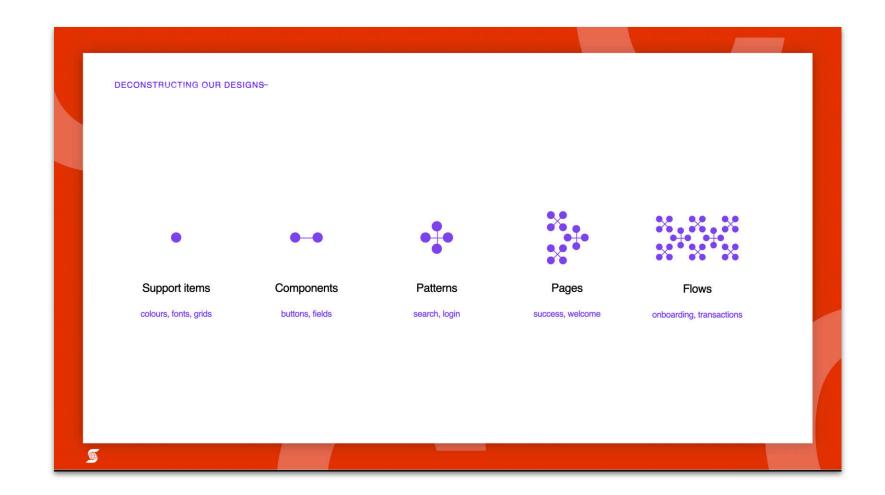
Top Canadian Bank

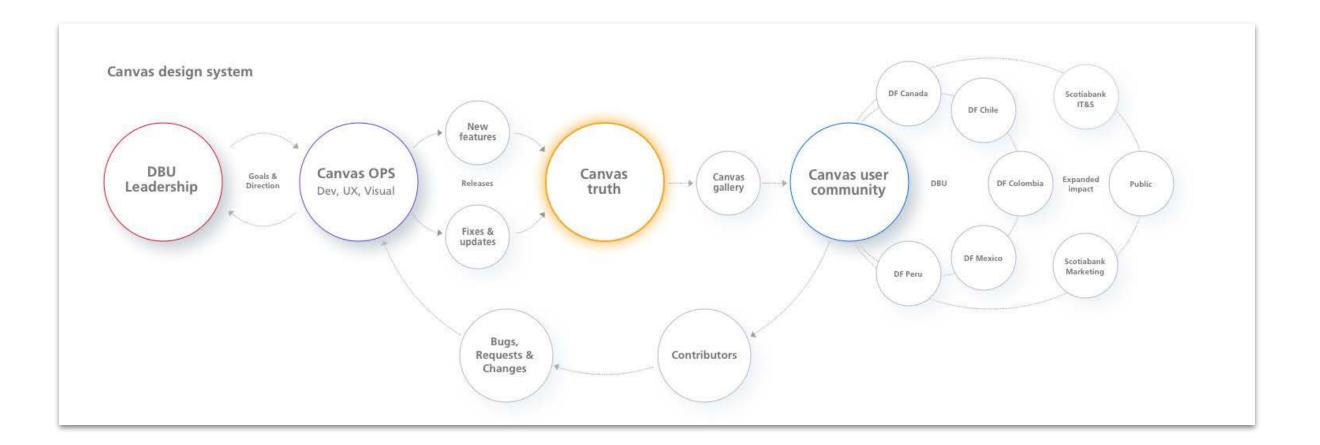
Design/Dev Collaboration

Design Systems

Product Management

Planning





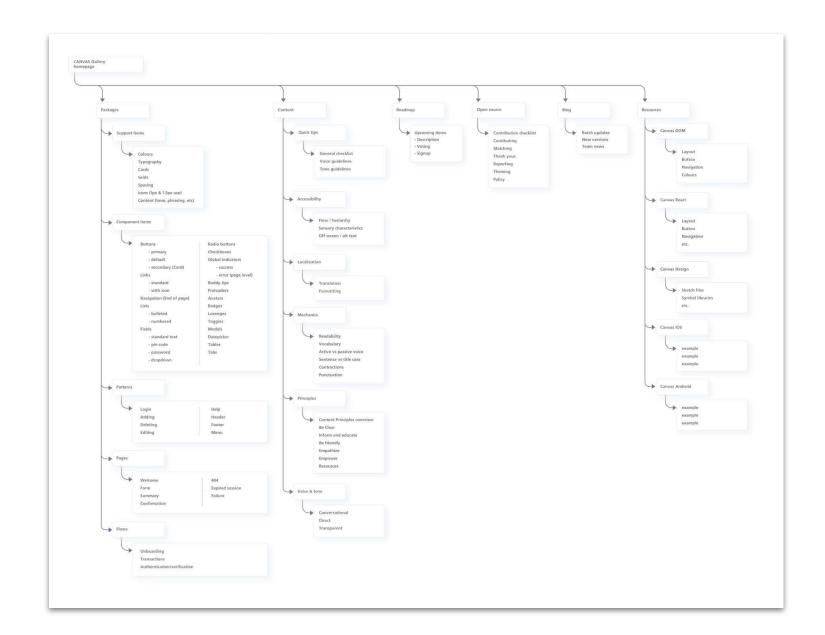
Atomic Beginnings

For the first time, we introduced atomic design principles to the bank and its growing team of designers. This allowed us to structure the new design system 'Canvas' to have a firmly rooted foundation that would stand for years to come.

Governance Structure

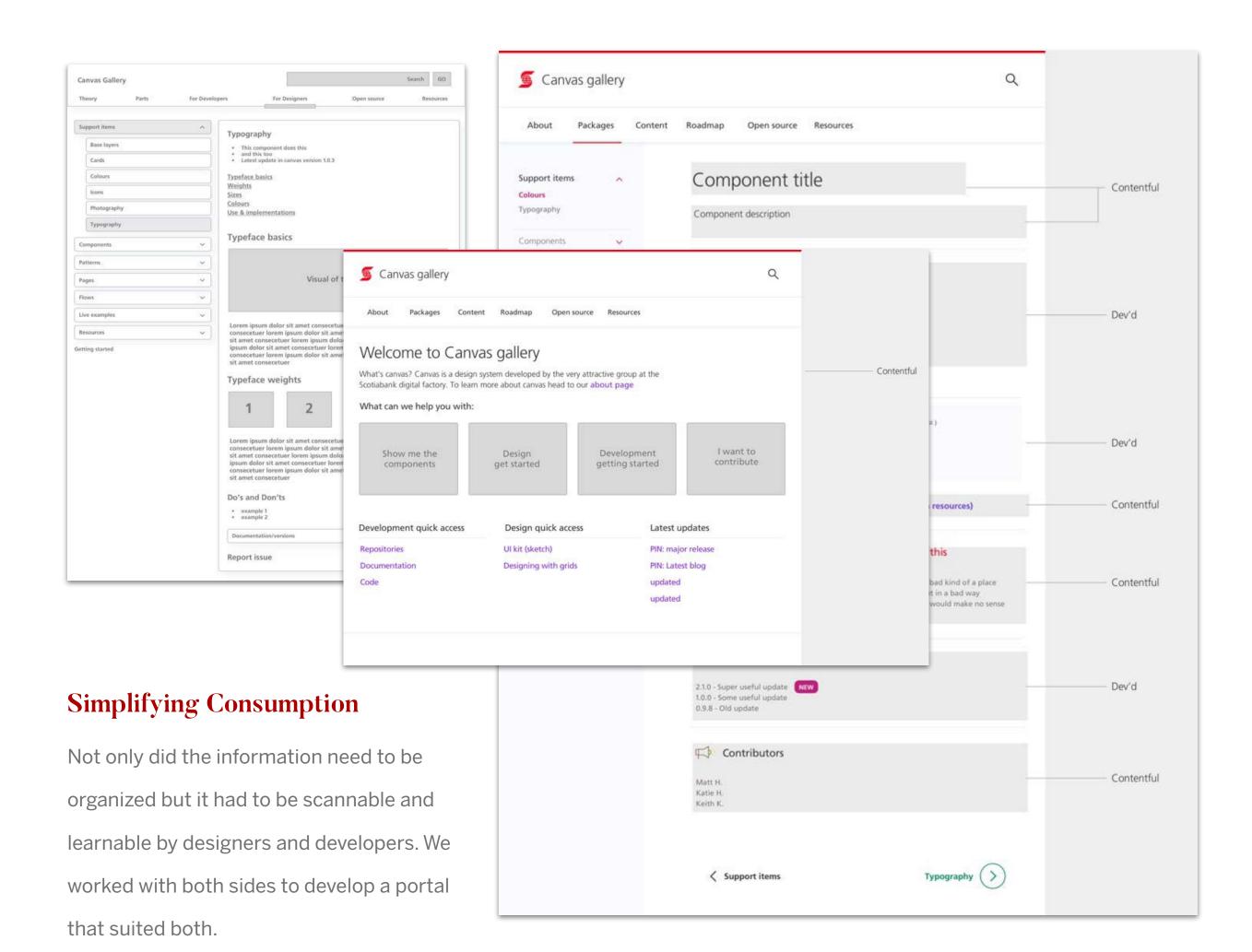
Having 5 major teams in differing countries across the Americas it was not appropriate to simply design and deliver. We needed to be able to offer a governance process that was nimble enough to make changes but also sound enough to garner approval from bank leadership.

Preparing

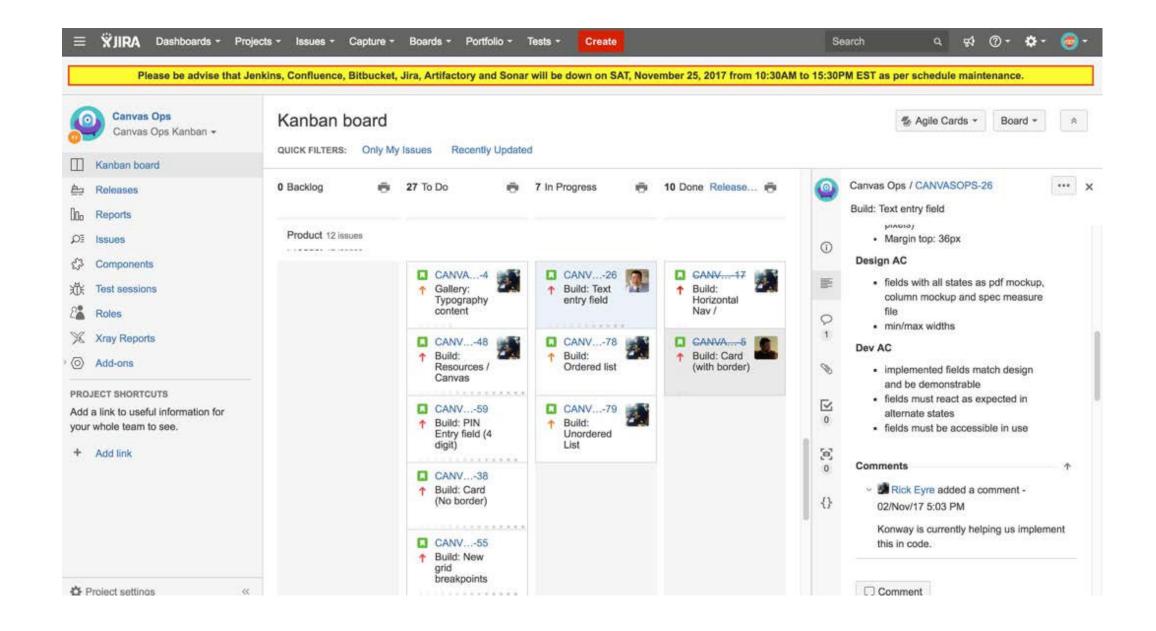


Information Architecture

Before we began we knew that consuming the information in our design system would be a certain challenge. Starting with a organized information architecture allowed the entire team to confidently build front and back end components to handle the exponential growth of content we were to develop.

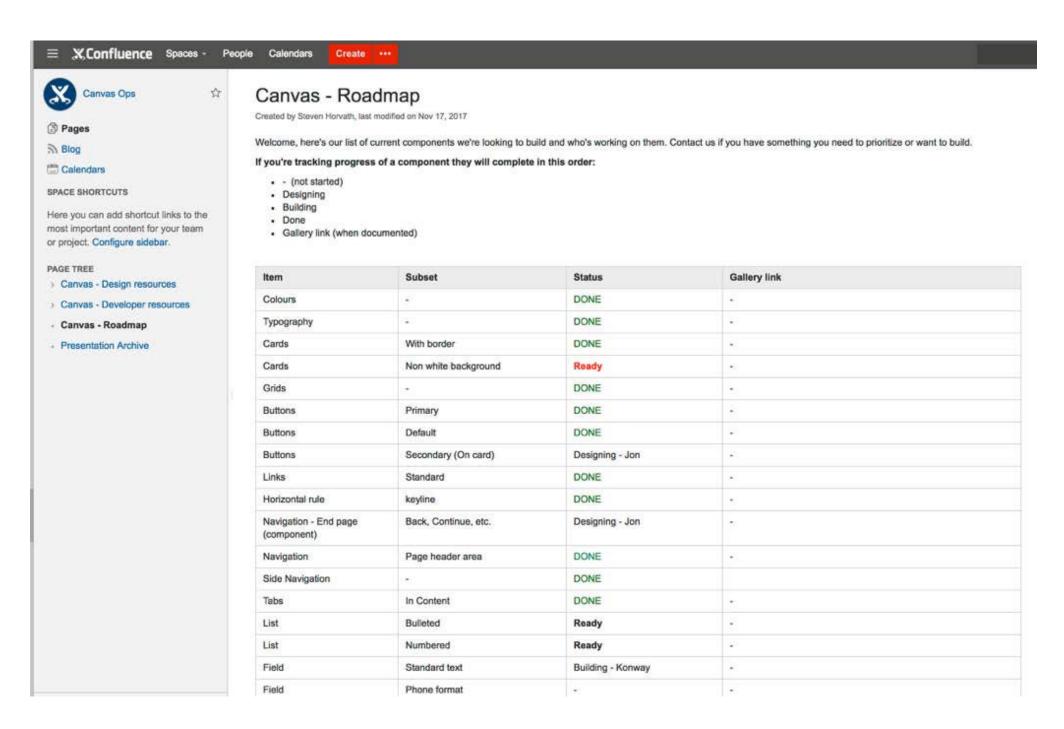


Organizing



Structured

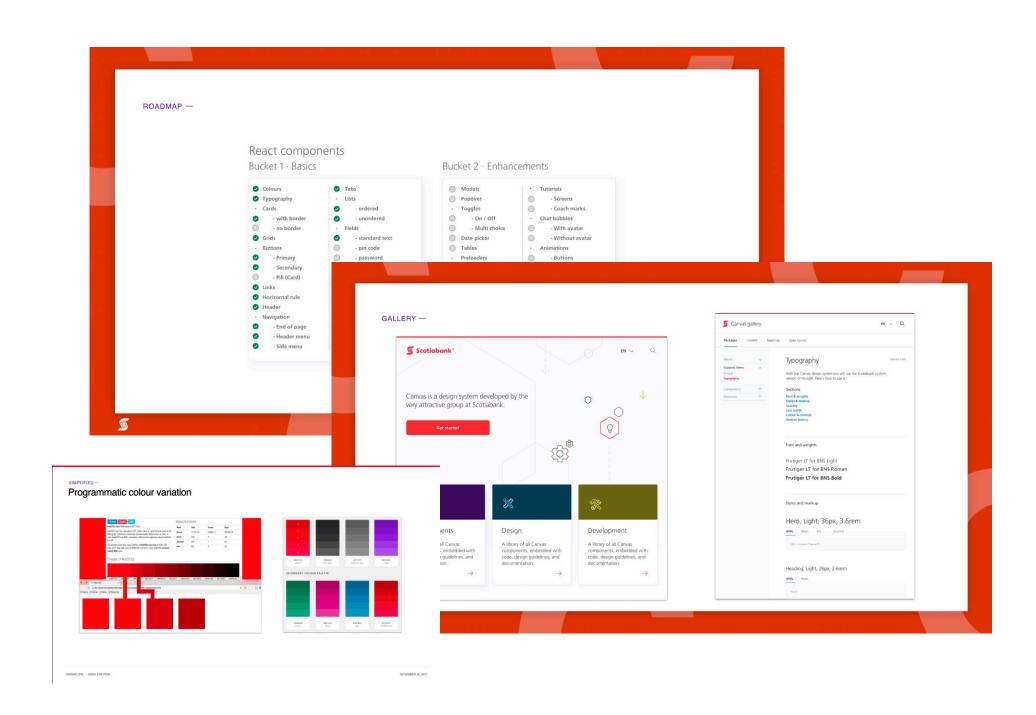
Designers and Developers can surely work independently, but when we realized the magnitude of the task we used all of our Agile knowledge and ceremonies to ensure we continued to deliver quality and scale at a consistent pace.



Transparency

Is that component done yet? This is what we heard consistently throughout the team. Before we were able to deliver our custom portal we used Confluence to continually communicate to our consumers. This prevented the need for en masse emails, messages and needless update meetings.

Sharing



Clarity

Our team would host a bi weekly update to design and development communities throughout the entire organization. This single update made it easy for our consumers to see the latest greatest updates we had to offer them.



Office Hours

Despite all of our efforts consumers still needed our time and specific information. Every Friday our team hosted office hours where we would share moments with our consumers and provide advice around how they could best utilize this new design system.

(PS: this is not a stock photo, that's me with the 3 striped jacket)

A 2 year credit card tap - Open Payments

From 2020 to 2021 I unknowingly began a 2 year journey to bring a open payment service to Canadian soils. It had to elegantly blend in with the country's largest transit agencies decade old offerings.

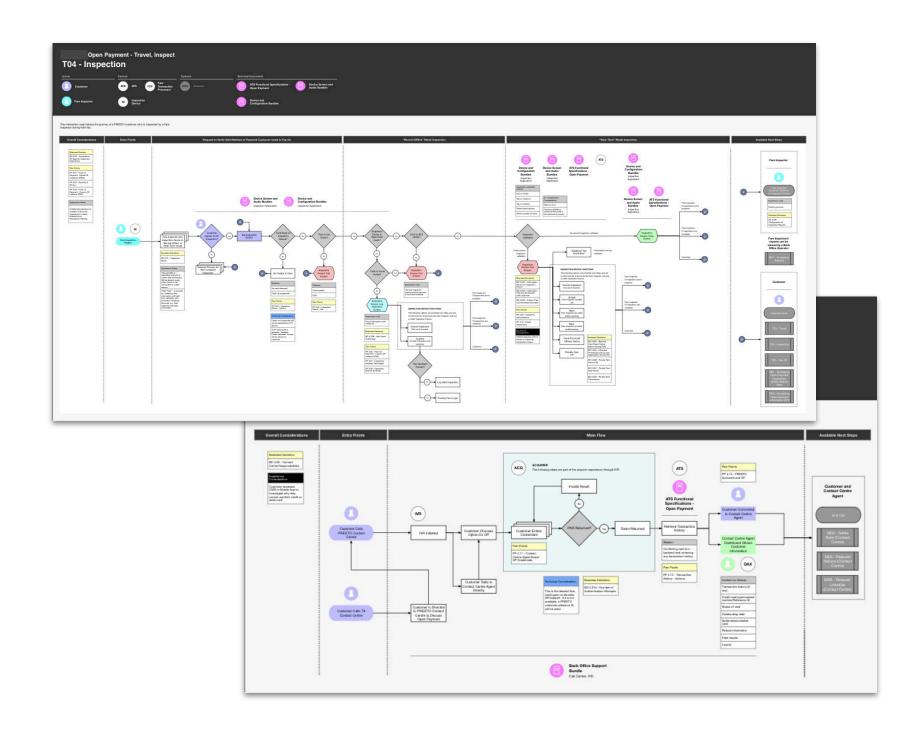
Provincial Transit Agency

Service Design

Design Systems

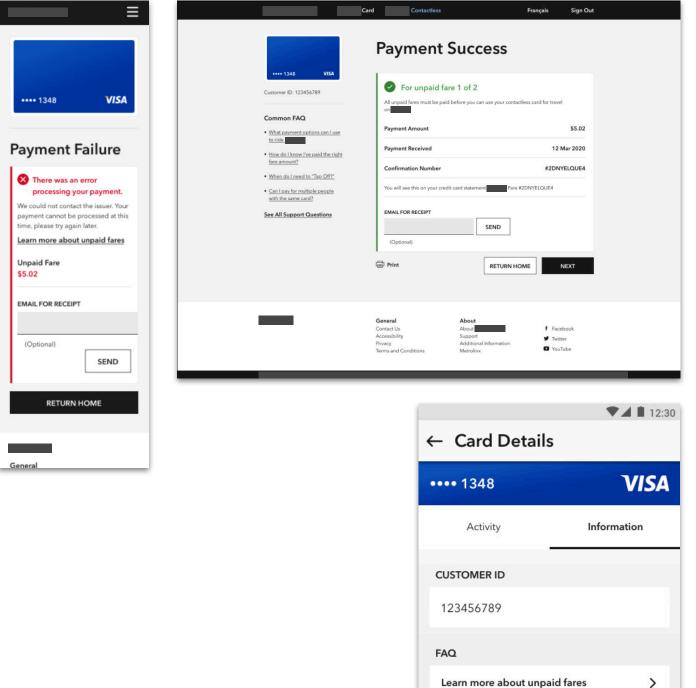
Qualitative Testing

Designing the Service



Articulating a Service

This never before implemented cloud based Open Payment system had a lot to adapt to. 11 Separate transit agencies, multiple channels, devices and various employees. We articulated the flows, successes and potential points of friction to act as a guide for the entire team of Designers, Developers and Business Analysts.



Why can't I use my card on PRESTO?

Refund requests

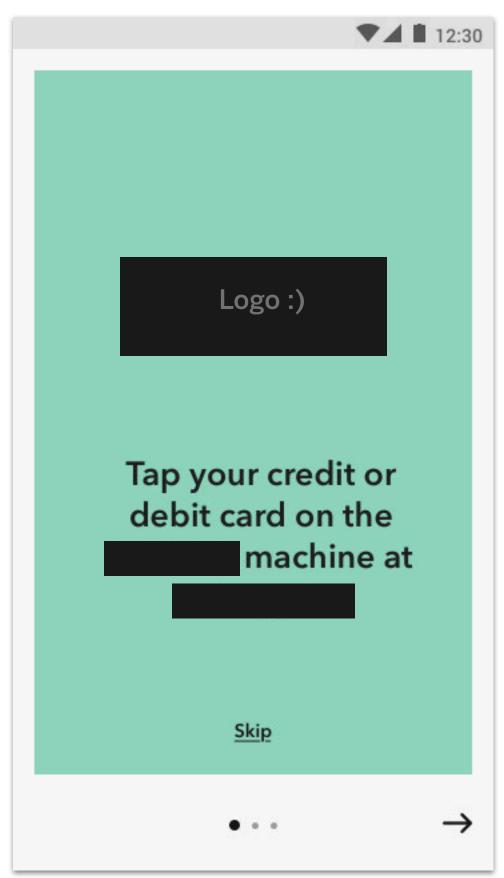
Visit All FAQs

What currency is used?

Restyling an Organization

While not a revolution for the design industry we had to quickly invent a new visual language and set of interaction patterns for a net new service.

Client name intentionally blinded.

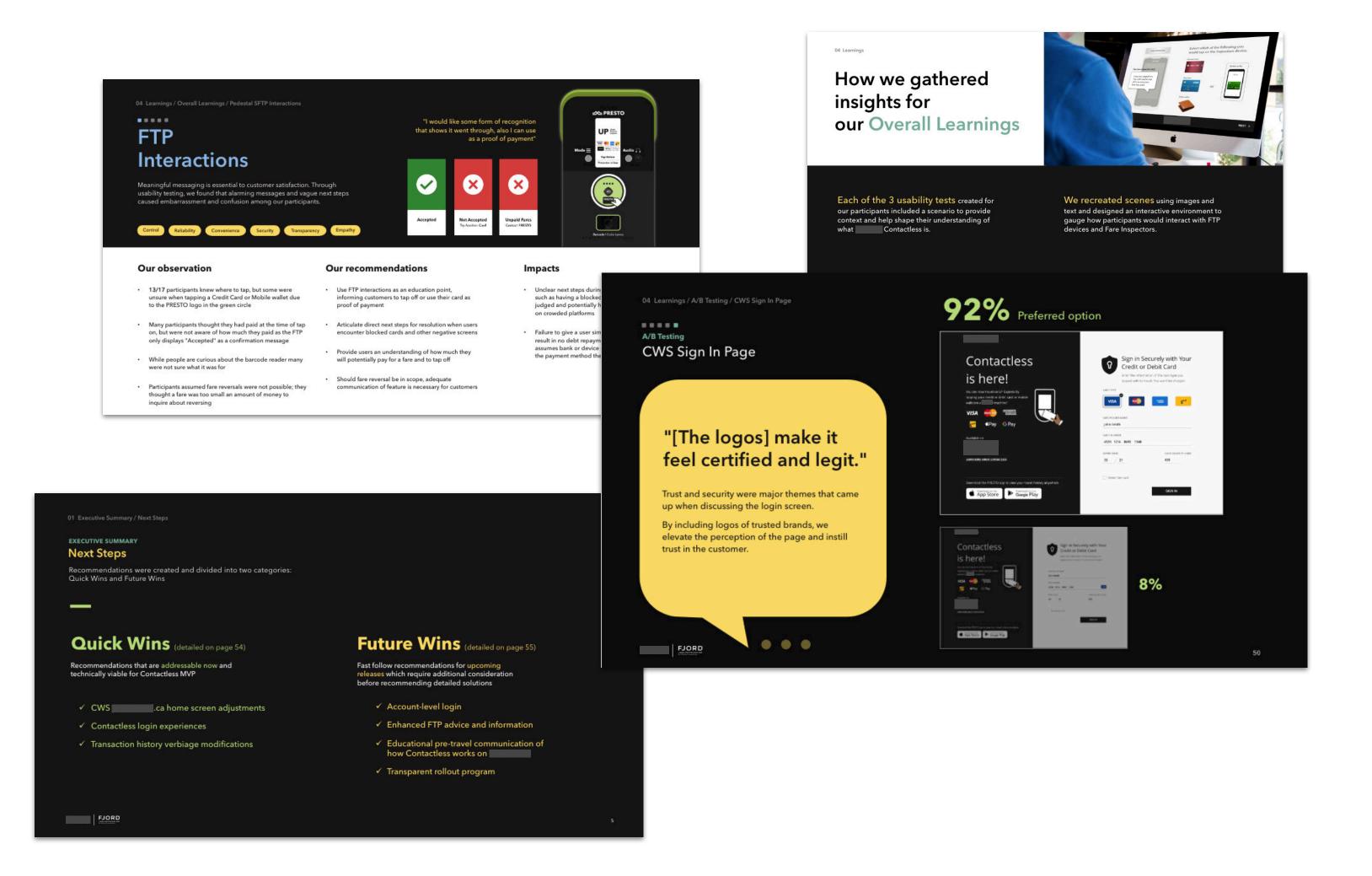


Client name intentionally blinded.

And then there was Covid

While we confidently prepared for some in person usability testing we experienced our first lock down.

Between March 6th and 13th we retooled and developed a virtual testing choose your own adventure approach, facilitated through Lookback and successfully identified themes, preferences and actions for the next phase of the service.

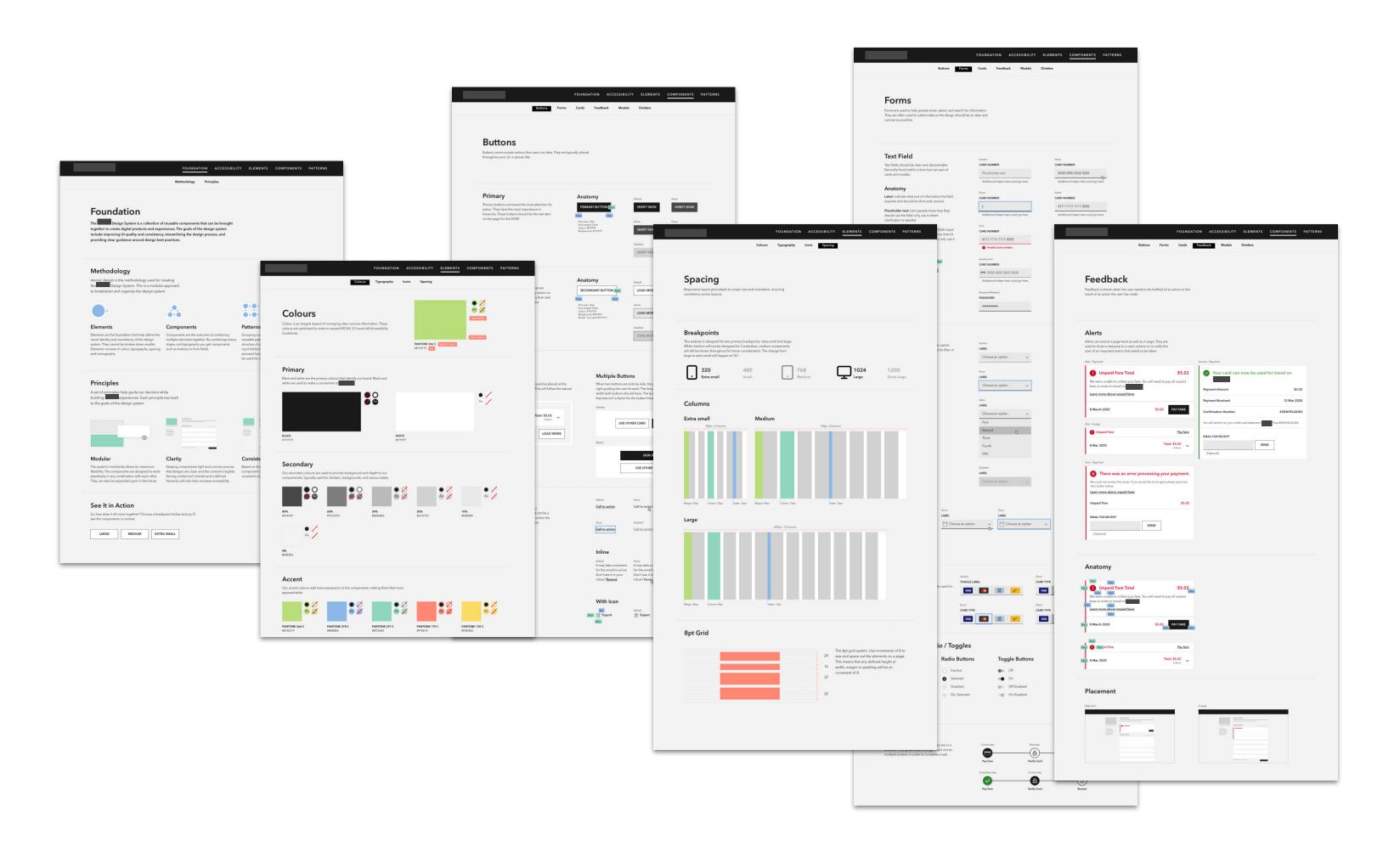


Plus a Design System

Client name intentionally blinded.

How do we do this again?

As quickly as we were moving we realized that this pace was unsustainable without organization. We convinced our client of the need and onboarded resources to document the new Design System our client would continue to look to as a source of truth for their current and upcoming experiences.



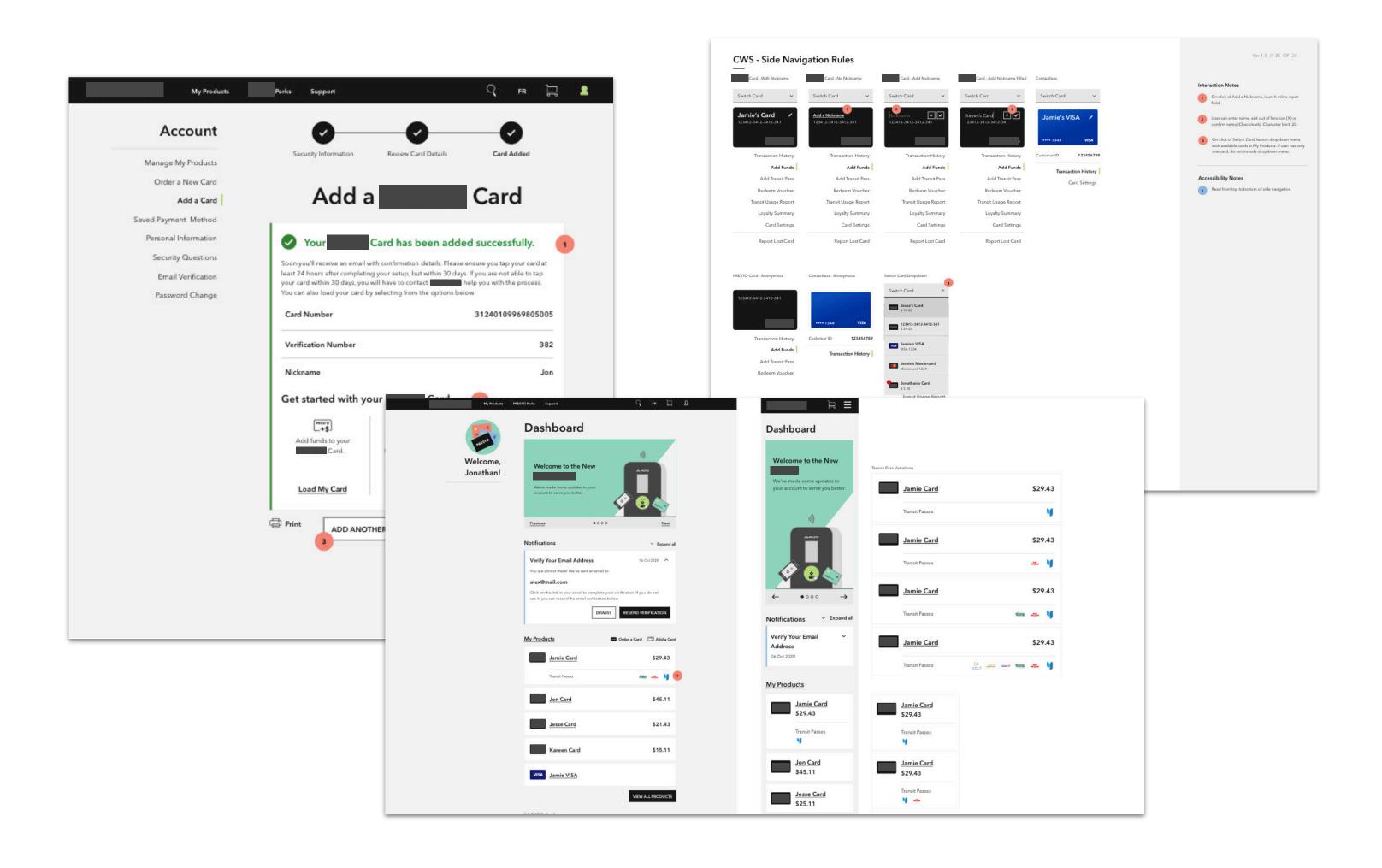
Client name intentionally blinded.

Finishing Strong

Bringing it all together

Following the success of our initial design of the service our client wanted to merge all of their products into an Account experience that brought all of our experience experimentation to each and every one of their customers.

We developed the vision of a channel experience that honoured the best traditional experiences and improved those that needed some love. In the end our client was left with a modern, accessible and lovable product that was clear in its intention and exceeded customer needs.



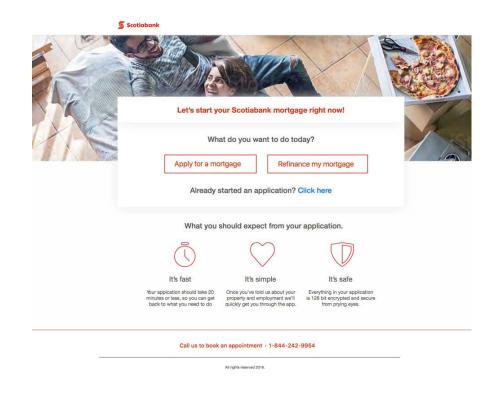
Reinventing mortgages for employees and customers

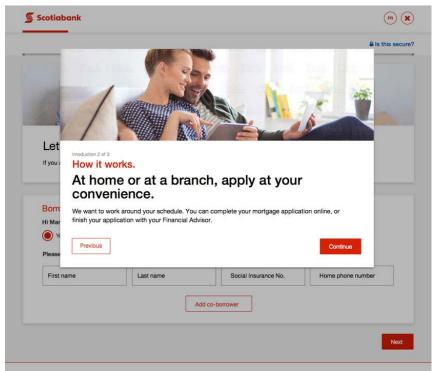
In 2016 I was fortunate to join Scotiabank as they begain their first agile program tackling a huge issue of the extremely complex mortgage experience.

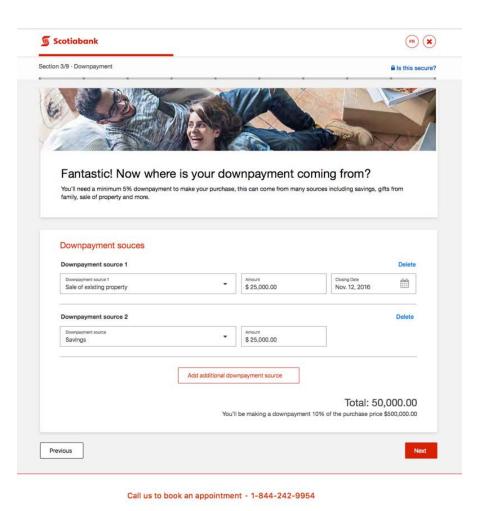
Top Canadian Bank

Finance
Front/Back Stage
Accessibility

Fresh Faced
Steven Horvath · Portfolio

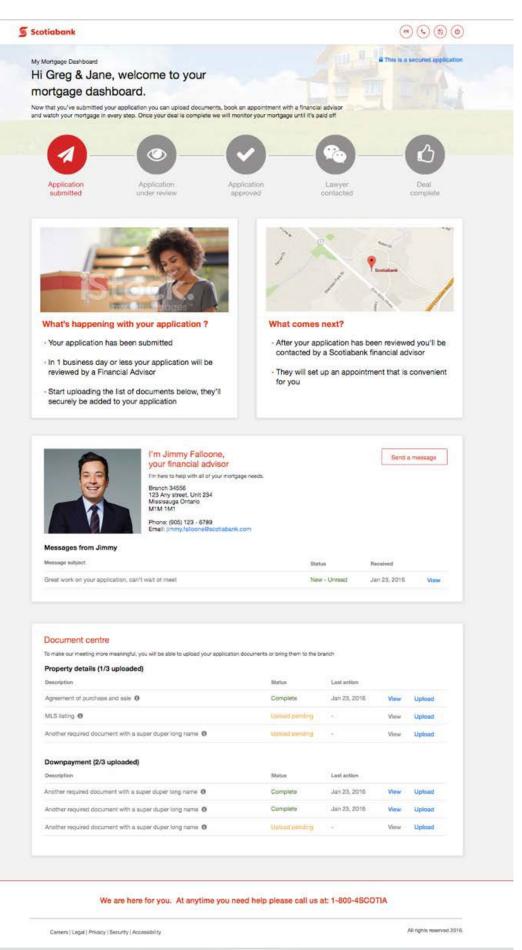


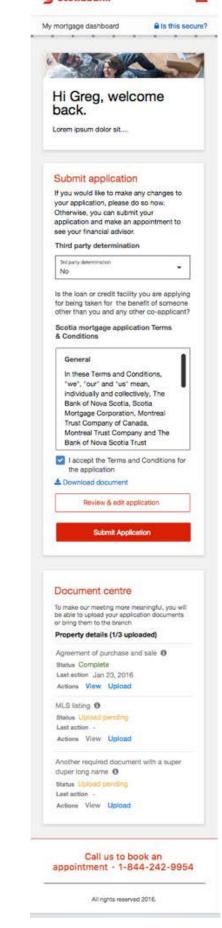




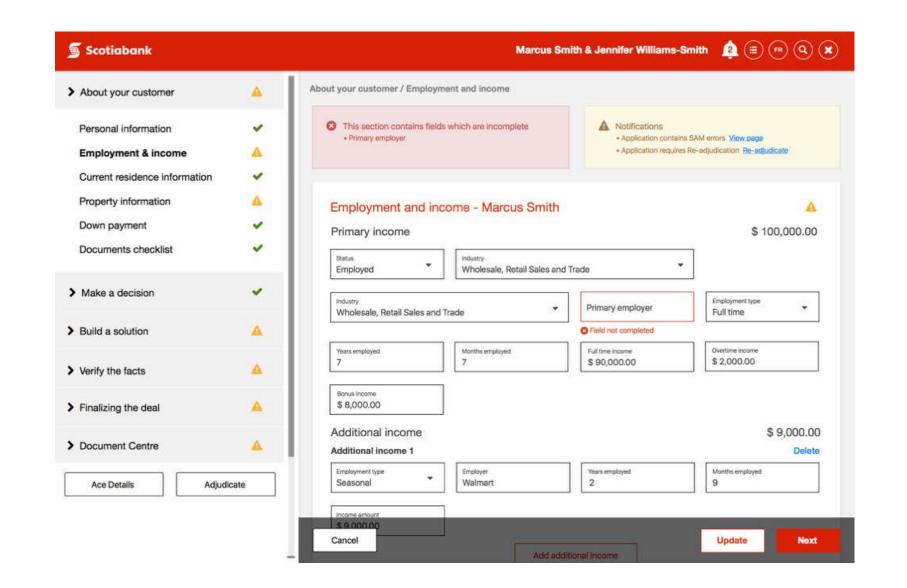
Bettering Key Client Experiences

Yes mortgages themselves are a bit of a boring topic but to our clients, they represent a tremendous challenge financially as well as cognitavely. During this program we had to push the limits of what a 100 year old bank was willing to do to support it's changing customer base. Simplification of language, visual updates and a friendly tone were new to my employer but have clearly had a lasting impact as the brand continues to push for better experiences.



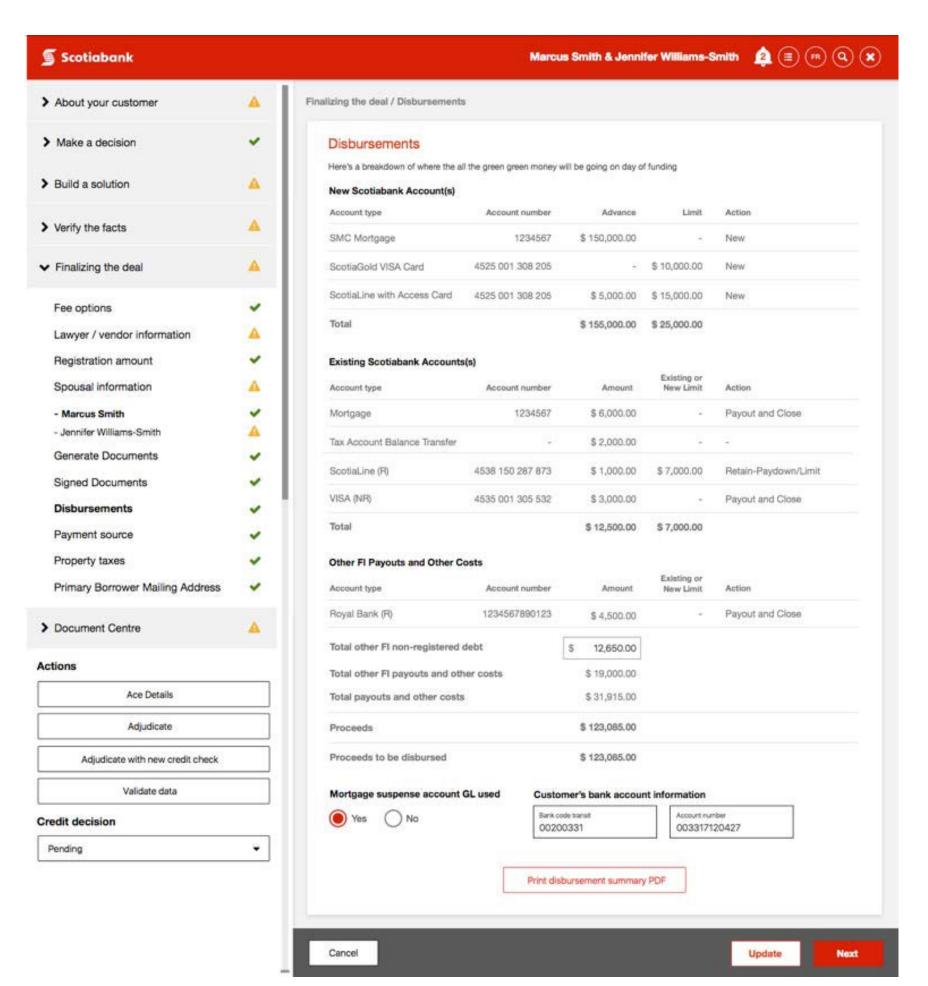


Beyond the Customer



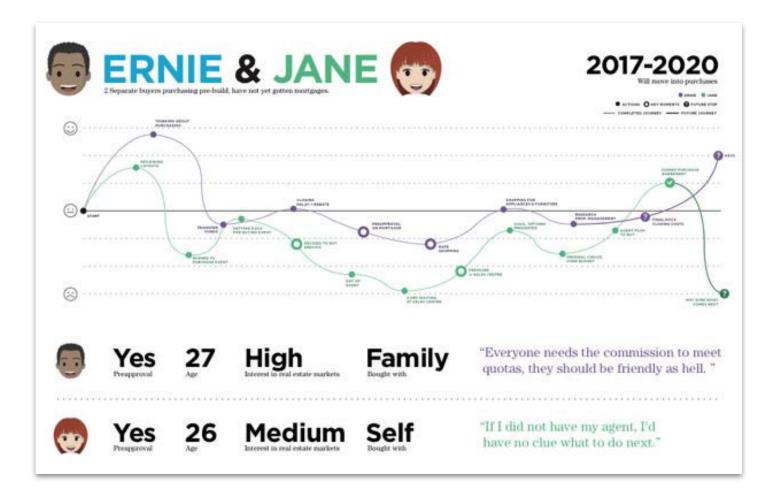
Flipping the Screen

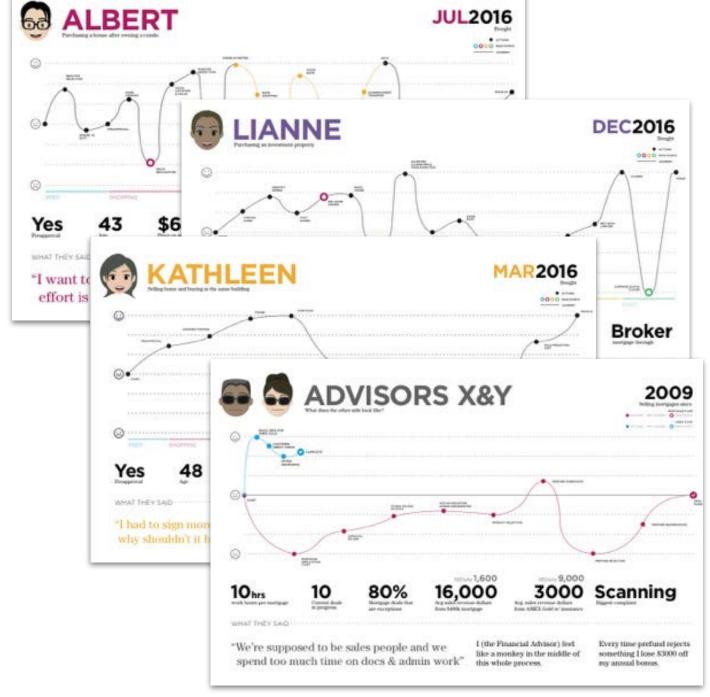
Sure the customer was a focus but as a service, the client experience is only as good as an employee can provide. That's why while we created a differentiated customer experience we also developed a tool for mortgage advisors that brought together 6 previously fragmented functionalities in a clear, accessible and responsive manner.



Scotiabank	M. Smith J Williams-Smith
> About your customer	A
> Make a decision	~
> Build a solution	A
> Verify the facts	A
➤ Finalizing the deal	A
Fee options	~
Lawyer information	A
Registration amount	~
Generate Documents	A
Signed Documents	~
Disbursements	~
Payment source	~
Property taxes	~
Primary Borrower Mailin	g Address 🗸
> Document Centre	A
Actions	
Ace Details	S
Adjudicate	•
Adjudicate with new of	credit check
Validate da	ta
Credit decision	
Pending	-

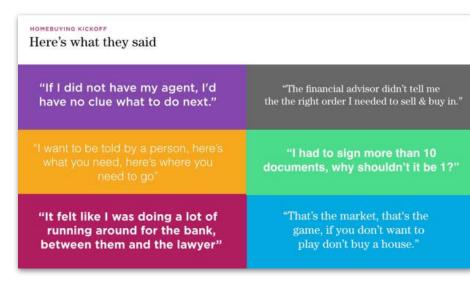
Guided by Feedback

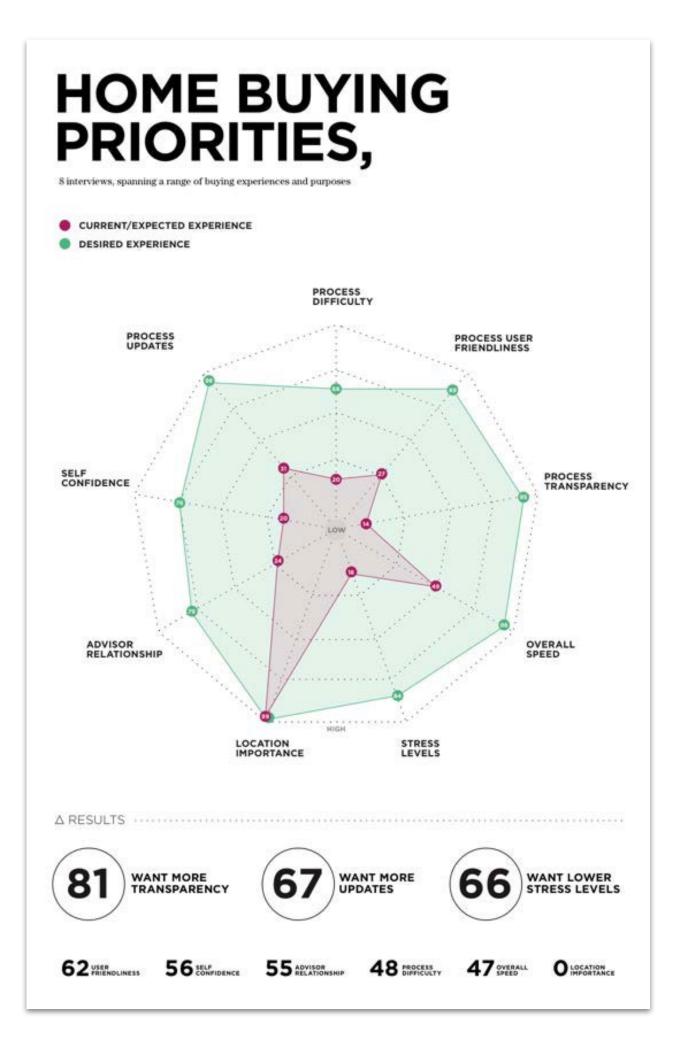




New Voices

Despite working with customers all day, our advisors didn't seem to understand our client's continued challenges and concerns. Reports and Word documents were passed over, that's why I put in the extra effort to visualize the data so that it would be (and was) better consumed by the business. This process was very effective and brought our customer's voices to the hearts and minds of key stakeholders.





Supported by Data



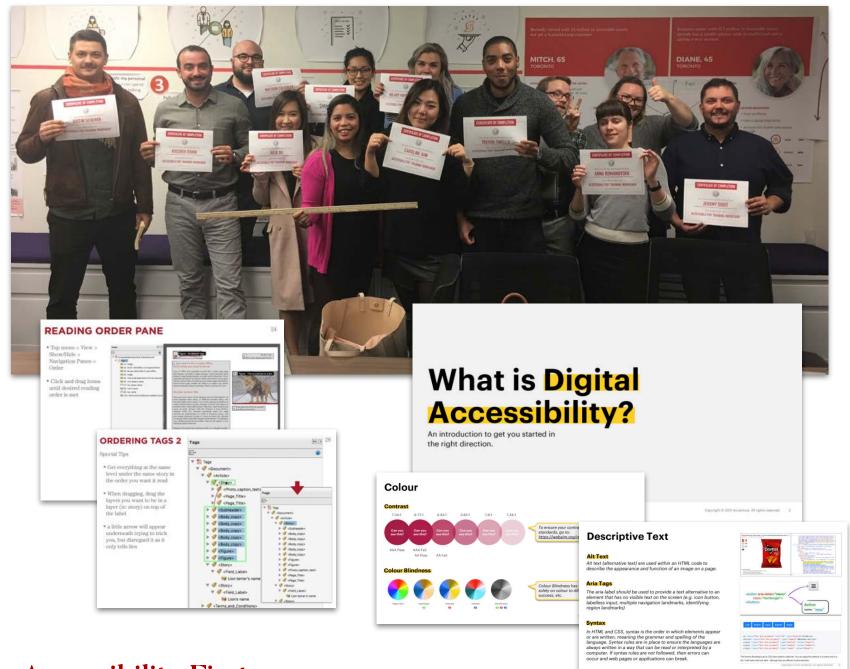
Some Secondary to Convince our Quanitative Critics

Even with the voice of our customer being surfaced in easy to read visuals some audiences wanted to see more. By performing some analysis and secondary research I was able to share details that supported our positions around the needs of our customers. We also identified potential organizations who silently were woo'ing the bank's customers with a more focused customer experience.

Other things

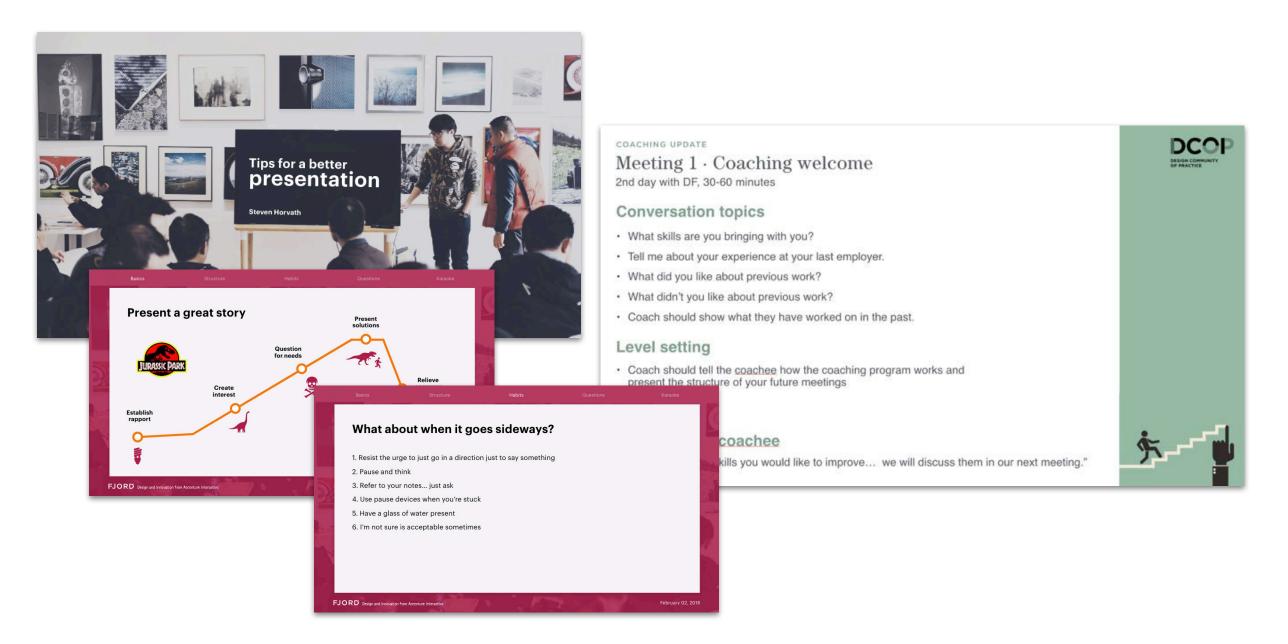
Though this isn't much of a category title I did want to share some other work related things I am quite passionate about and would love to share with you as you close out your read.

Coaching, Mentorship and Advocacy



Accessibility First

In organizations where speed and delivery are prioritized Accessibility tends to be ignored. Over the past 6+ years I have embraced and advocated for Accessibility, creating courses to create accessible PDFs and present how and why to incorporate Accessibility into your experiences for the betterment of all.



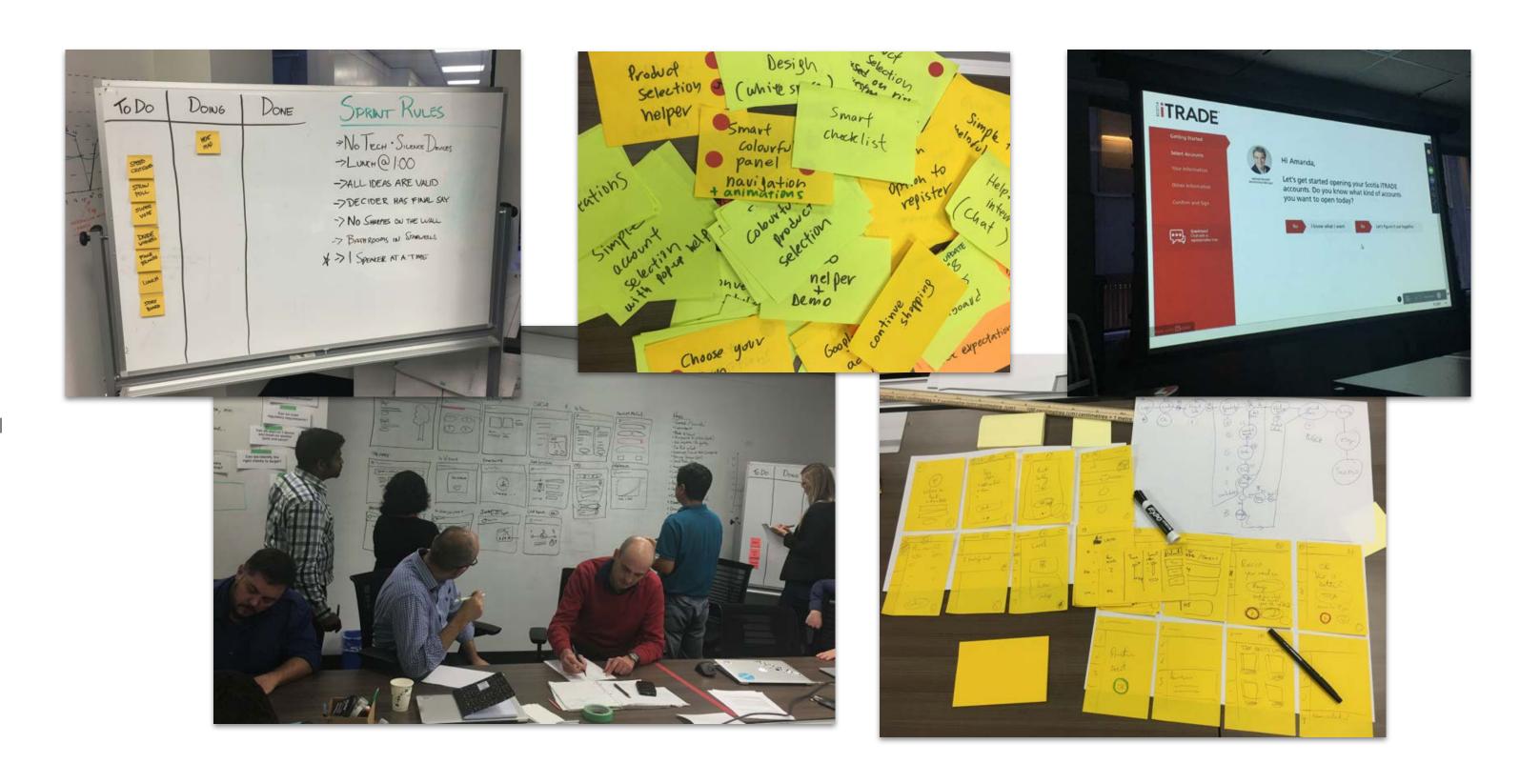
People Growth

Watching someone grow with your support is one of my favourite parts of being a Design Leader. I've helped to develop coaching and mentorship programs in a few organizations and developed training to specifically help team members with their biggest growth challenges. Currently I mentor students (non work) with disabilities who are looking for paths into the design field. PS: ask me how Jurassic Park can help you with your presentation skills.

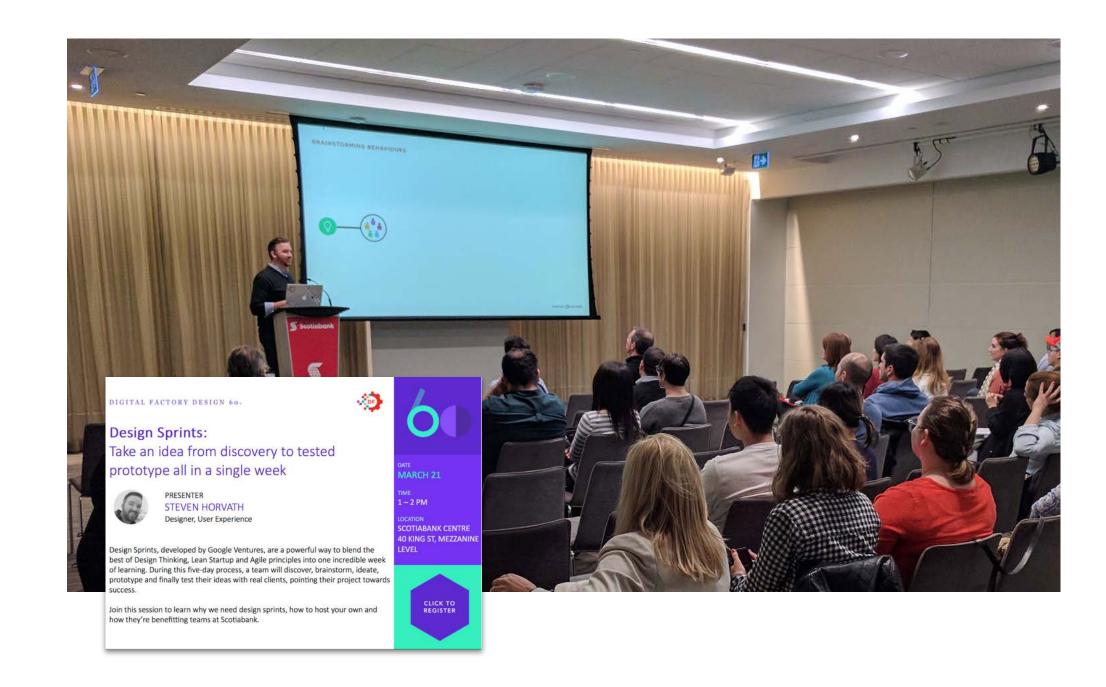
Design Sprints

When you are given a week

I have been fortunate to have had multiple opportunities to conduct design sprints (in the image of how Google Ventures describe them in the book 'Sprint'). This powerful tool helps even the most opposed business leaders give us 'a week' to tackle some of their biggest problems.

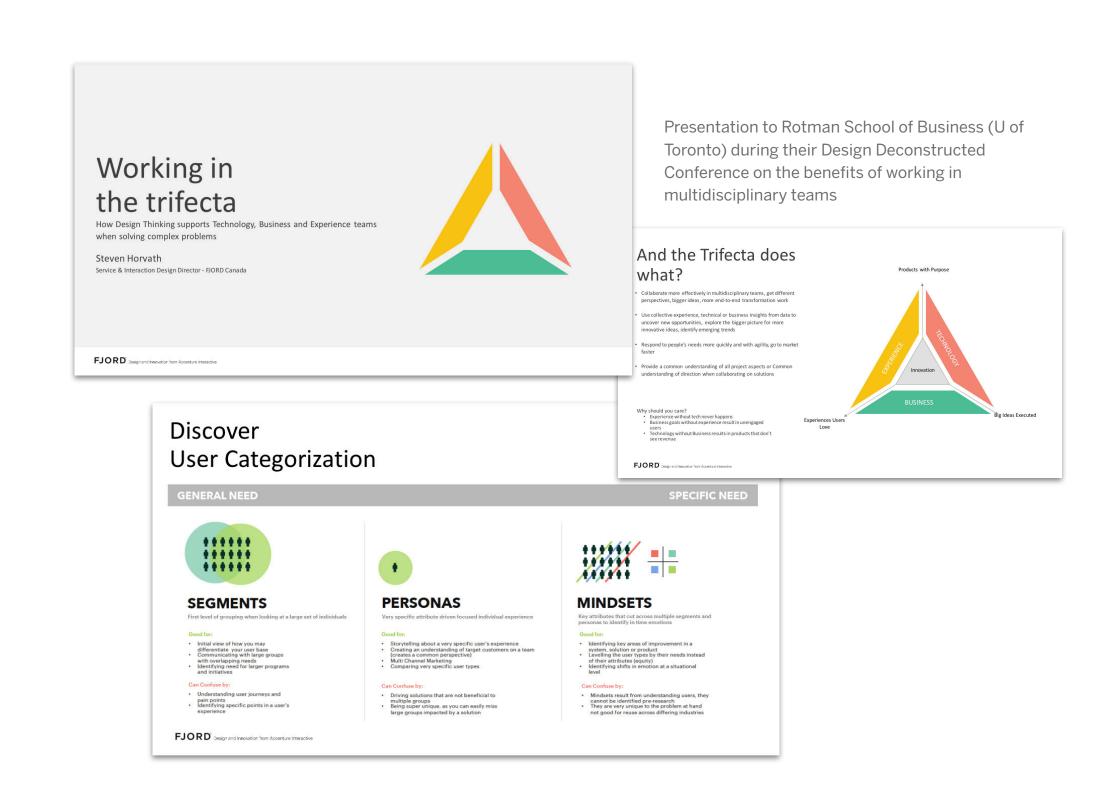


Public Speaking



Let me tell you!

Believe it or not I was a shy youth, until I learned public speaking is a skill like anything else. I challenged myself to practice and learn techniques that would help me get my ideas out and into the minds of others. Through this practice and nearly 4 years of consulting I've been able to hone this skill to advocate for user experience and accessibility in some challenging situations.



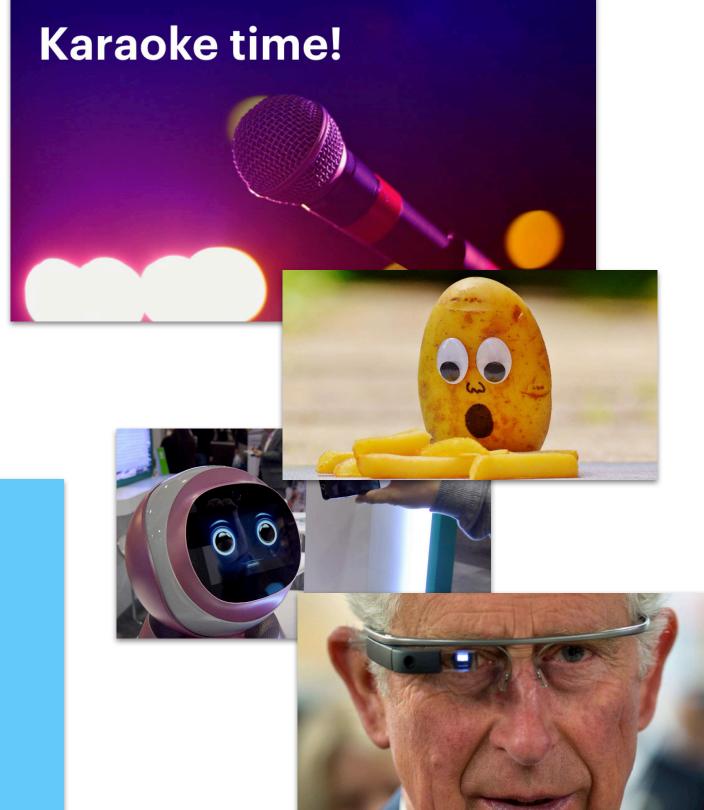
Making it fun

Fun at work!?

Finally fun, I figured that if I was going to lead teams we were going to have a good time doing it. Whether themeing our team like pixelated unicorns, organizing a gangster rap inspired team photo or playing powerpoint karaoke I love to bring a smile to each of our team members.

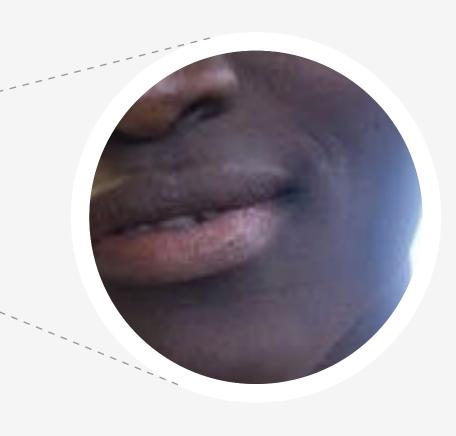






It's been a long road, but 1 thing keeps me going...





See that!?

The little grin, the one that let's you know they get it, they feel confident and informed, that's what makes my day.

Let's make some grins together!

Thank you!

Have a great day.

