

Ernesto Rodriguez

UXUI Portfolio



I am a fervent user advocate. I make every attempt through research, ideation, and prototyping to ensure a great user experience, great adoption rates and the best user accessibility possible. I ruthlessly cut through requirements to find creative ways to achieve goals with minimal technical or user complexity. Furthermore I transform user stories and requirements into living breathing assets that can increase user adoption and satisfaction.

In addition to my UX/UI skill sets I run marathons, endurance long distance hikes and enjoy traveling and photographing the world.

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Sketch



Figma



Axure RP



Adobe XD

01

Case Study

Manufacturing App

Cognite

Project Brief:

Developed a data visualization app for Celanese manufacturing. Development consisted of partial requirement building and partial requirement refinement already partially developed. Both the Cognite product manager and Celanese product manager assisted in the dissemination of information. Consulting with programmers was important to the execution of multiple applications that would constitute a template for future plant applications. Project was executed and UI was completed by contract end.



Design Process

01

Empathy

Most of our initial research was confined to executing ideologies formulated by the Celanese project manager. Requirements were presented by the Cognite project manager and others were extracted through multiple meetings between myself and Celanese while adhering to the Evolving Style Guide.

03

Prototype

After creating requirements it was time to get our hands dirty. At this point I would develop flow charts that evolved into wire frames and then high fidelity prototypes. It is paramount that quick prototyping iterations occur. We would nimbly design and redesign in both Figma and XD iterating as new information was made available.

02

Ideation

Brainstorming sessions were conducted mainly between Celanese project manager and myself with the occasional meeting with programmers to create a high level of communications and inter department exchange of data.

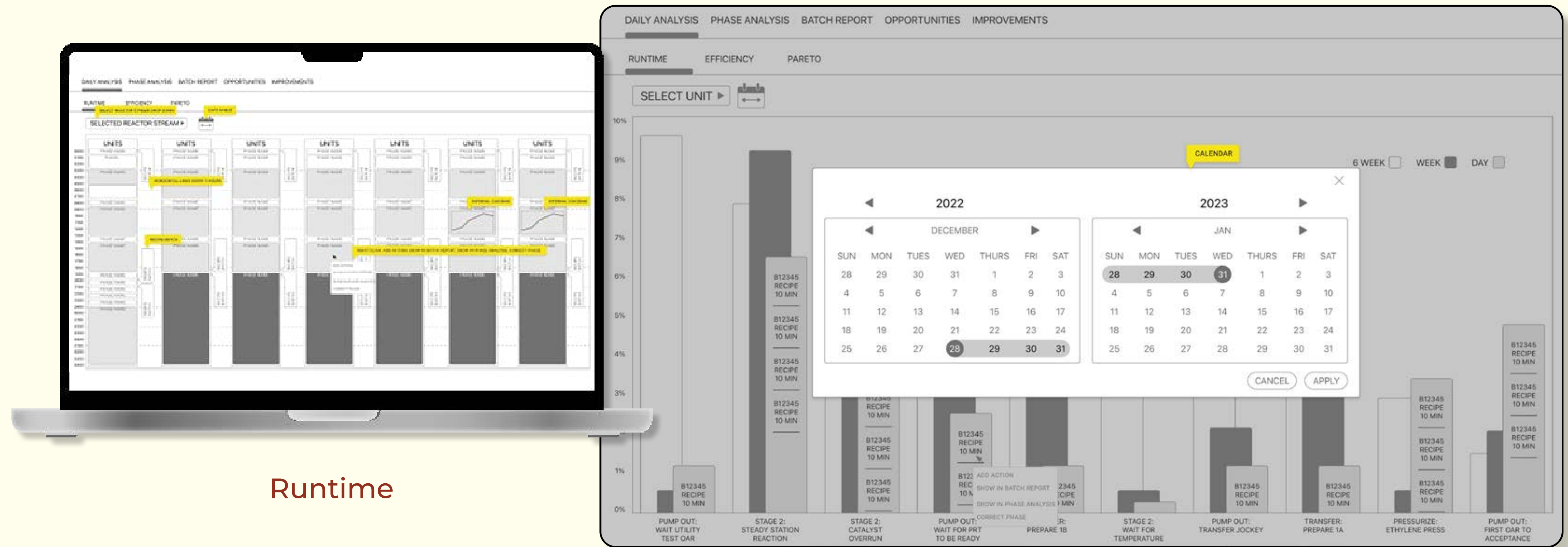
04

Test

Testing entailed daily meeting with programmers to discuss functionality while A/B testing with users throughout Celanese. After testing sessions users were asked screening questions during interviews.



Wireframes



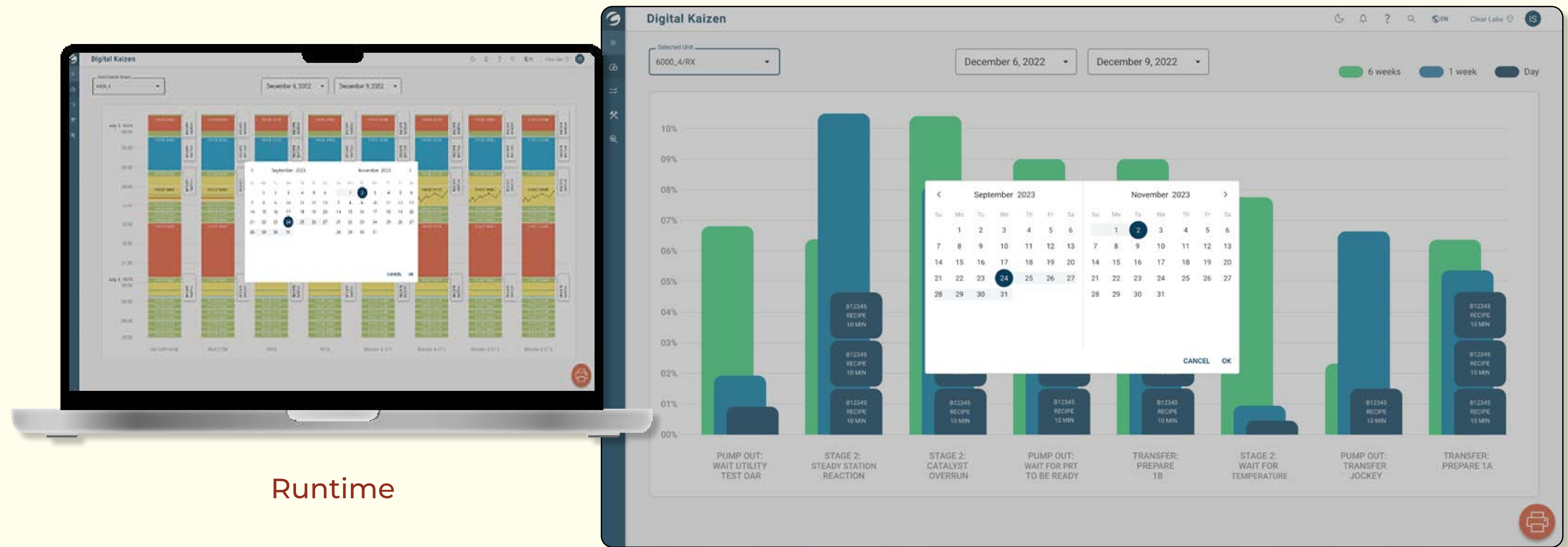
Runtime

Pareto: Calendar

Testing for Change of Location of Application

The above show a presentation for Wireframes developed using initial requirements and eventually refined into prototypes.

Prototypes



Runtime

Pareto: Calendar

Testing for Change of Location of Application

The above show a presentation for prototypes refined from initial wireframes.

Final Results

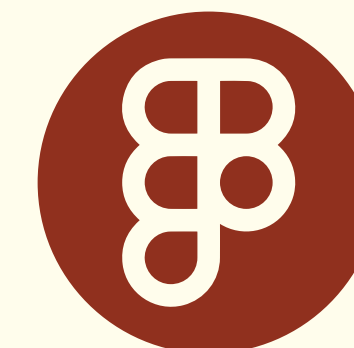
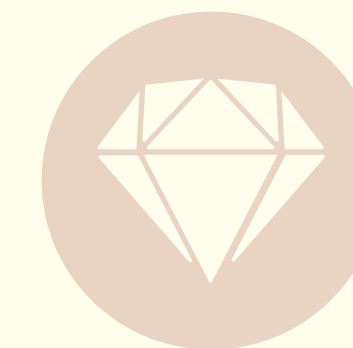
Wire frames and rough designs were eventually converted to working high fidelity prototypes for Celenese and project reached it's logical conclusion before design and programming was moved to Oslo, Norway. Project UX/UI was designed ahead of schedule and exceeded all expectation set by Celenese.

02 Case Study E-Com/SalesApp

Tractor Supply Co.

Project Brief:

Development and forecasting of future application features, extract project requirements, developed low and high fidelity mockups, and assist the programming team in executing and publishing tasks while overseeing app accessibility. Development of CMA (TSC Application Team) and work hand in hand with the UX/UI research team in testing all aspects of the application. Other Application design included the internal TSC & Me application for employee interface and functionality.



Design Process

01

Empathy

Research Methodology

Focus Groups - End users, industry experts and programmers.

- User Testing
- A/B Testing
- Open-ended questions
- Arrange questions naturally
- Hire a skilled moderator

03

Ideation

Taking more abstract idea and developing requirements was especially important during the ideation phase. I accomplished this through rigorous brainstorming sessions in person on whiteboards and Teams video conferencing. I believe in the “10 why questions” approach where we drill down to the why of the product in a series of why questions.

05

Test

I worked with the product managers to develop product questionnaires for A/B testers. Further testing was done on users through interviews and app mockups.

- Screening questions
- Pre-test questions
- In-test questions
- Post-test questions

02

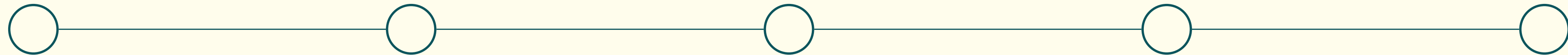
Define

With User Testing in hand the team would discuss how best to tackle the task. I would develop requirements along with the project manager.

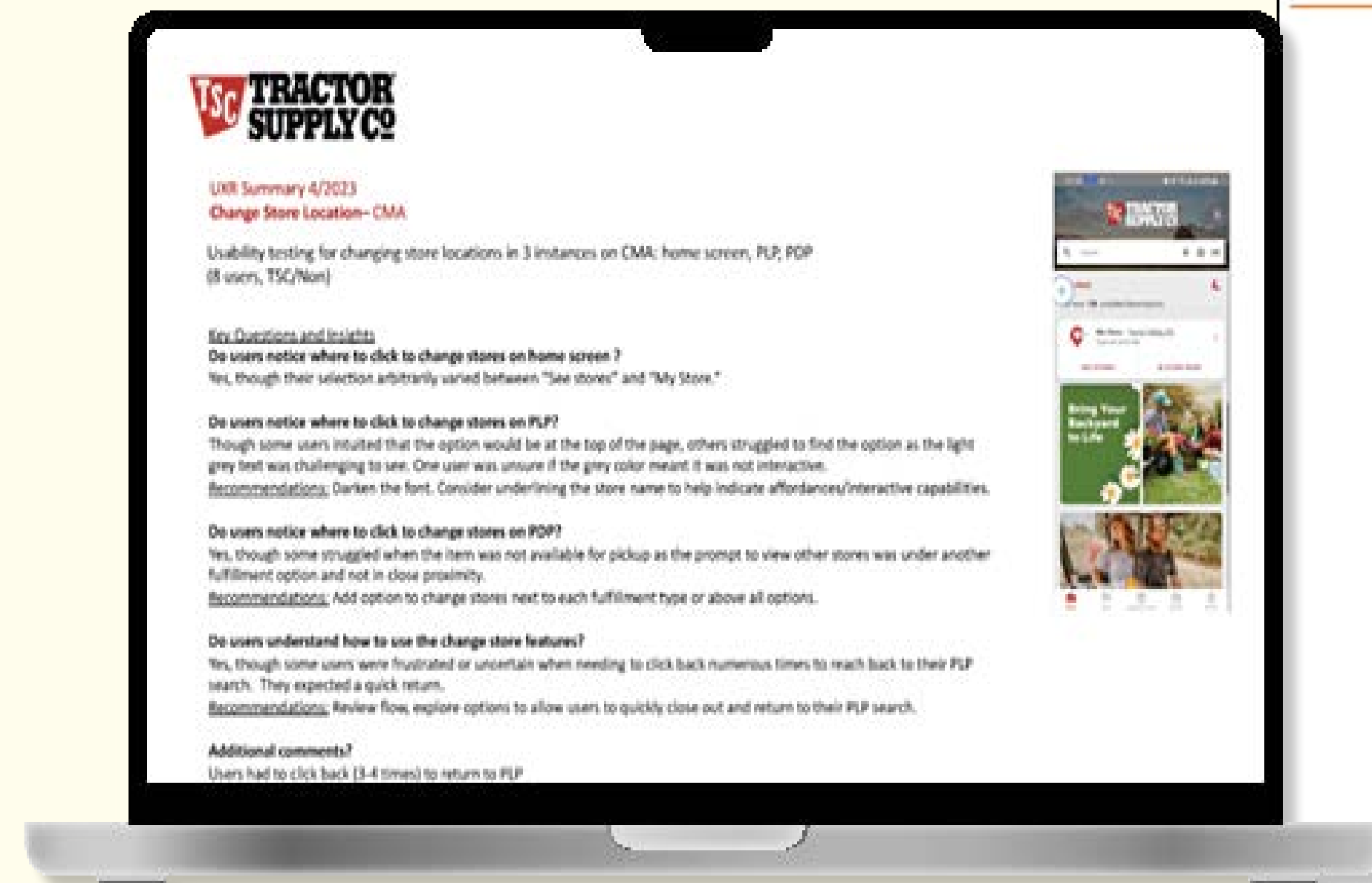
04

Prototype

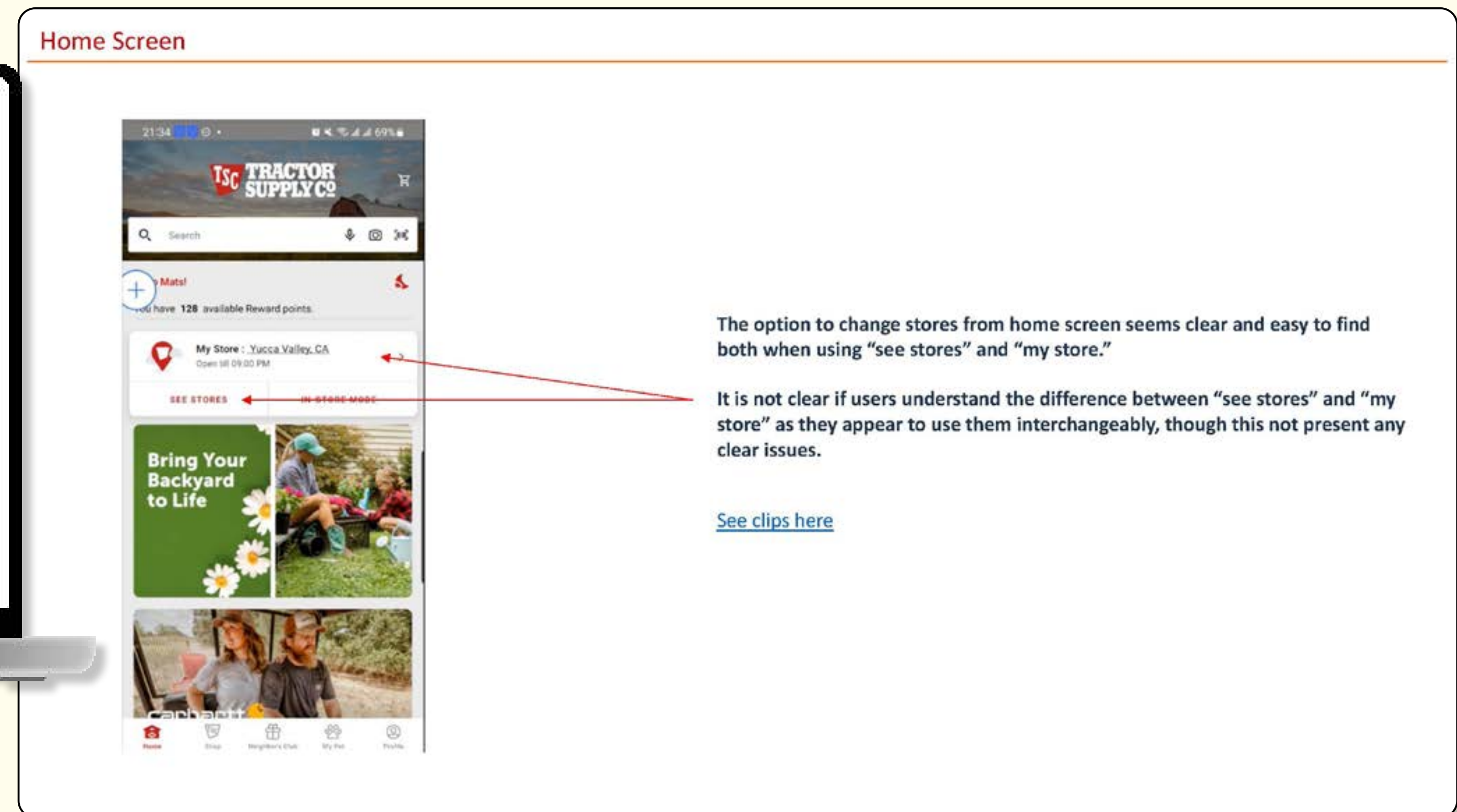
After creating requirements it was time to get our hands dirty. At this point I would develop flow charts that evolved into wire frames and then high fidelity prototypes. It is paramount that quick prototyping iterations occur. We would nimbly design and redesign in XD.



Testing



Change Location: pg 1

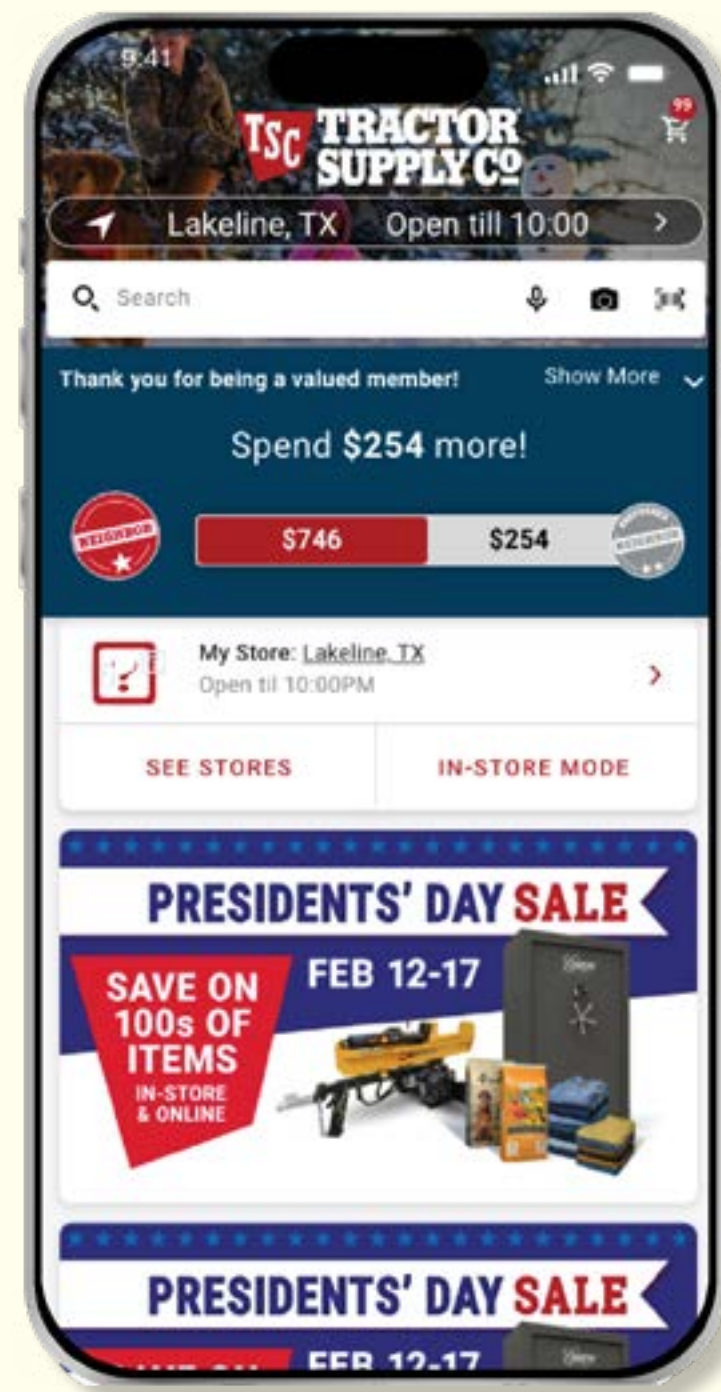


Change Location: pg 2

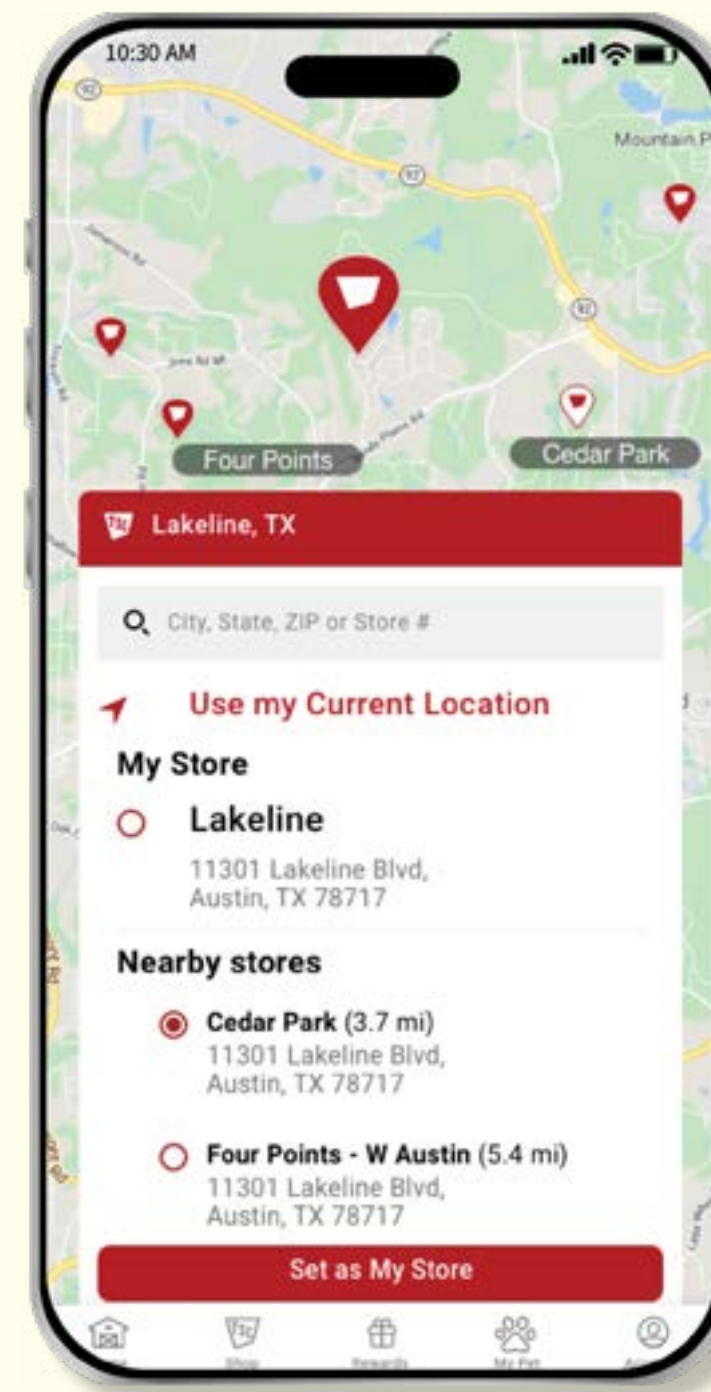
Testing for Change of Location of Application

The above show a presentation for user testing performed to evaluate usability of a change of location user pathway.

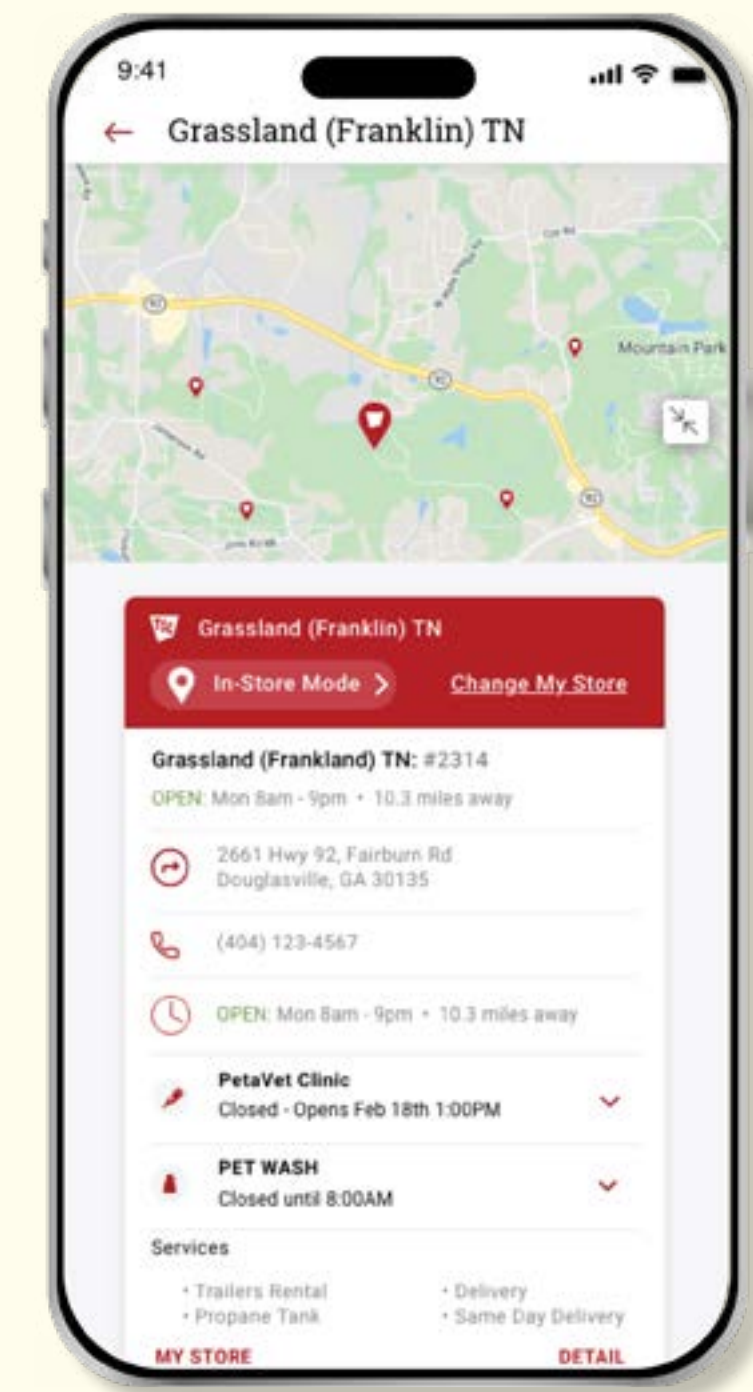
Prototypes



Home Page



Change Location



Apply Change

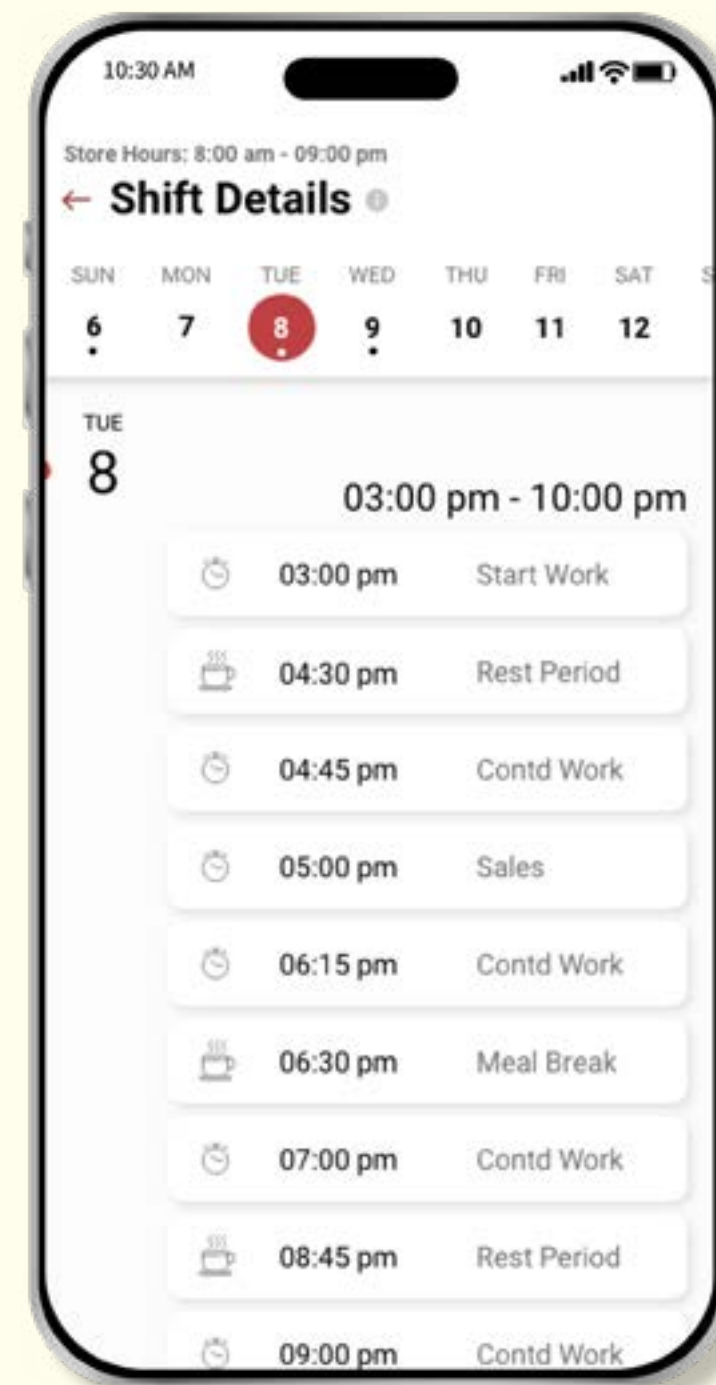
Hi-Fidelity Prototypes for Changing Default Location (Mobile App)

Changing of default store location. Users are to tap the location button and get to the Change location screen. At that point users are to either use city, zip code or store number to change default location.

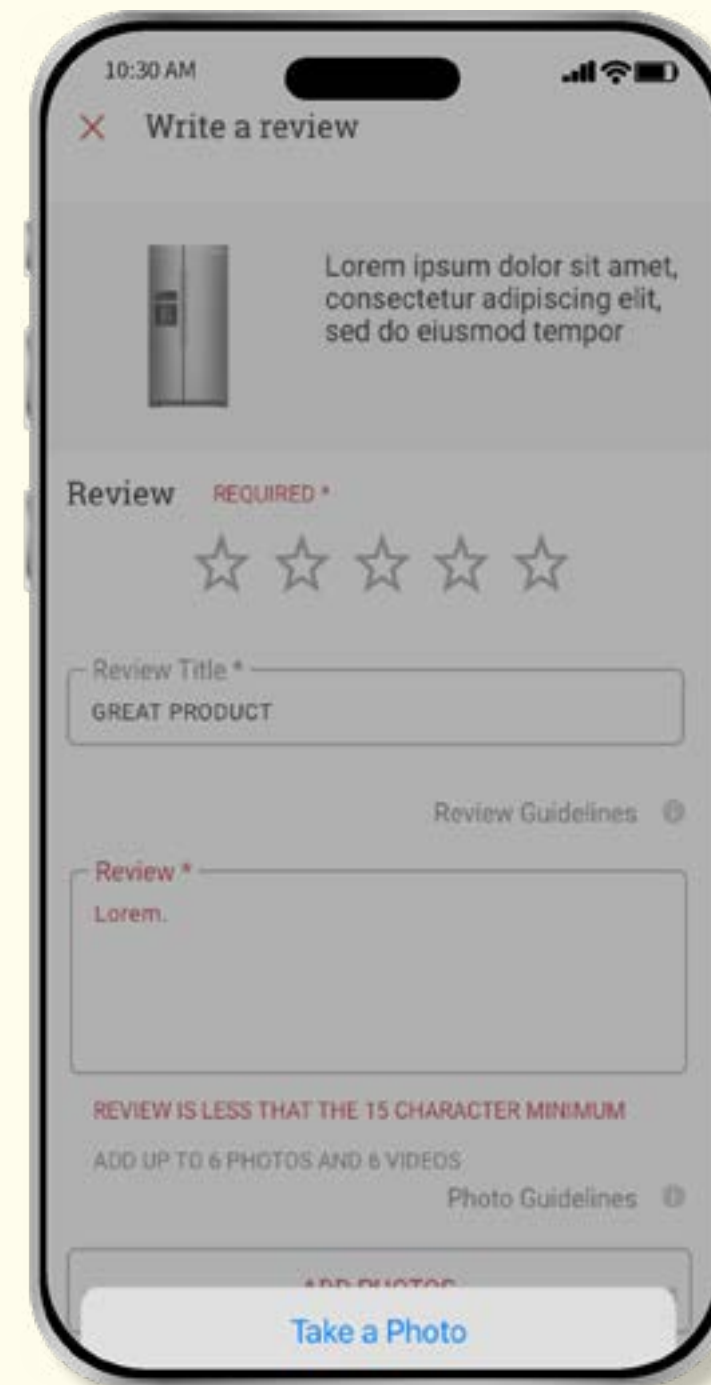
Prototypes



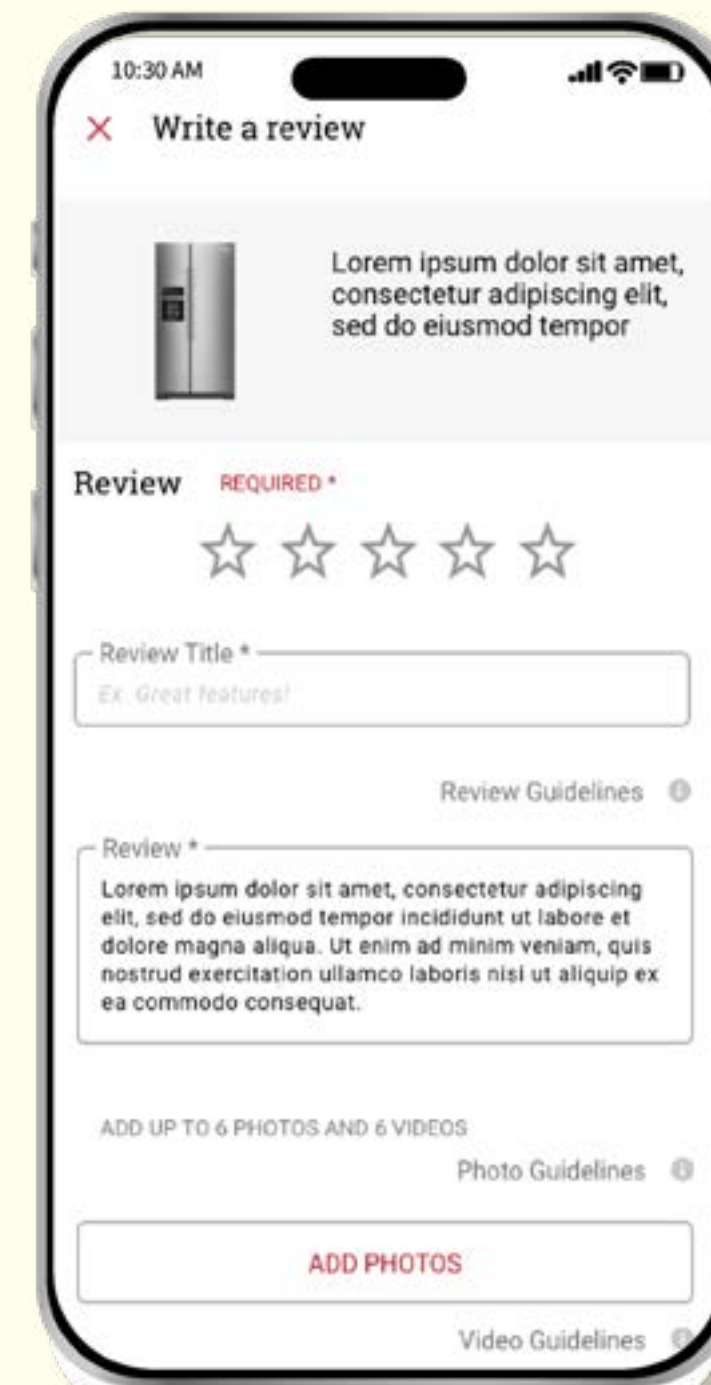
Add a Pet



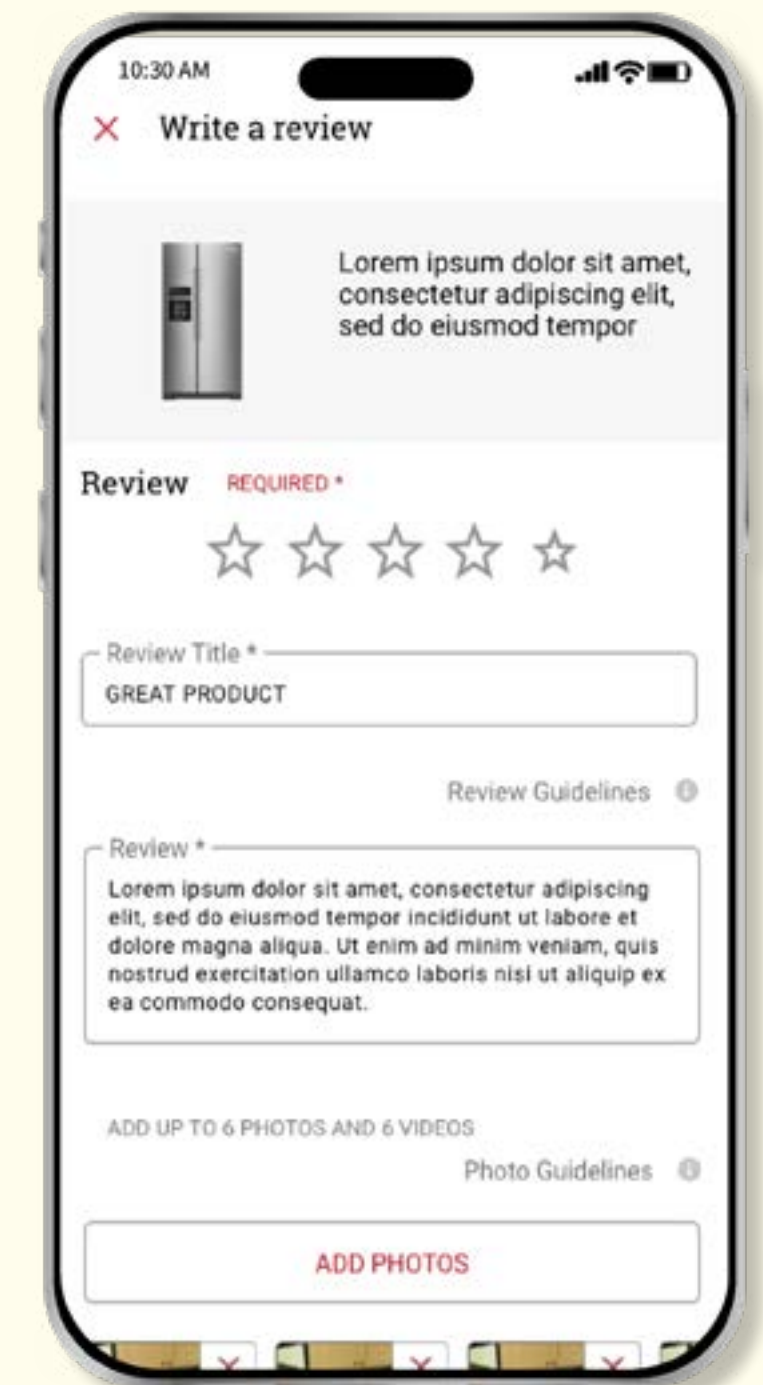
TSC & ME Shift
Details



Review: Add
Photos



Review Page



Review: Delete
Photos

Hi-Fidelity Prototypes E-Commerce Platform(Mobile App)

Some examples of application sections that I designed while on my contract with TSC.

Final Results

Development of the TSC mobile app e-commerce was executed successfully. TSC & Me was developed for internal uses successfully and a revamp of many of the original designs led to a wider user engagement and usability.

03

Case Study

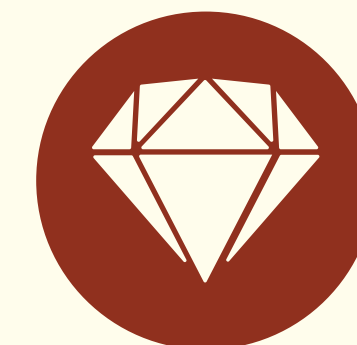
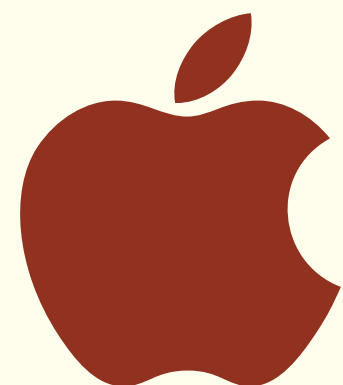
Legal App

Apple

Project Brief:

Development of multiple projects including Rover/Envoy, Archer Request, and Archer Case Management. The bulk of my work included, ideation meeting with project stakeholders, industry experts and programmers.

The primary challenge was to streamline legacy applications into more intuitive accessible user interfaces.



Design Process

01

Empathy

Research Methodology:
Focus Groups
After a task was set meetings consisted of myself and the attorneys that would utilize this application.

03

Ideation

I accomplished this through rigorous brainstorming sessions in person on whiteboards and Teams video conferencing. I believe in the “10 why questions” approach where we drill down to the why of the product in a series of why questions.

05

Test

I worked with the product managers to develop product questionnaires for A/B testers. Further testing was done on users through interviews and app mockups.

02

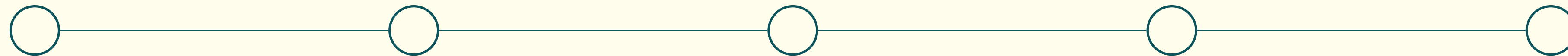
Define

Discussions would revolve around the current application pain points and extraction of application requirements.

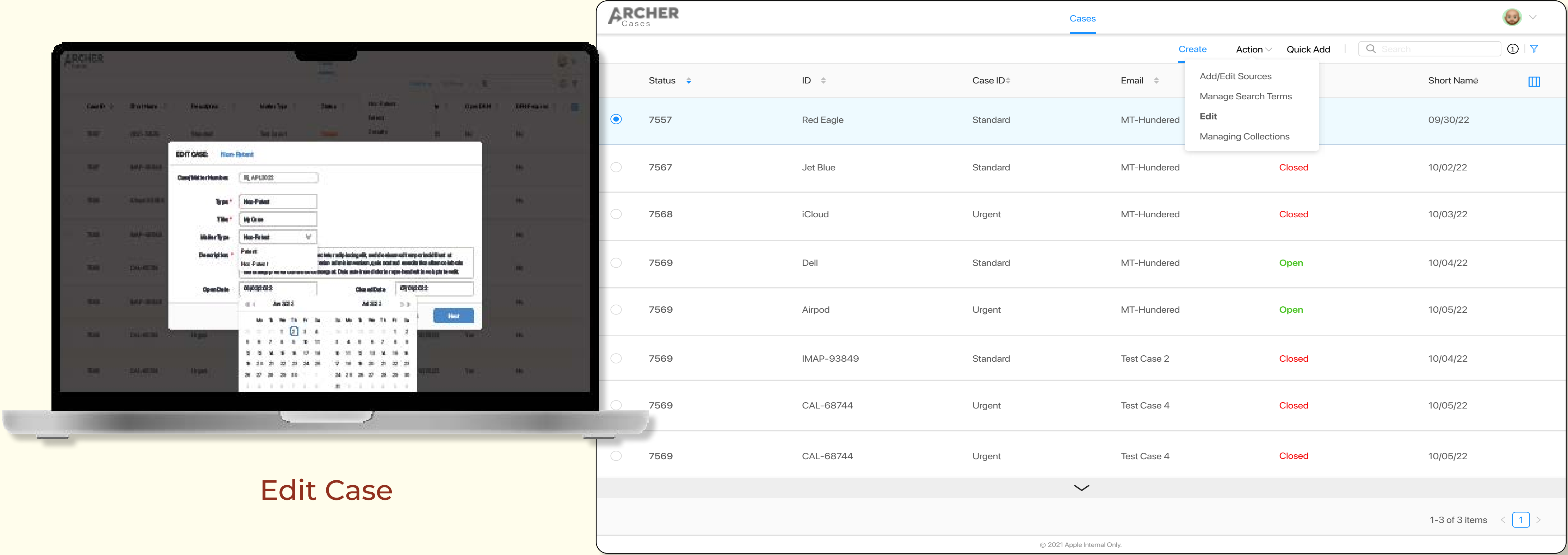
04

Prototype

After developing requirements I would create the wire frames and then eventually high fidelity prototypes. Prototypes were vetted during daily meeting with other UX/UI designers and then finalized with the project manager.



Archer Prototypes



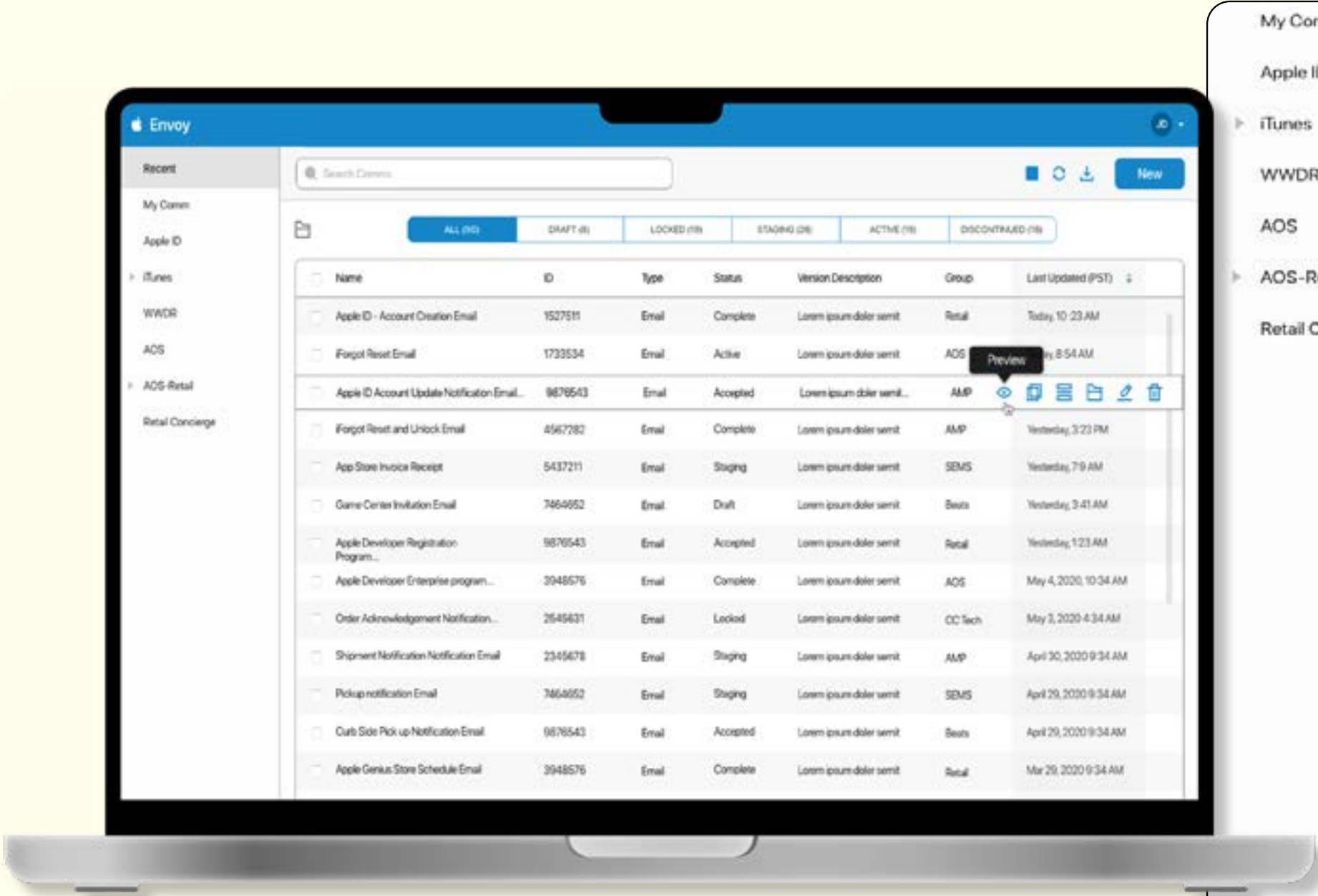
Edit Case

Home Screen

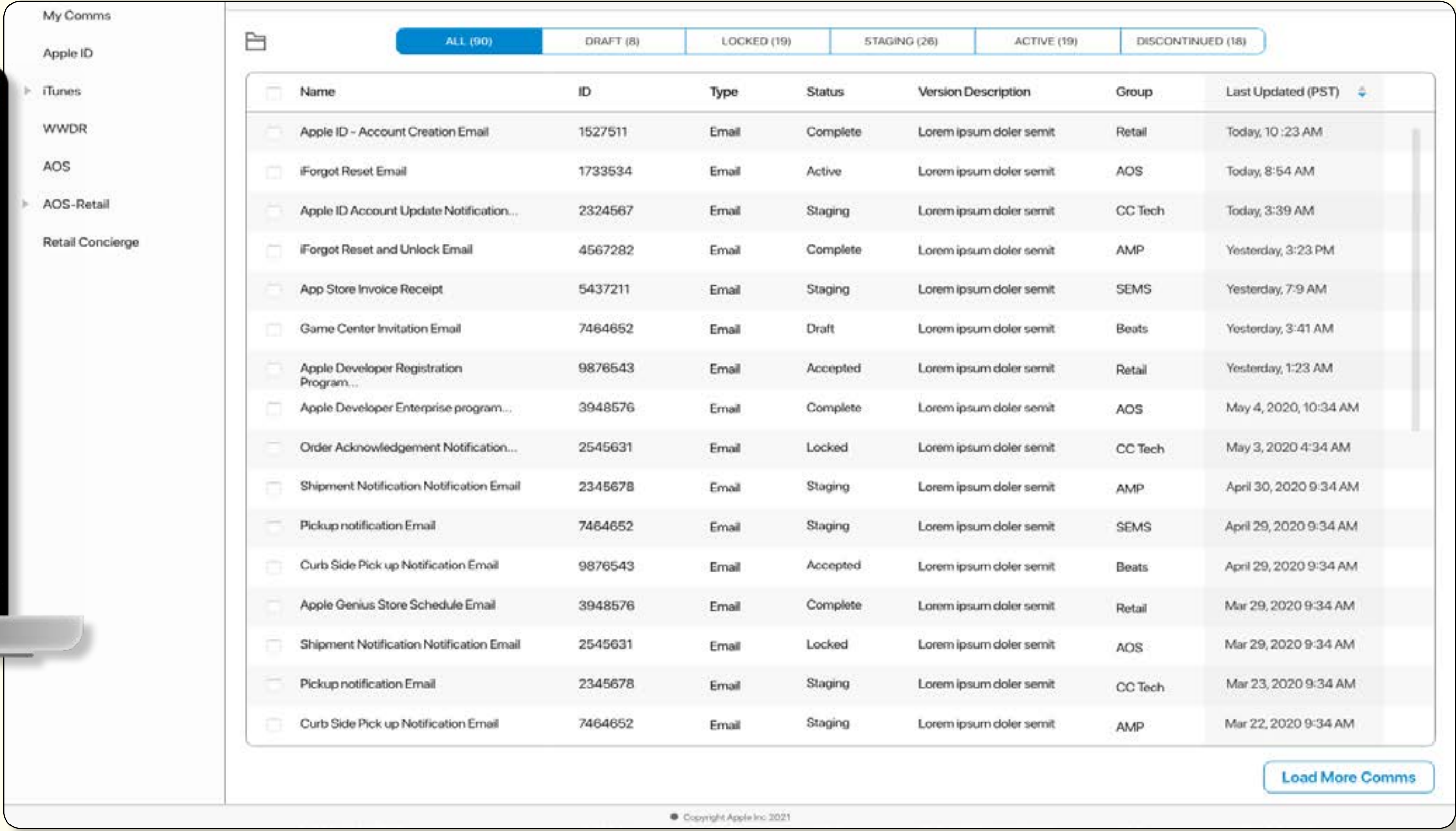
Hi-Fidelity Prototypes

The above depicts the Archer Case Management Screens

Envoy Prototypes



Preview Screen



Home Screen

Hi-Fidelity Prototypes

The above depicts the Envoy IT Report Screens

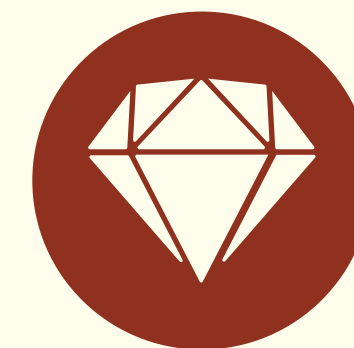
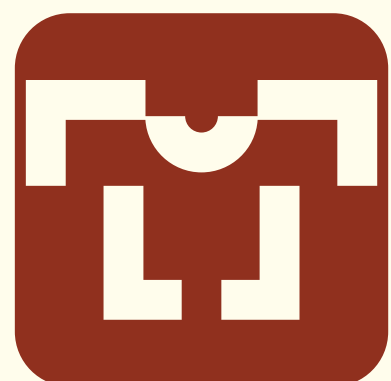
04 Case Study Digital Garment App

ClothingTech

Project Brief:

Direction of UX/UI for CT 3D digital twin application, website, mobile app and virtual fitting room. Oversaw the total user-centric design process as well as the development of design language, style guide, day-to-day graphics development and design accessibility.

A clothing industry disruptive product revolutionizing the design, development, creation and manufacturing of fully digital garments.



Design Process

01

Empathy

Research Methodology

Focus Groups - End users, industry experts and stakeholders.

- Decide on the range of topics you would cover
- Pretest questions
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05

Test

I worked with the product managers to develop product questionnaires for A/B testers. We documented bugs and product improvements to discuss in the sprint reviews and hand off to the programmers.

02

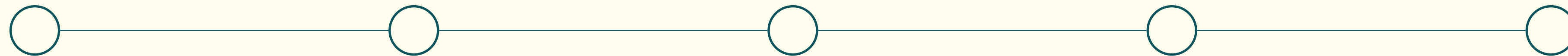
Define

Utilizing research, we ultimately identified the problems associated with industry pain points. I lead sprint reviews that included sales, programmers product managers, and stakeholders. Most important was a safe non-judgemental environment of collaboration.

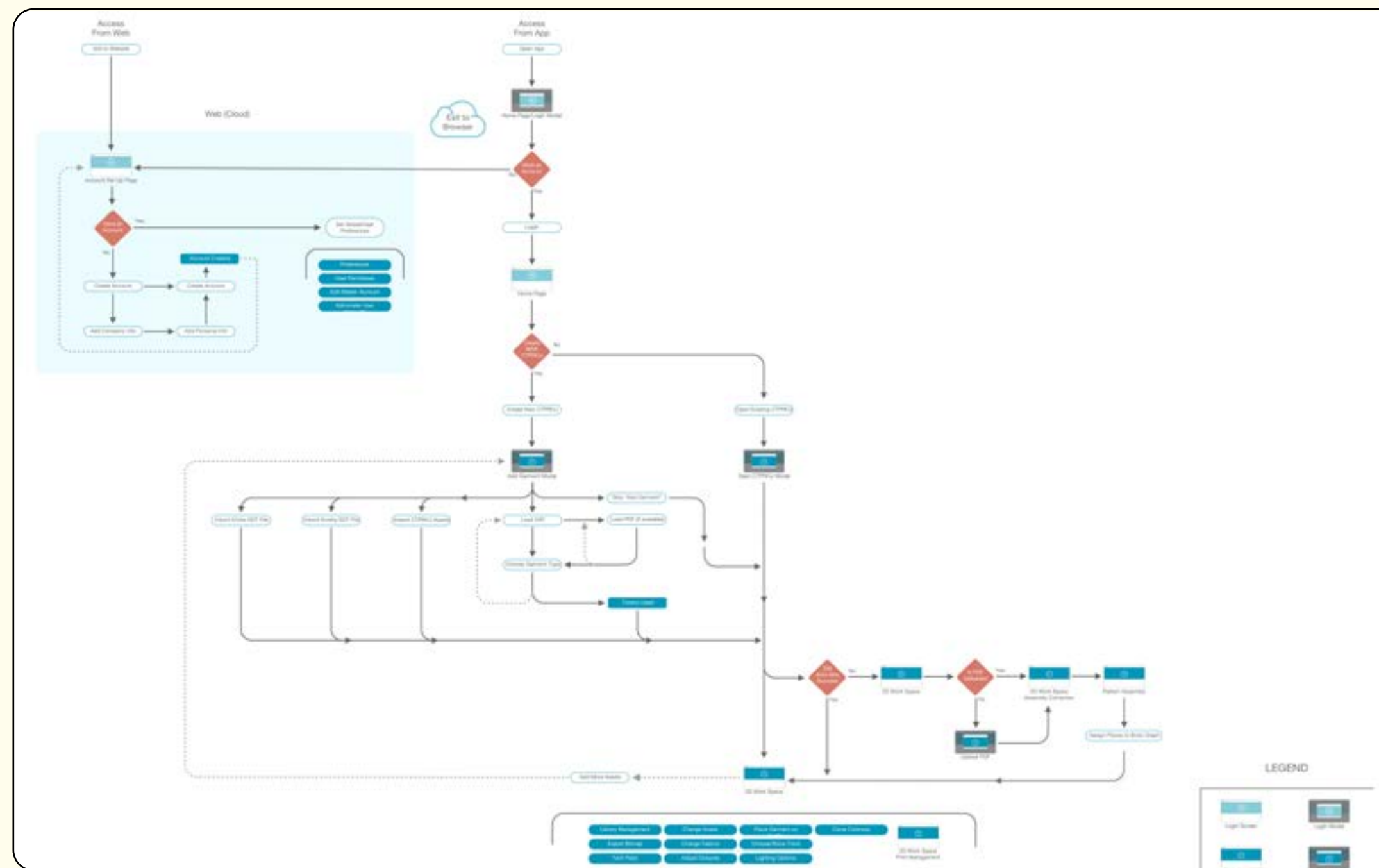
04

Prototype

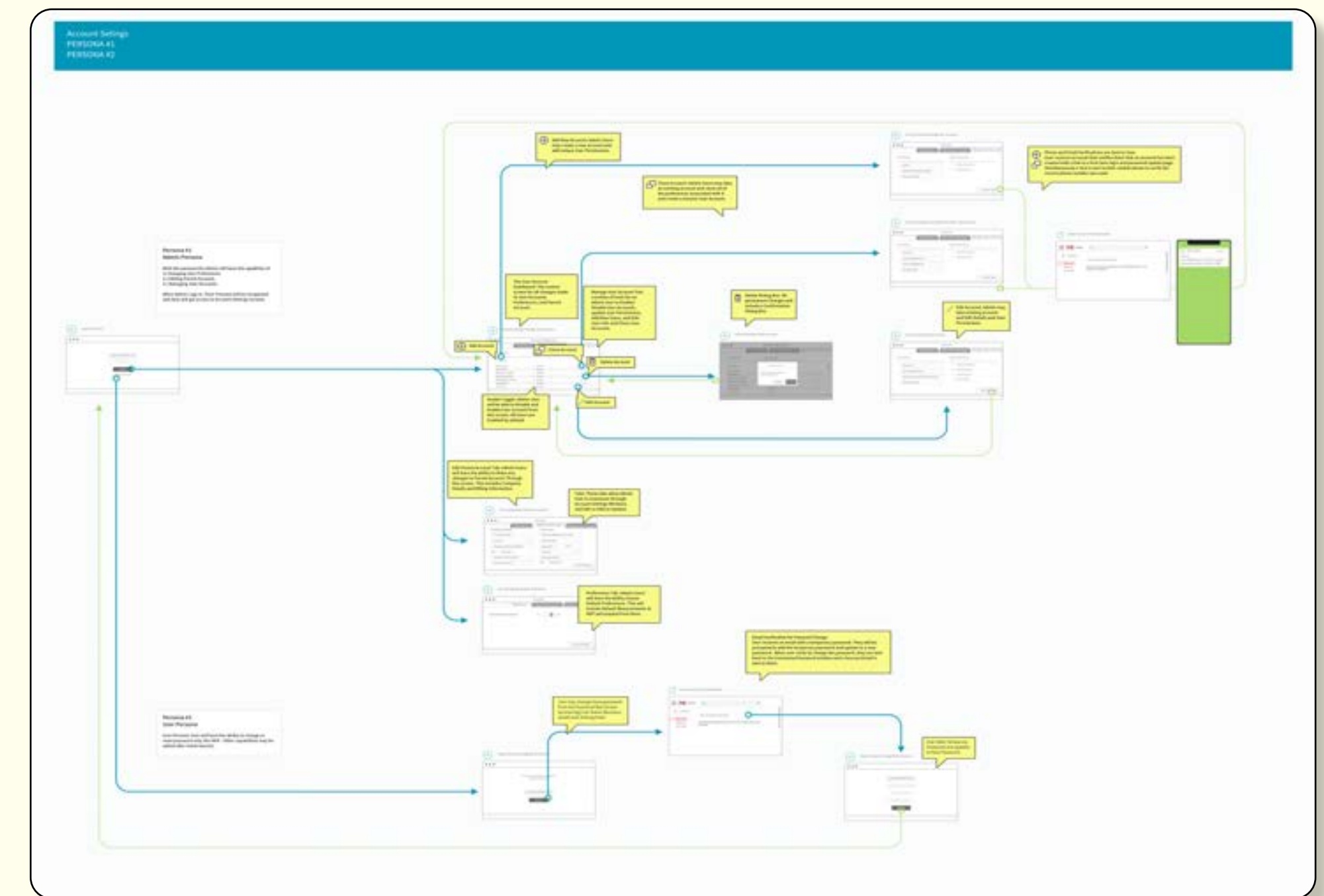
After creating requirements it was time to get our hands dirty. At this point I would develop flow charts that evolved into wire frames and then high fidelity prototypes. It is paramount that quick prototyping iterations occur. We would nimbly design and redesign in Sketch.



Flow Charts



Application Flow Chart

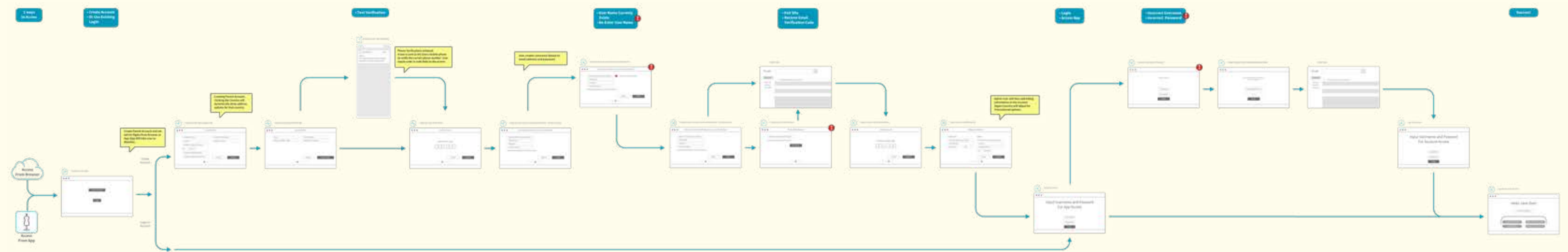


Account Setting Flow Chart

Flow Charts

Requirements are extracted from sprints and develop flow charts along with the product managers.

Wireframes

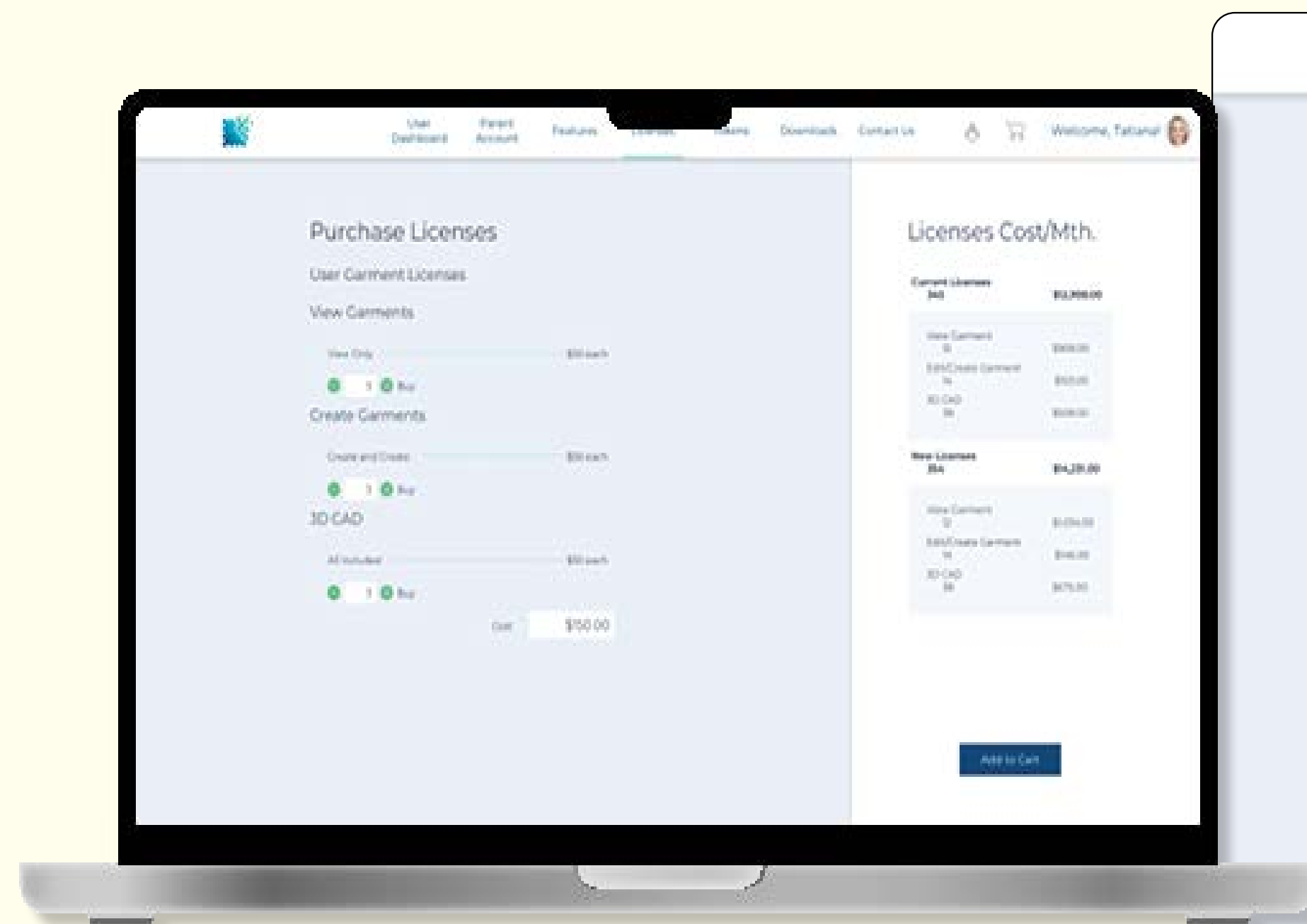


Current Industry Workflow

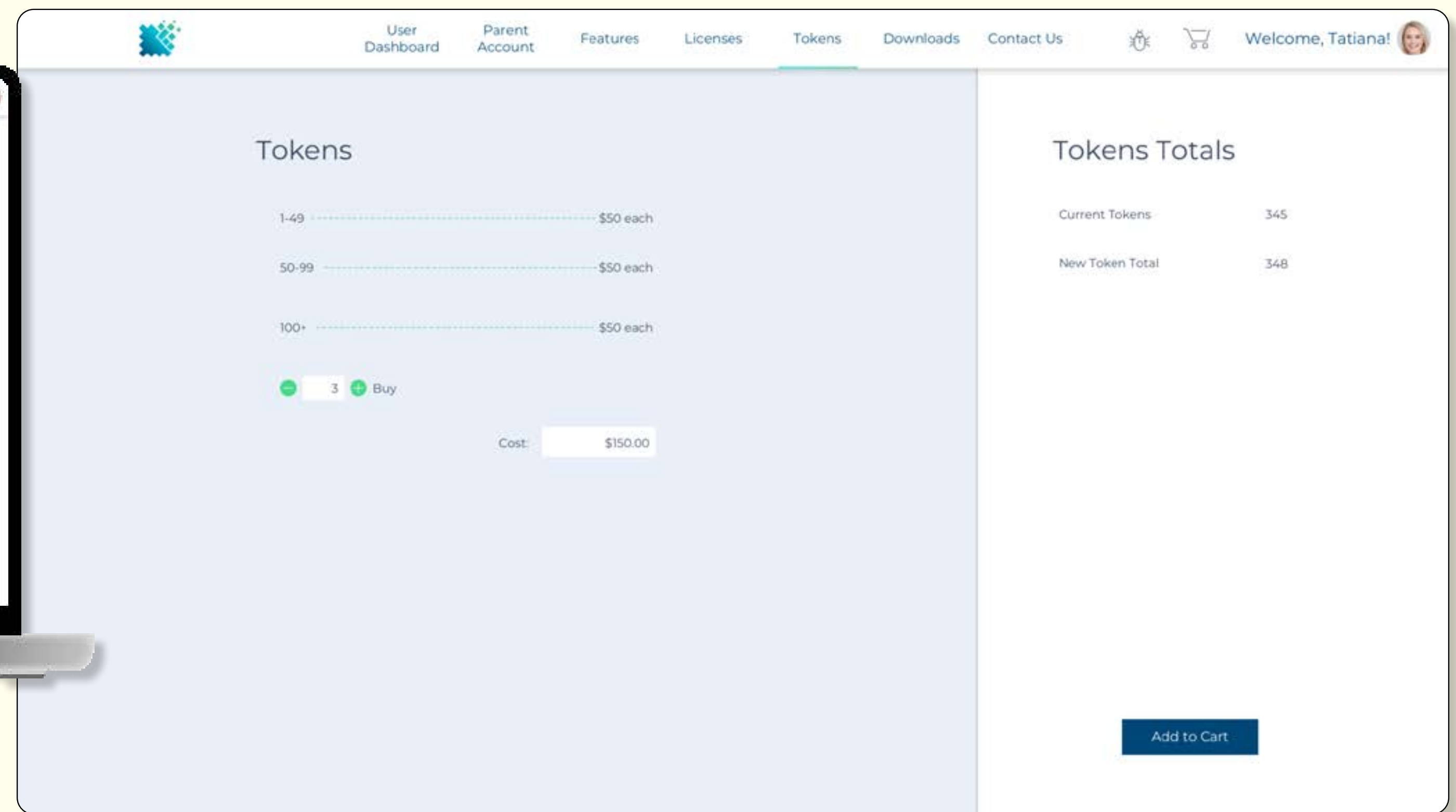
Wireframes

After back and forth brainstorming sessions and multiple quick iterations, I would develop the wireframes that would take the product to the next level of detail.

Prototypes



E-Commerce - Licenses

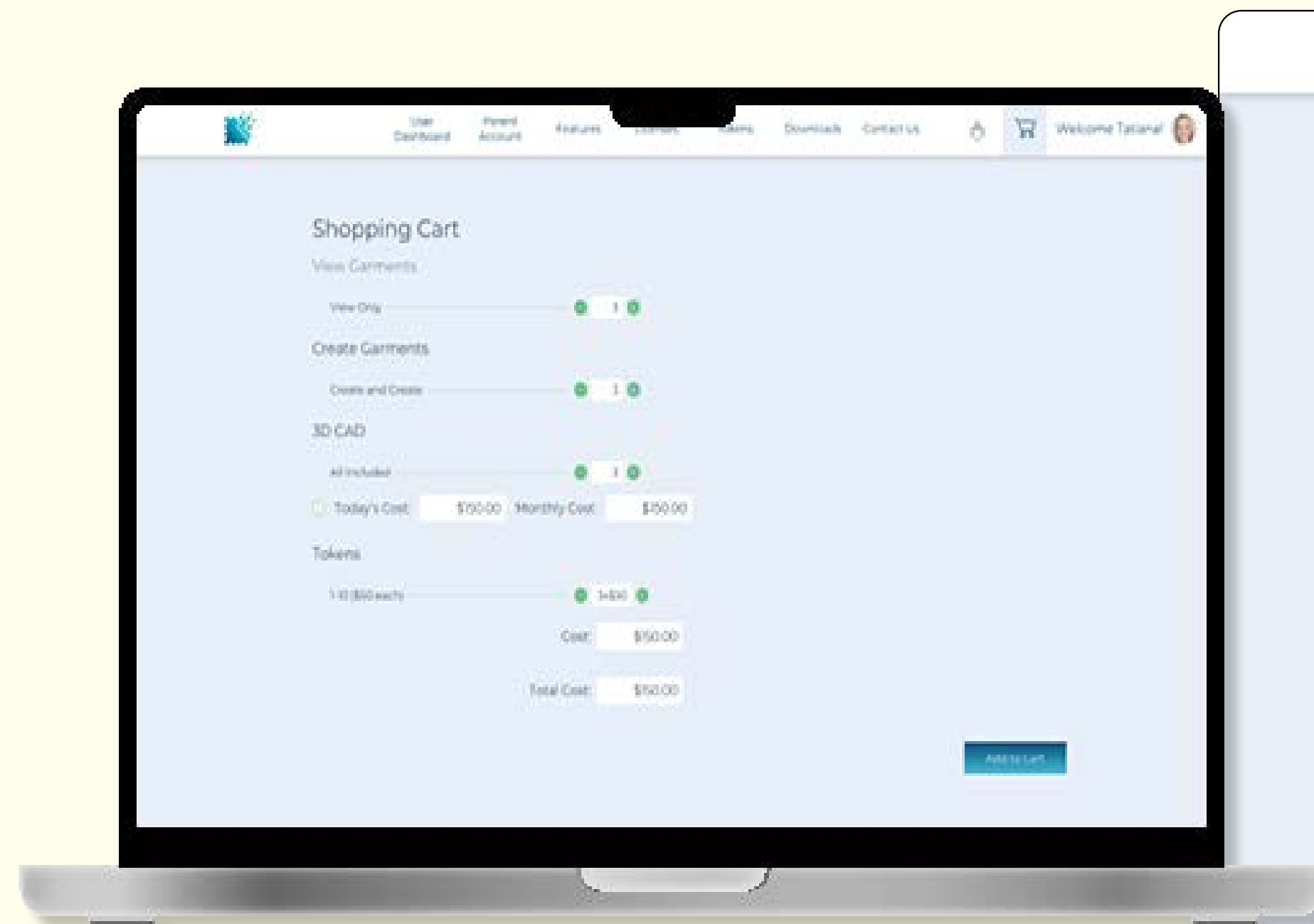


E-Commerce - Adding Tokens

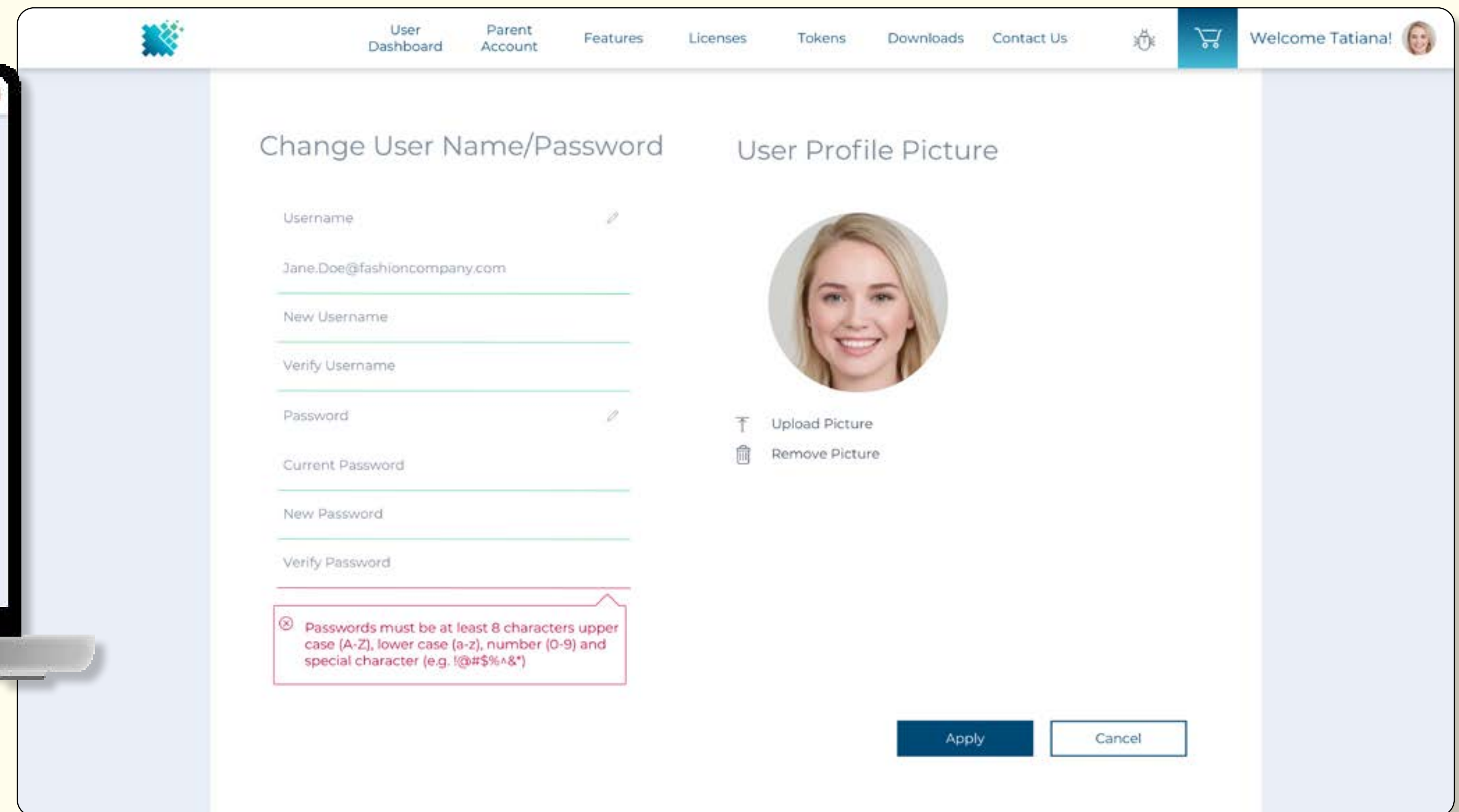
Hi-Fidelity Prototypes (User Account Creation)

Using various tools such as Figma, Axure RP XD and Sketch I would create the hi-fidelity prototypes.

Prototypes



E-Commerce - Shopping Cart

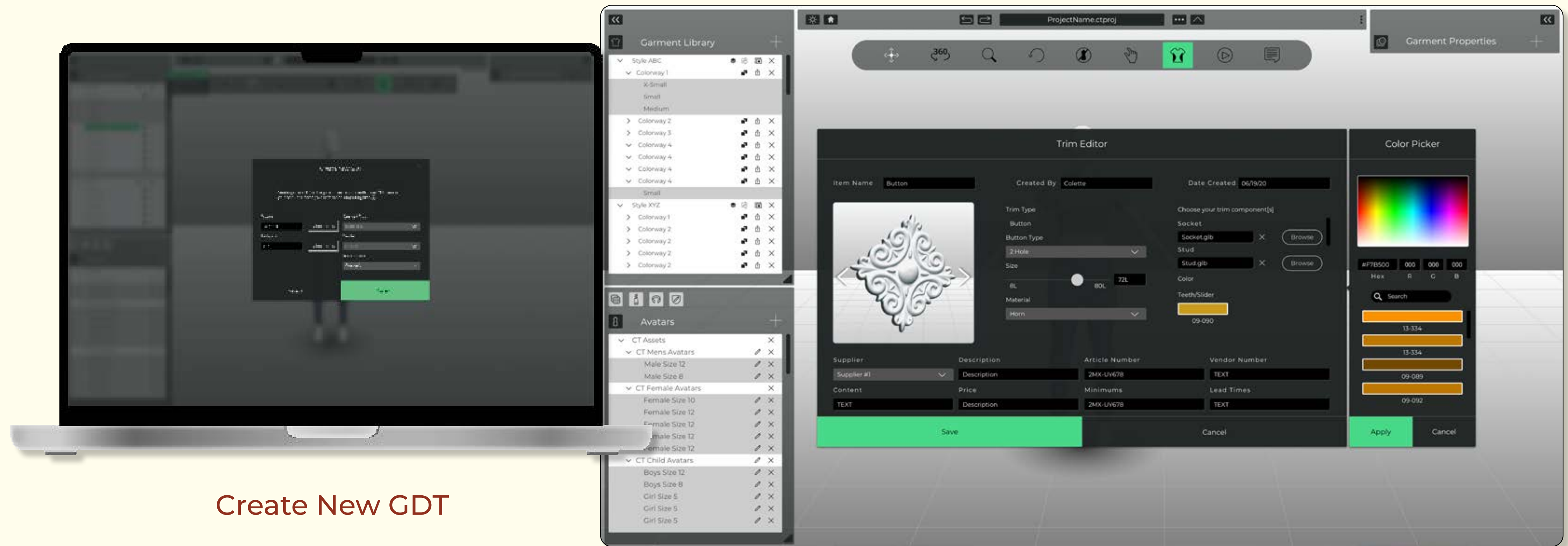


Add User Profile Photo

Hi-Fidelity Prototypes (User Account Creation)

The above depicts the User Account Creation pages.

Prototypes



Create New GDT

Trim Editor

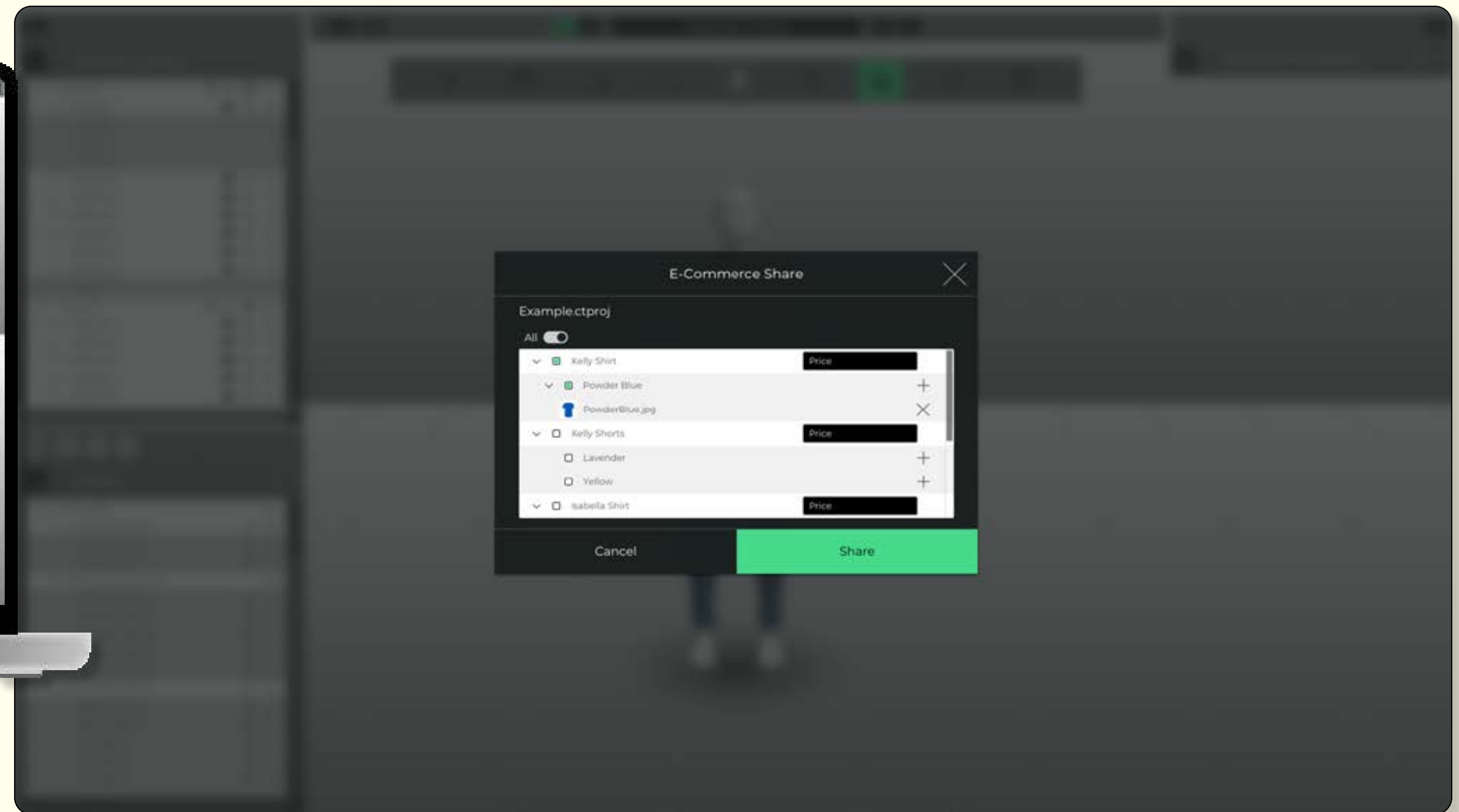
Hi-Fidelity Prototypes (GDT Application)

Hi-fidelity prototypes were created for the Clothing Tech Application, the Virtual Fitting Room (VFR) interface and the VFR mobile application.

Prototypes



Sign In

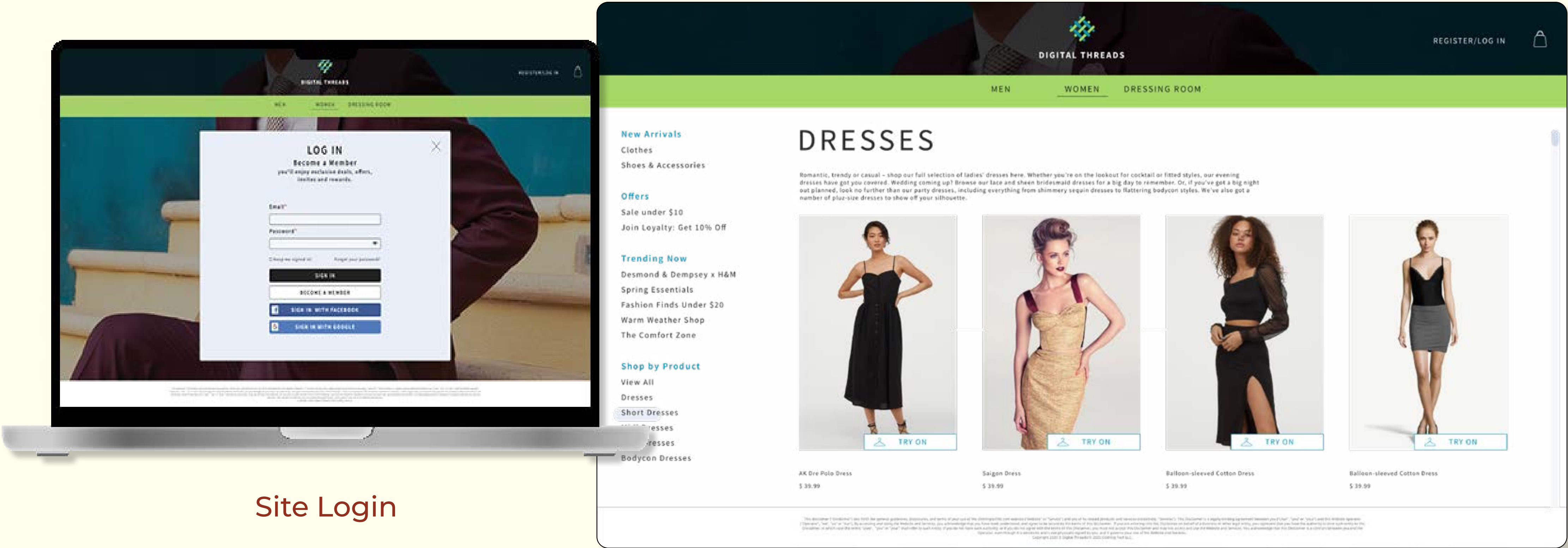


E-Commerce - Share

Hi-Fidelity Prototypes (GDT Application)

The above depicts the trim and color picker for the GDT Application.

Prototypes



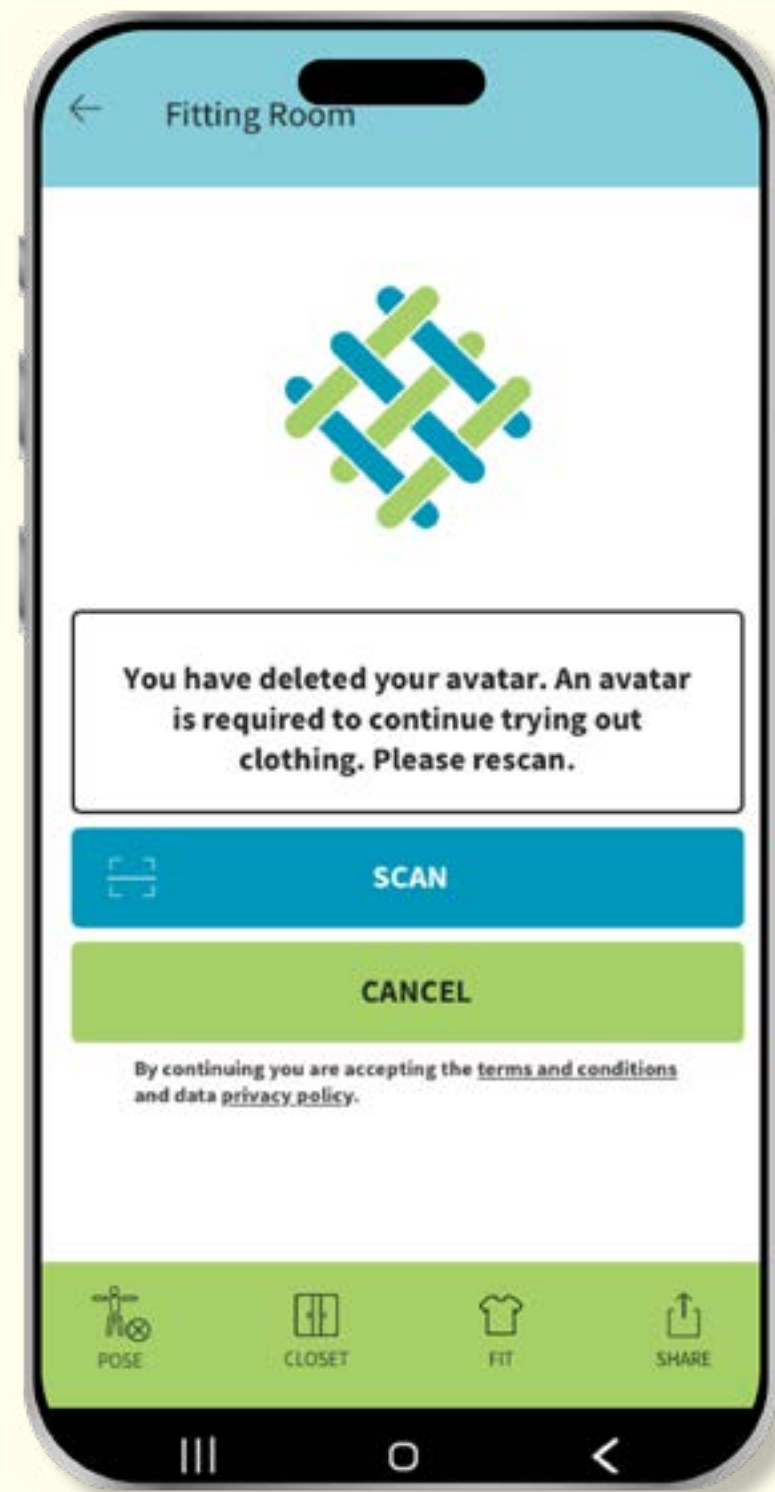
Site Login

Choose Dress

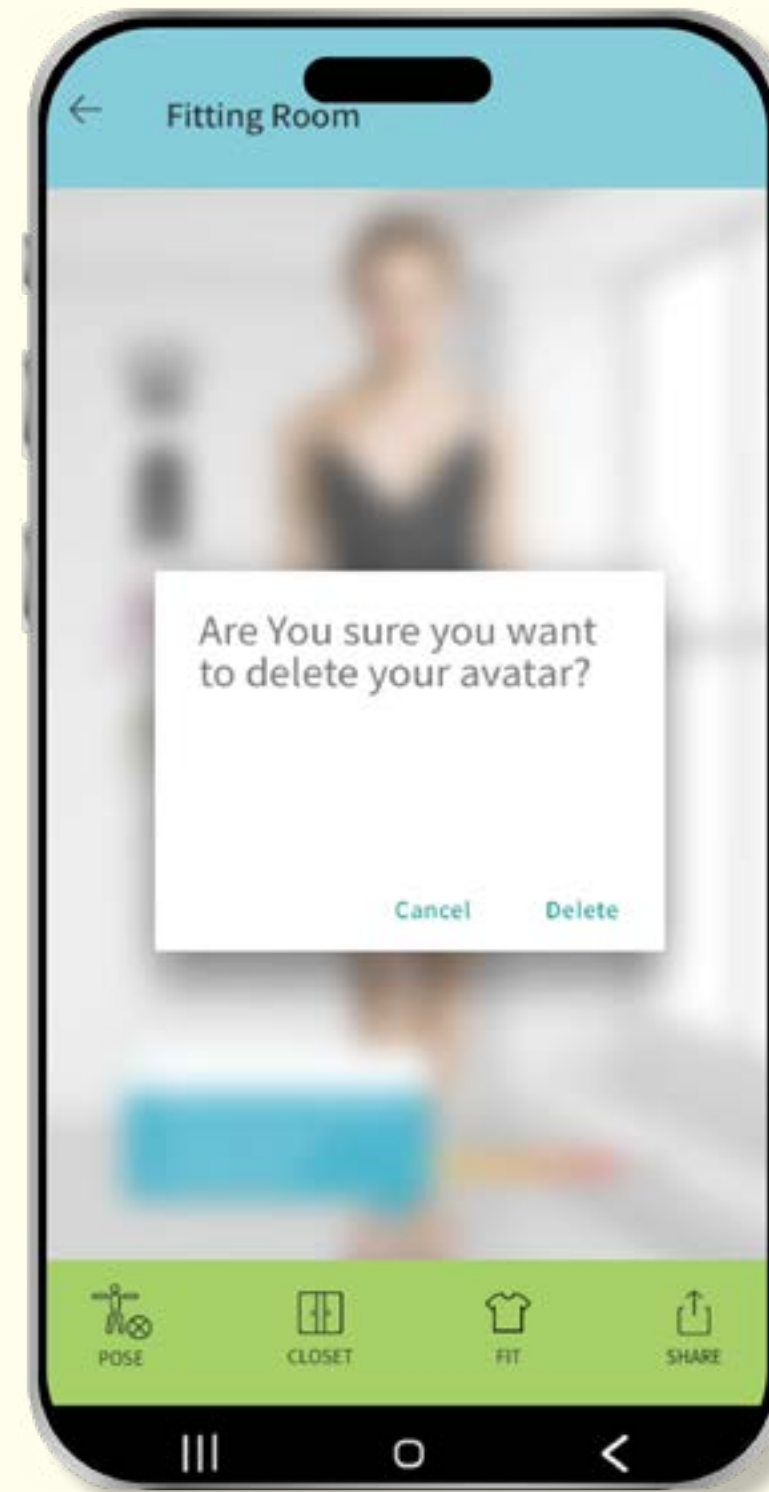
Hi-Fidelity Prototypes (Shopping Application)

The above depicts the ClothingTech e-commerce site.

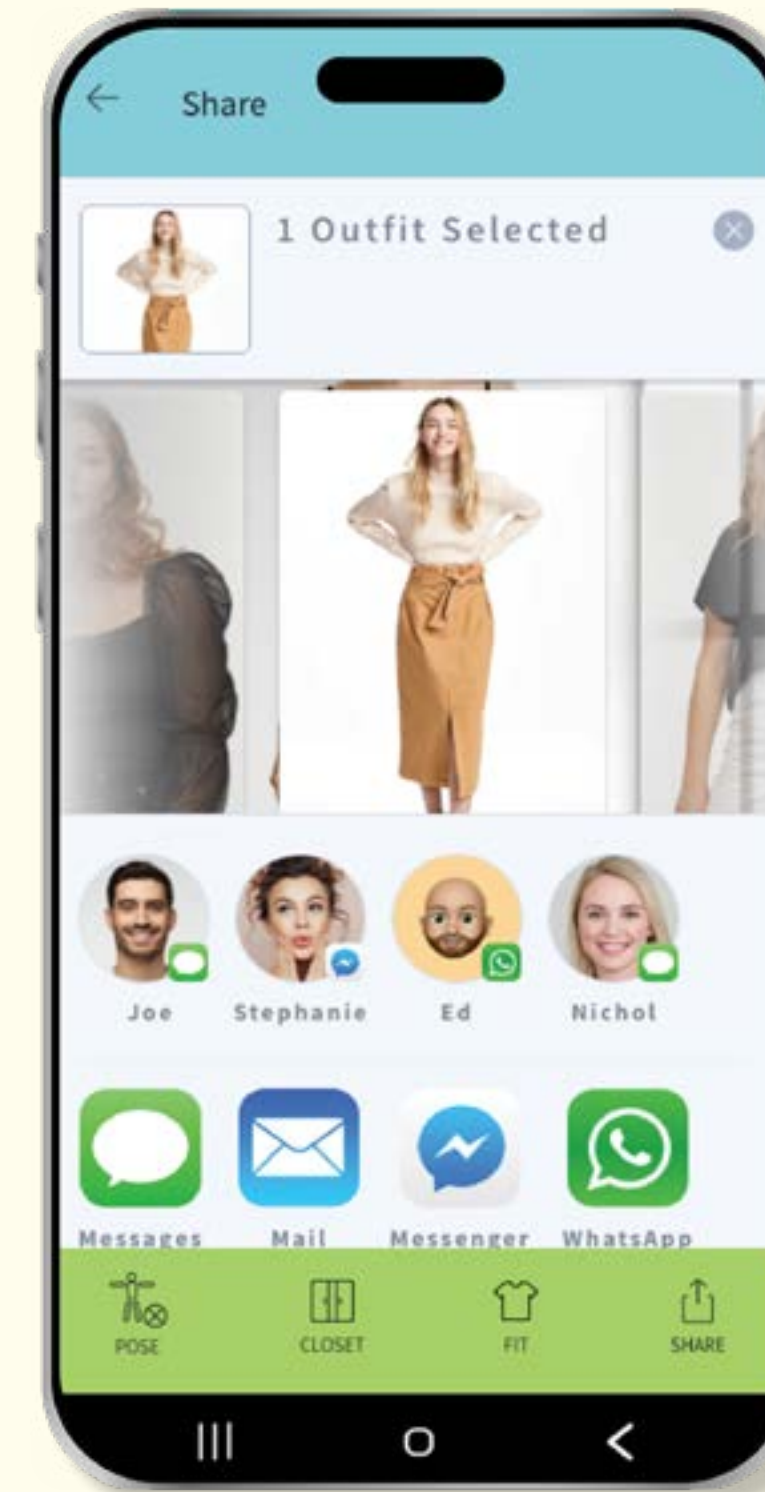
Prototypes



Delete Avatar



Delete Avatar



Share Outfit

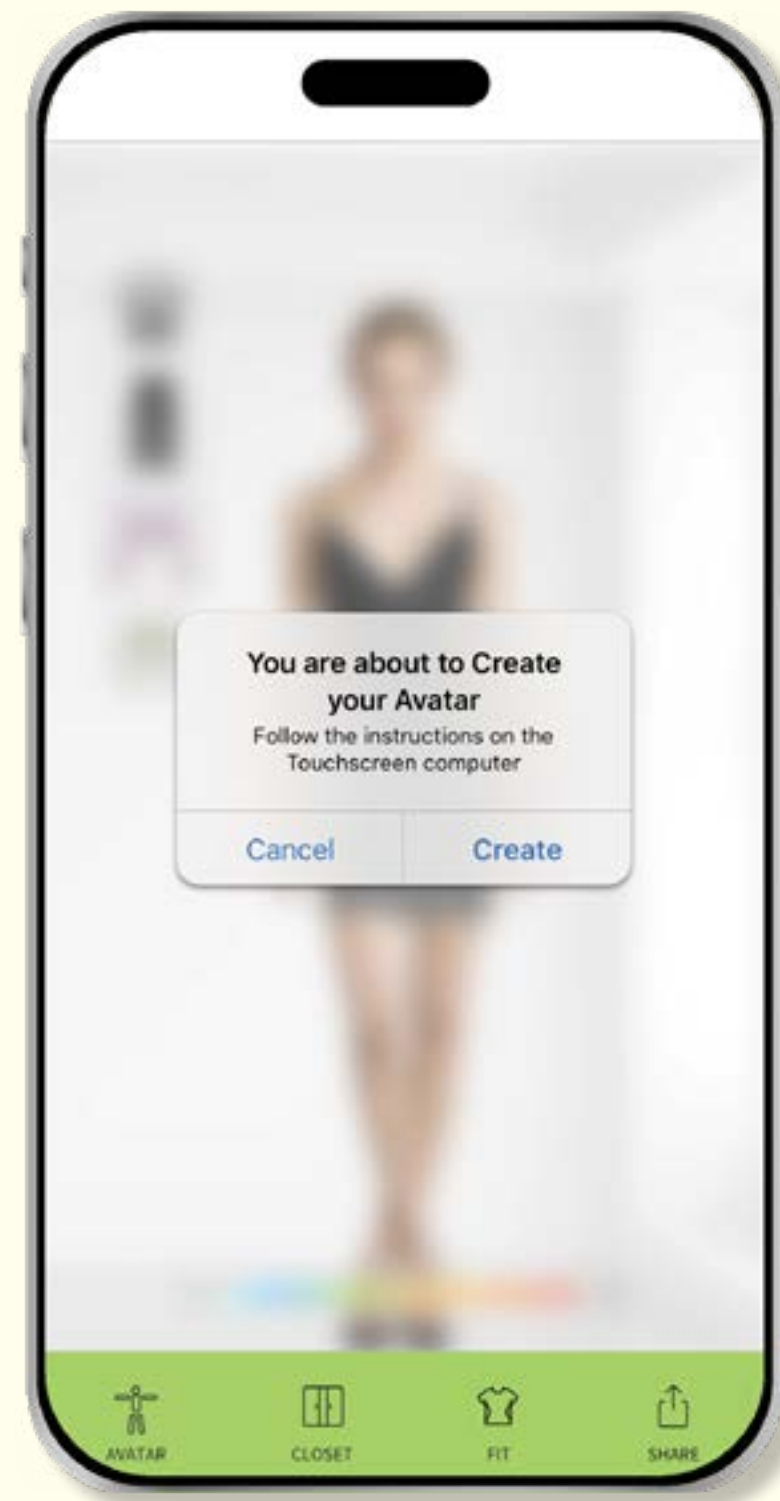


Turn On Location

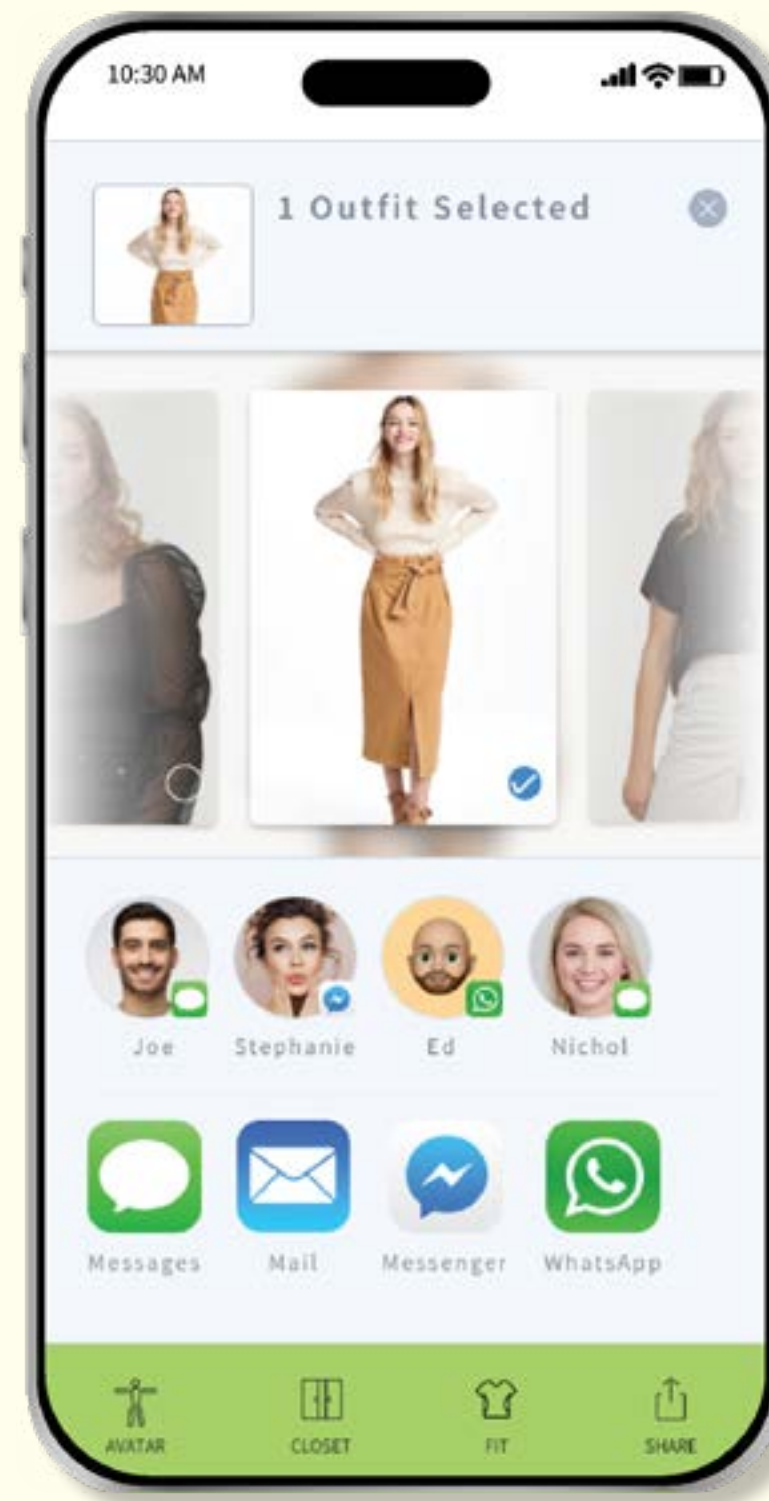
Hi-Fidelity Prototypes E-Commerce Platform(Mobile App)

End users launch application, choose avatar, and place garments on avatar to share and purchase. This is a center piece of ClothingTech meant to increase retailer revenue.

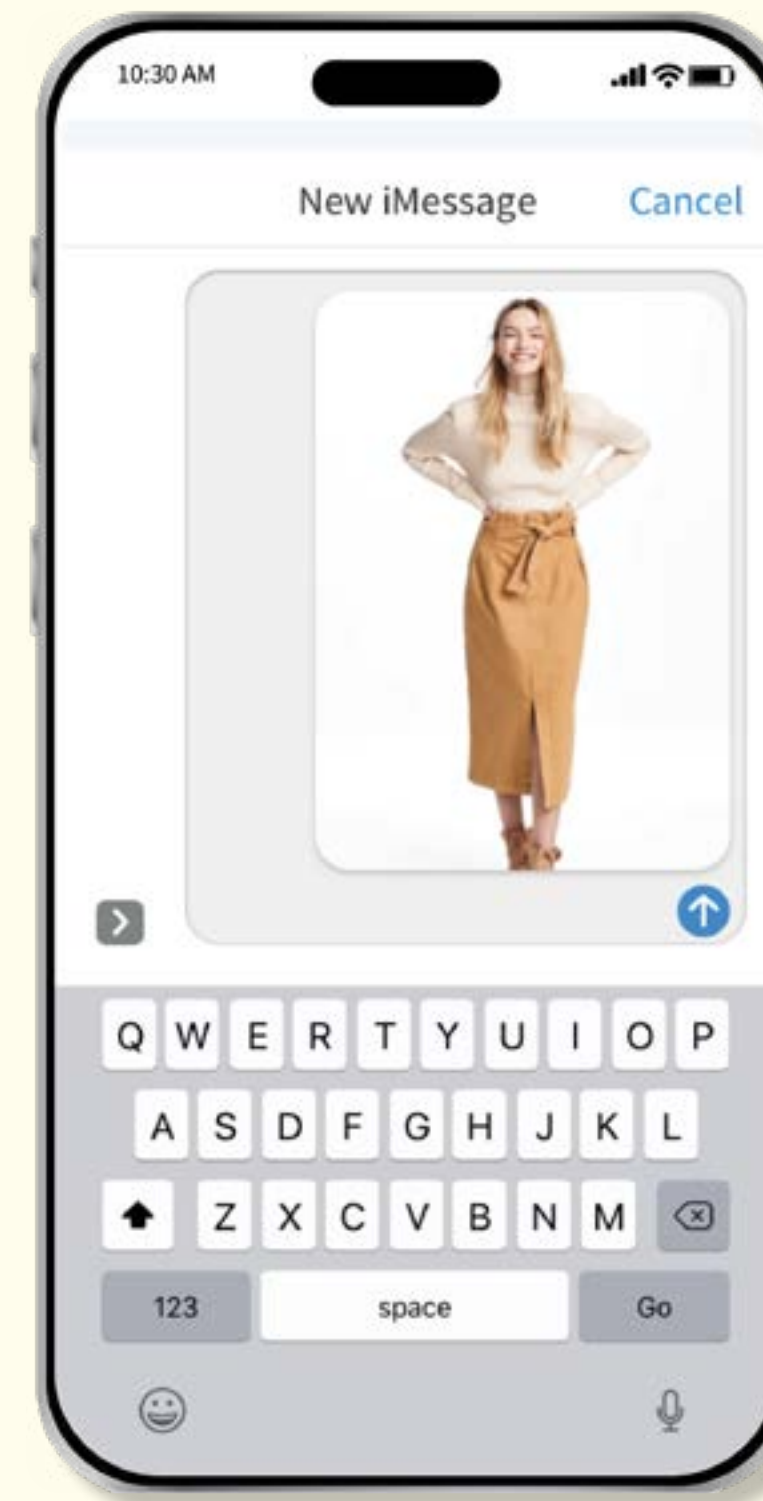
Prototypes



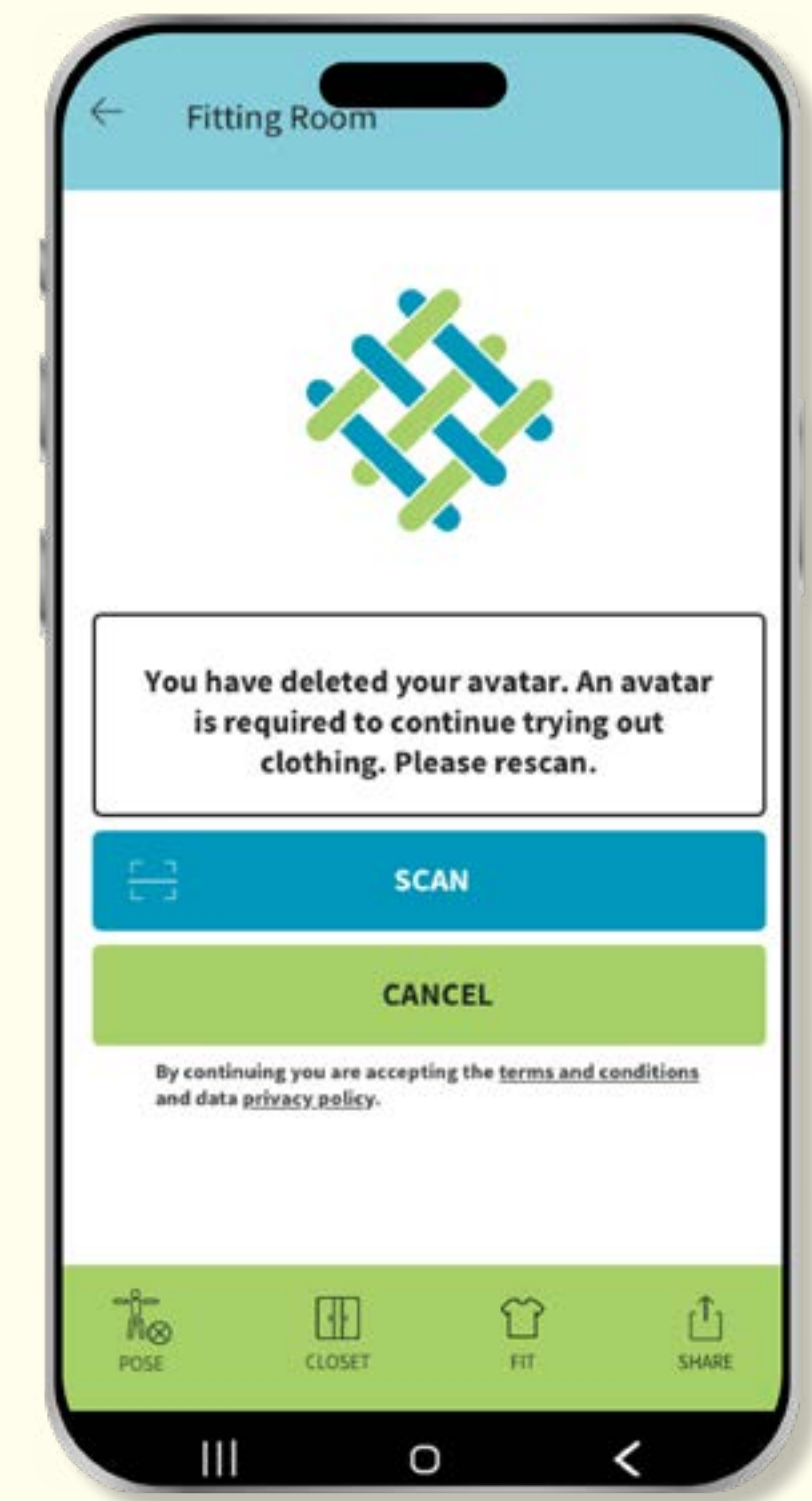
Create Avatar



Share Avatar



Share Avatar

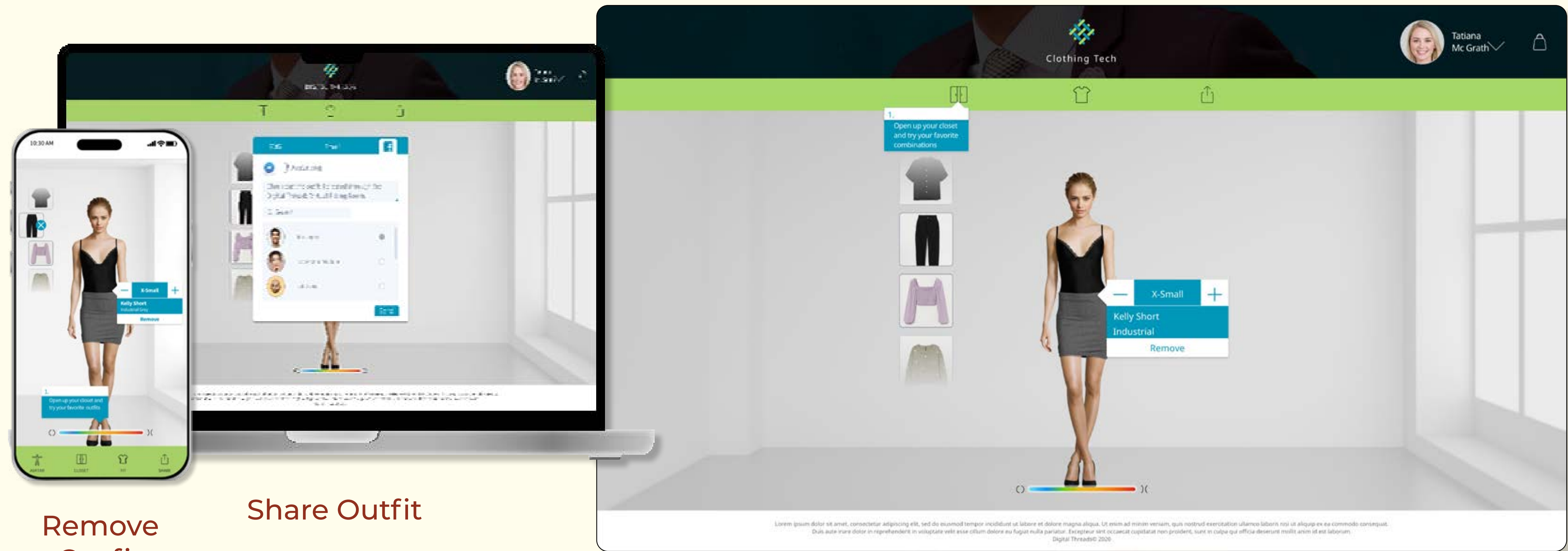


Manage

Hi-Fidelity Prototypes (Mobile App Virtual Fitting Room iOS)

The above depicts the Virtual Fitting Room iOS.

Prototypes



Remove
Outfit

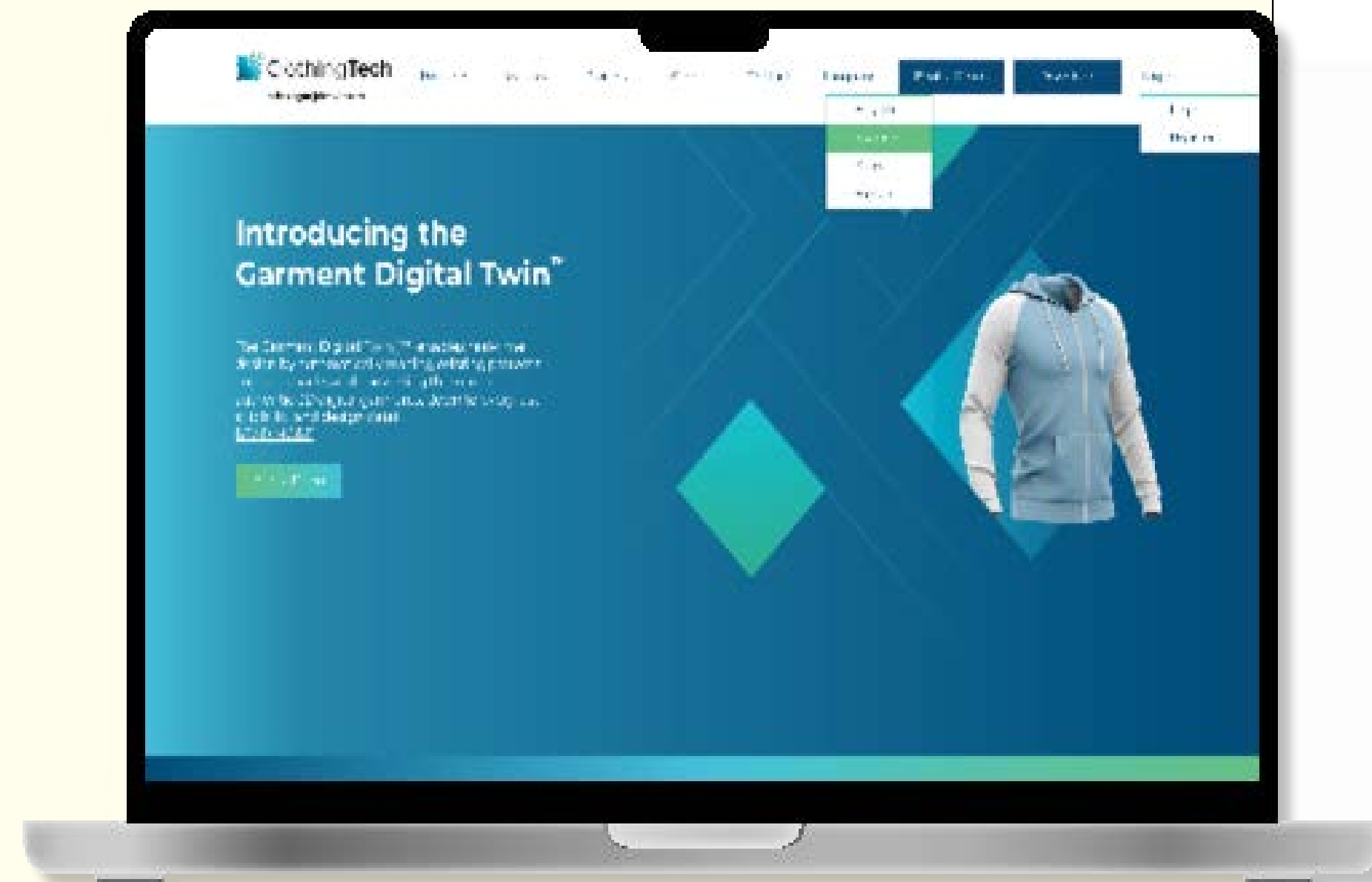
Share Outfit

Virtual Fitting Room Stage

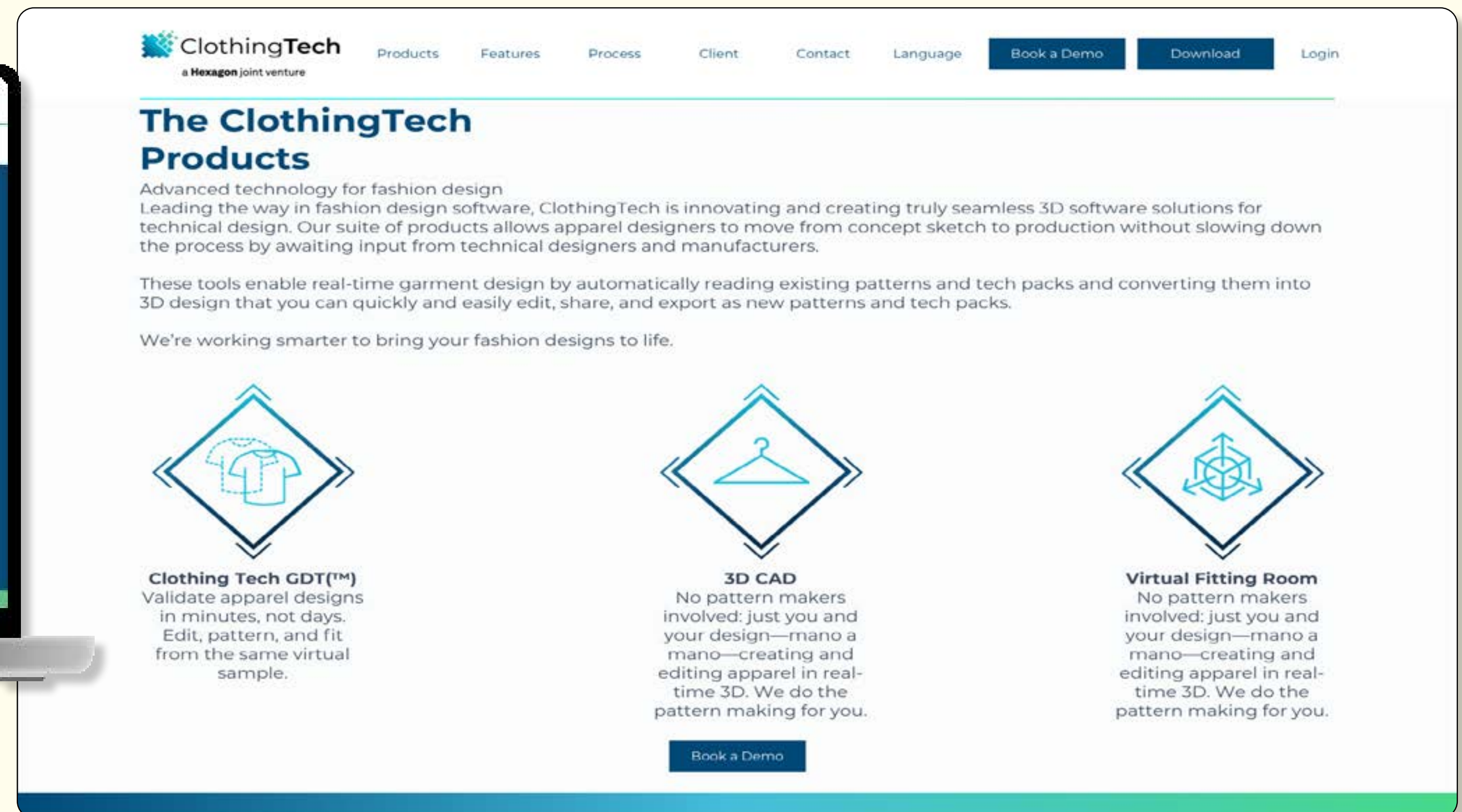
Hi-Fidelity Prototypes (Virtual Fitting Room Desktop Version)

The above depicts the Virtual Fitting Room web site.

Web Site



Landing Page



The ClothingTech Products

Hi-Fidelity Prototypes (WebSite)

The above depicts the web site design.

Final Results

This was the first time I led a project of this magnitude encompassing mobile, desktop, and cloud based applications. Although end user research was at limeted we inerviewed industry expert, industry partners and stakeholder to identify user mental models. While I was sometimes overwhelmed initially, I learned to trust my teammates, my years of expertise and that daily stand up meetings and research mined data were key to the project's success. Clothing tech is currently operting without a UX/UI developer and is attempting to finalize the application for sales.

05 Case Study

Corporate Sales App

Dell

Project Brief:

Development of A3 B2B application in tandem with the team lead, liaison and senior UX/UI developer. Interviewed associates, developed high-fidelity prototypes, and preformed product testing.

A sales and training B2B product for Dell computers that provided the sales and support team an easily referenced application to document, research and perform sales in a more efficient manner.

The A3 system provided unique challenges as it would have to become a one stop repository of all the tools a sales and support member might need.



Design Process

01

Empathy

Research Methodology

User Interviews with sales and support agents to create a mental model of user interactions with current sales systems.

03

Ideation

Brainstorm sessions were held multiple times a day. We extracted each members experience to create the most important features and user pathways.

05

Test

I worked with the product managers to develop product questionnaires for A/B testers. We documented bugs and product improvements to discuss in the sprint reviews and hand off to the programmers.

02

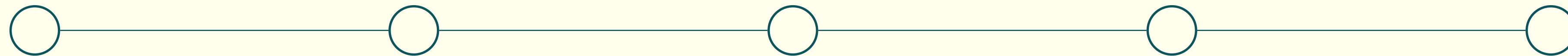
Define

With End user research in hand, we ascertained that the sales team was using multiple inefficient platforms to accomplish sales and training tasks. We deduced that all the current tasks could be performed by using a single application while saving time and effort.

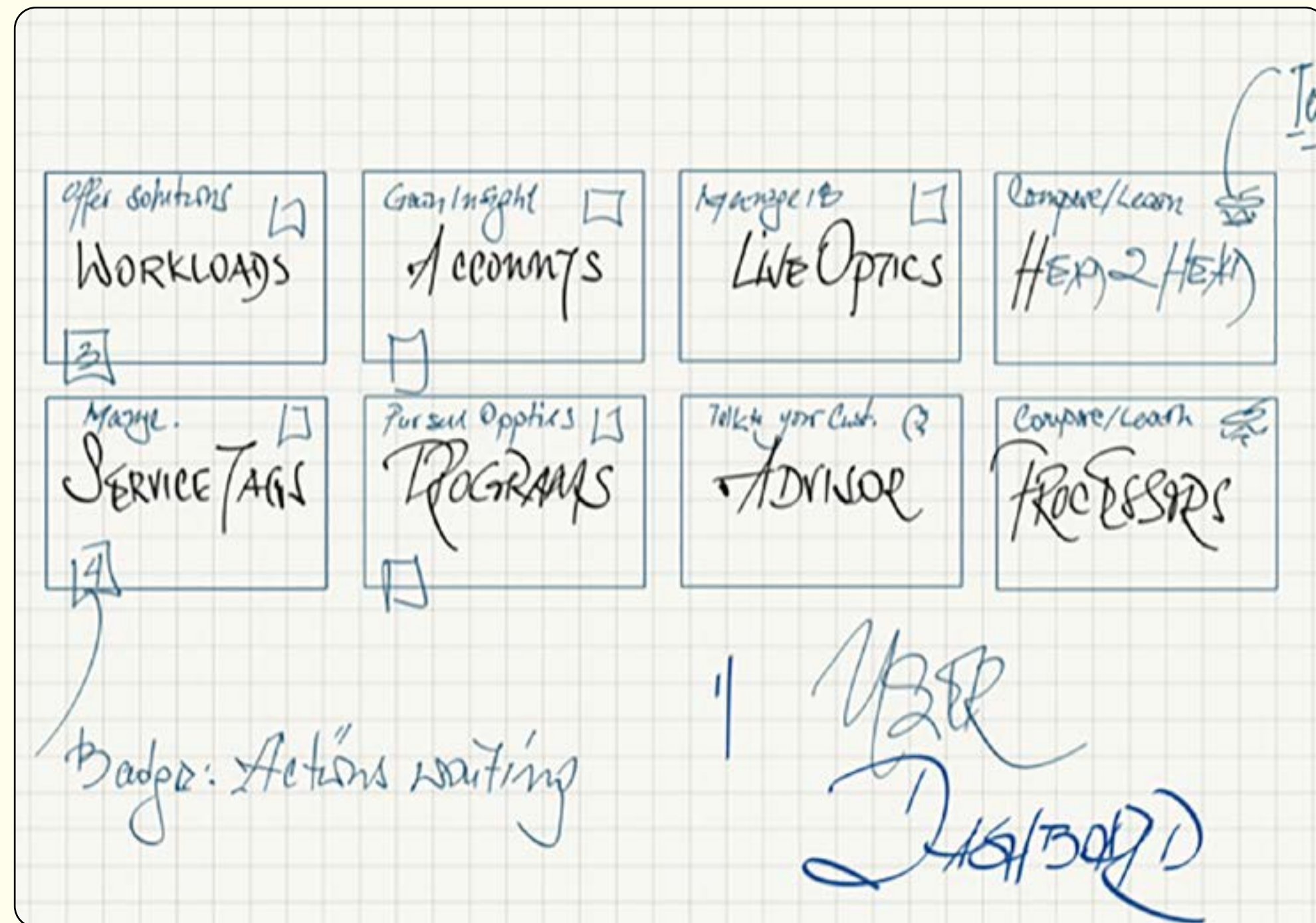
04

Prototype

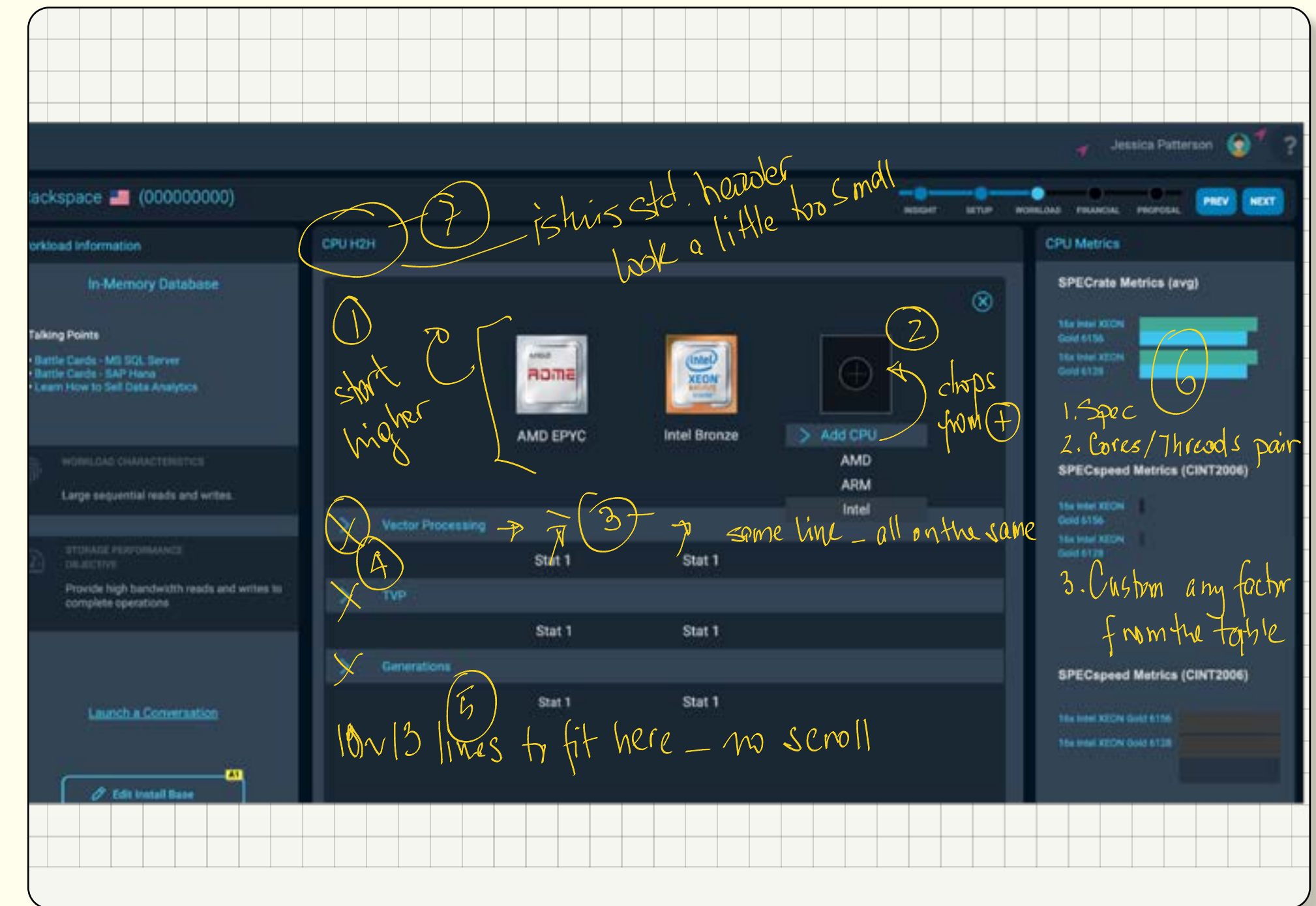
I developed low-fi wireframes to ensuring user could navigate the site as intended. Prototype development was assigned to A3 team members. After long ideation sessions with the team lead, we developed A3 samples of each design then presented them to the team lead. Finally using Figma the UX team developed hi-fi wireframes.



Design Sketch/Prototypes



A3 Concept Sketches (Navigation)

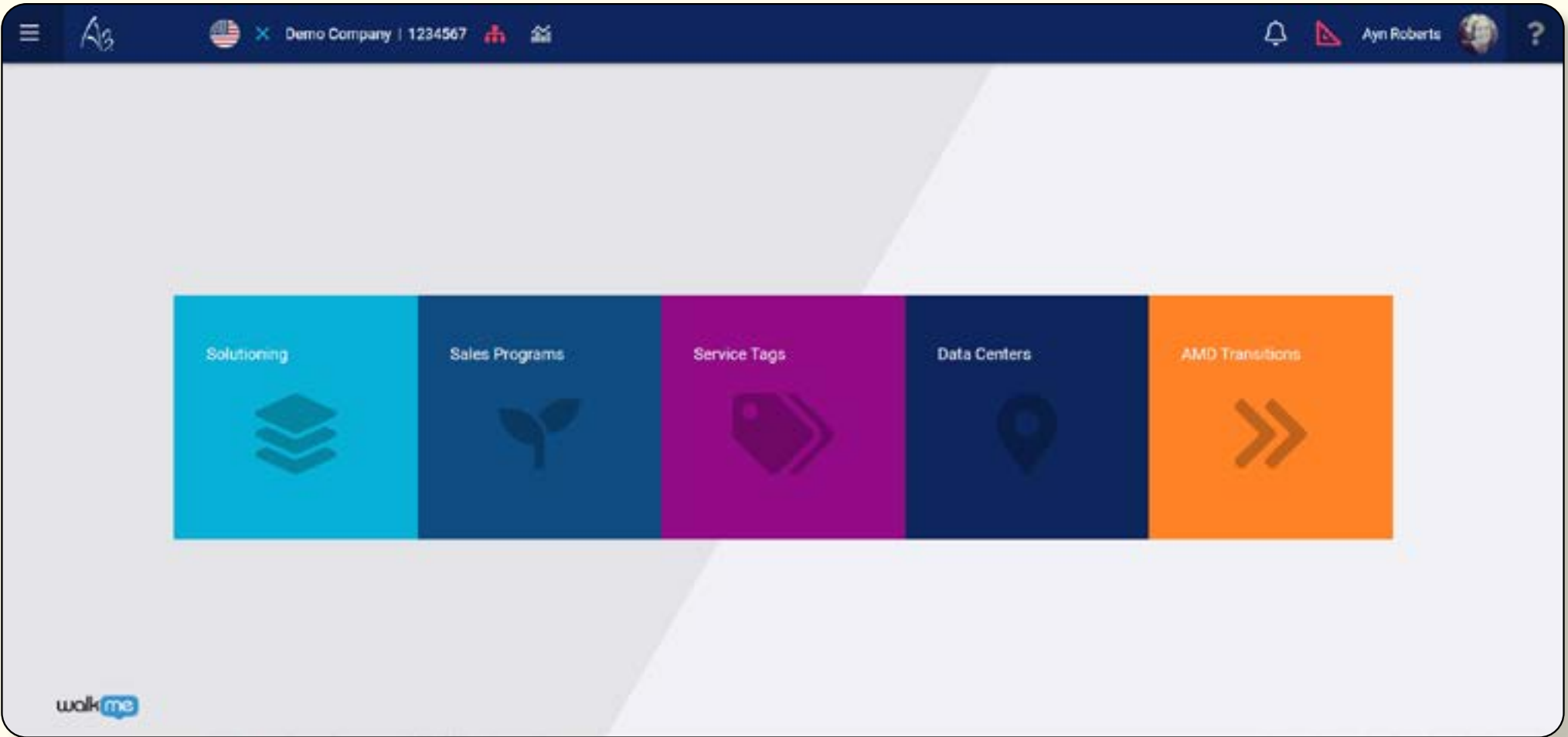


Processor Comparison Page Notes

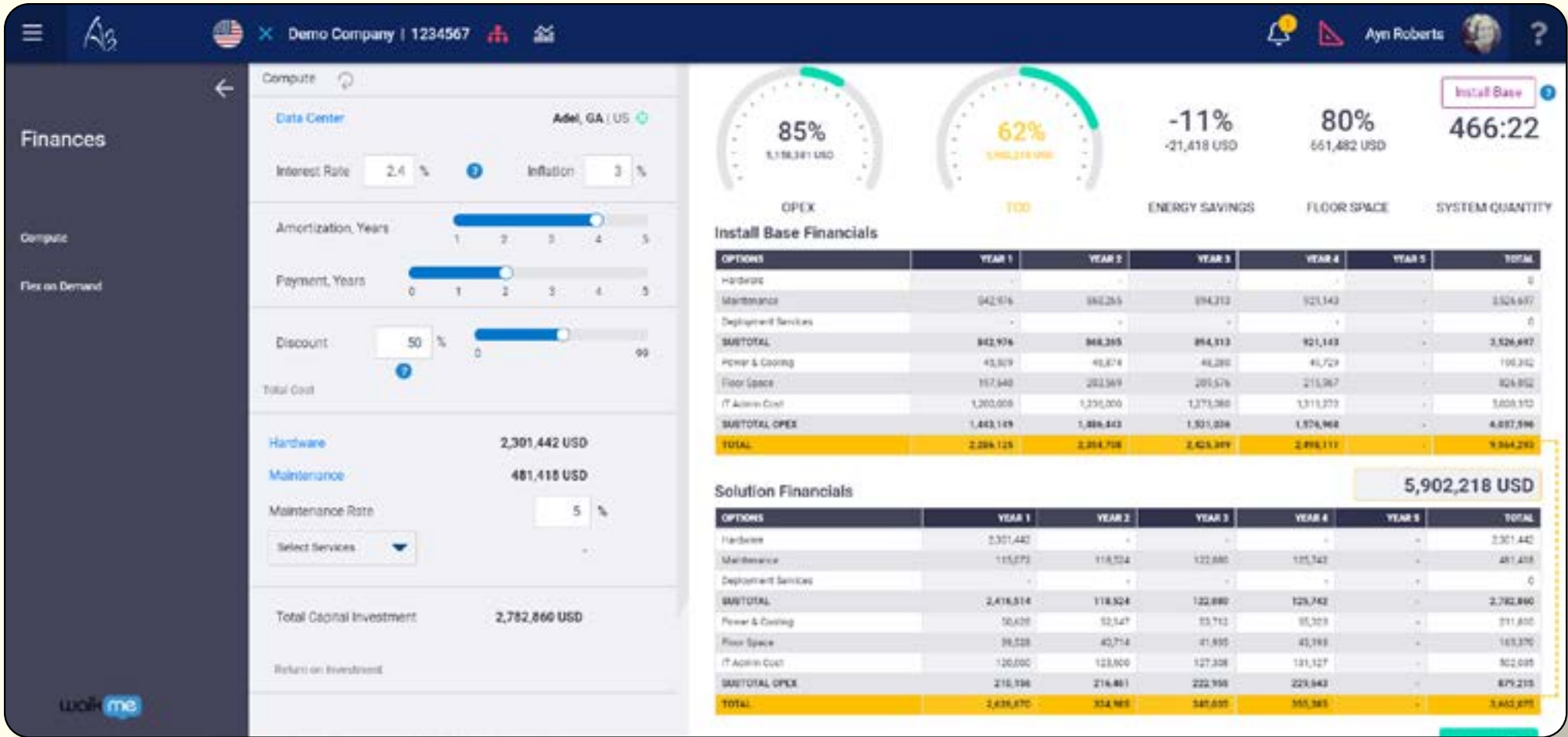
Design Sketch

The above depicts the A3 1.0 (sales application) design sketch, prototype, and notes.

Prototypes



Home Screen

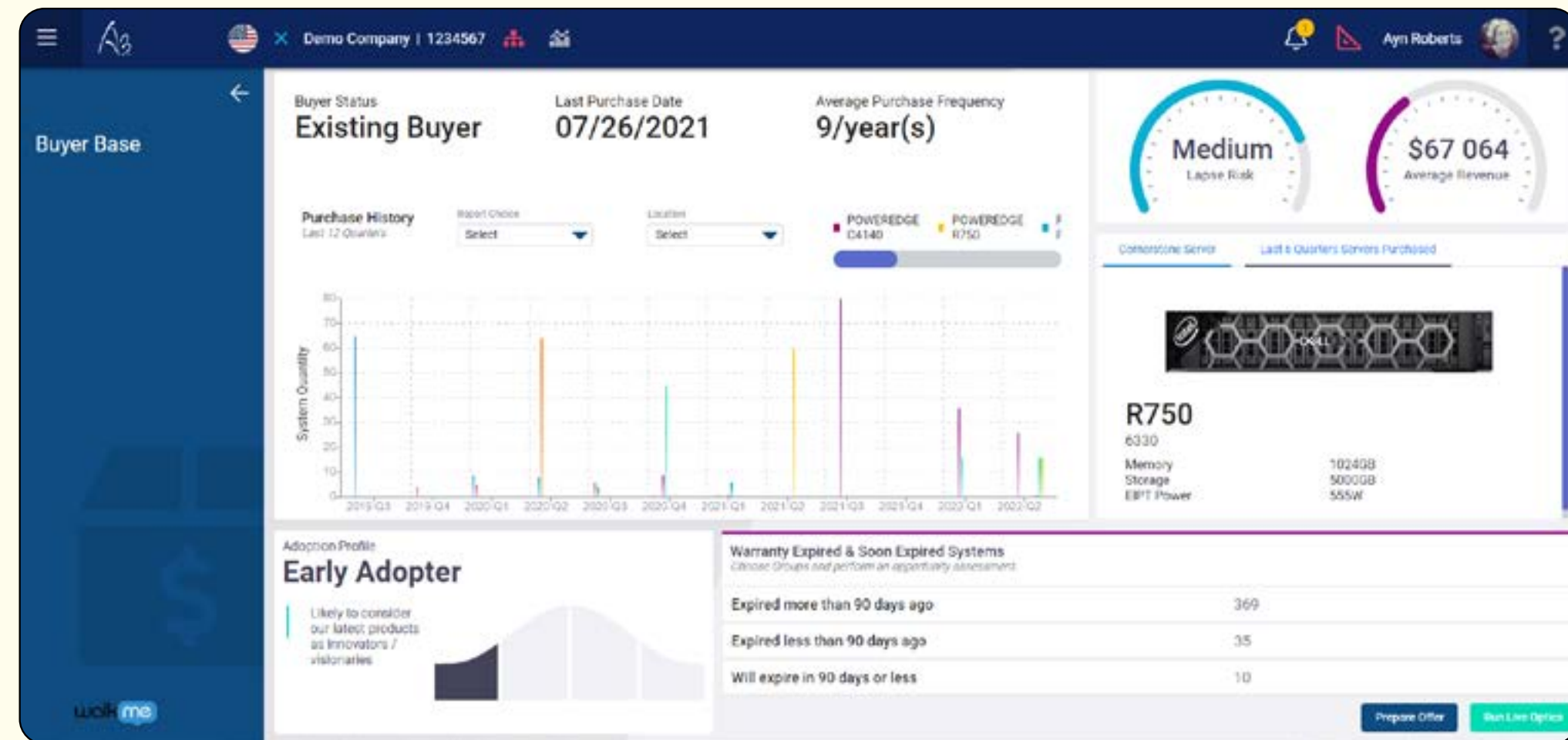


Finance Screen

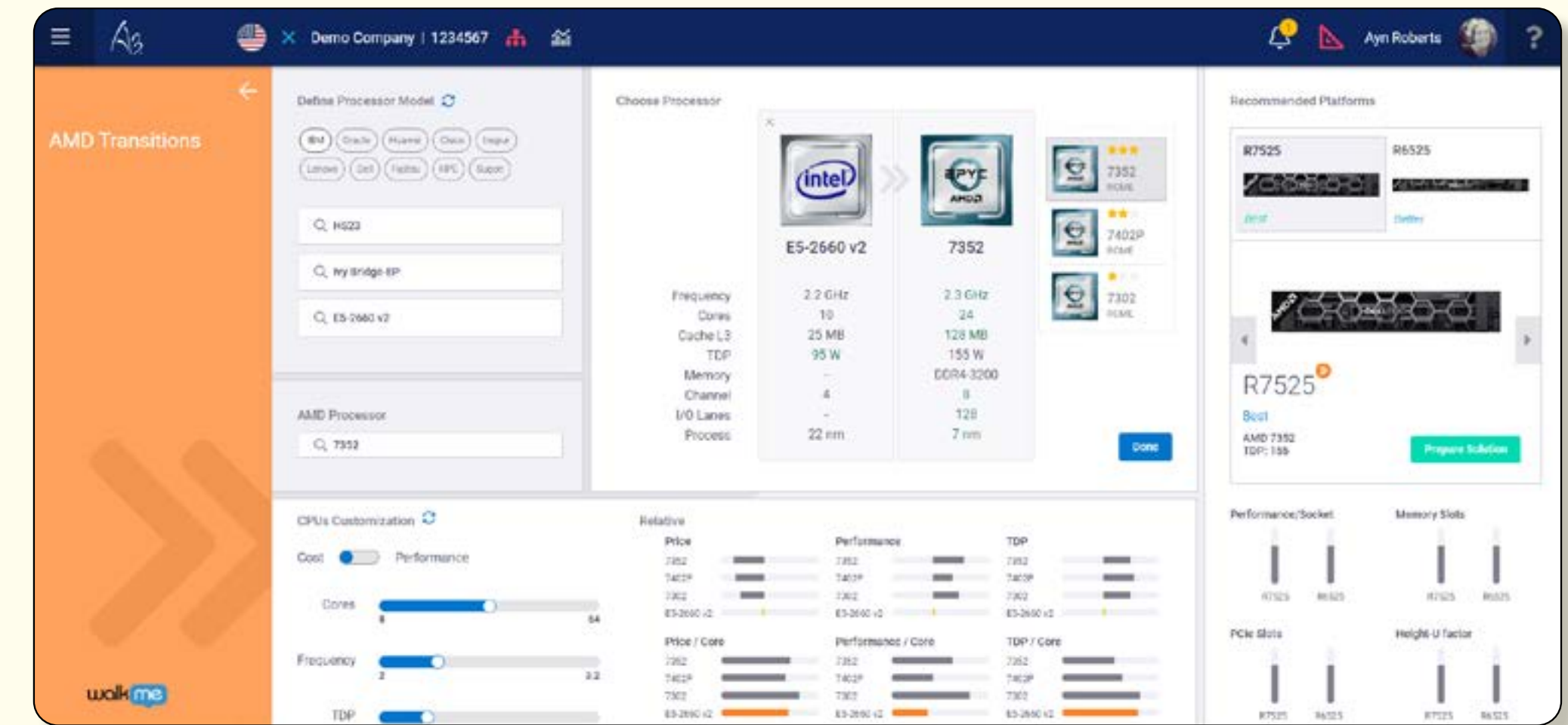
Hi-Fidelity Prototypes

The above depicts the A3 2.0 Home and Finance screen.

Prototypes



E-Commerce - Existing Buyer



E-Commerce - AMD Transition

Hi-Fidelity Prototypes

The above depicts the A3 2.0 Existing Buyer and AMD Transition screen.

Final Results

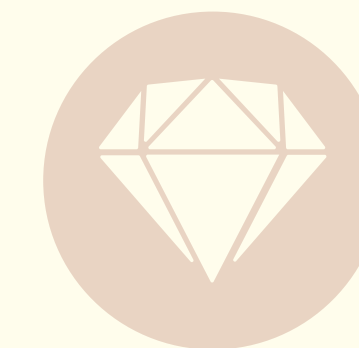
It was great experience working with the talented people of Dell. I learned so much from my senior UX/UI lead and the rest of the team. I fulfilled my contract with Dell to develop the A3 product ahead of schedule.

06 Case Study Pharmaceutical App

Popup Rx

Project Brief:

Creation of an affordable and multi-tiered product aiming to aid users who are under insured. Many new technologies were developed including an AI, unique application website, and cutting edge delivery, and payment system. The application and website would need to incorporate existing mental models and development of state of the art user interfaces. When Wireframing and Prototyping this product, I worked with the C.E.O., and product managers.



Design Process

01

Empathy

Research Methodology

Focus Groups - End users, industry experts and stakeholders.

- Decide on the range of topics you would cover
- Pretest questions
- Open-ended questions.
- Arrange questions naturally.
- Hire a skilled moderator

03

Ideation

Daily brainstorming session, led to the development of red routes, flow chart development for user pathways, and wireframes.

02

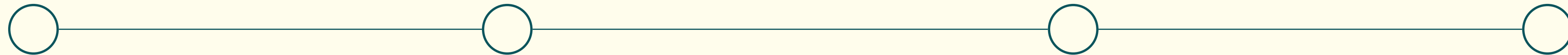
Define

Utilizing user research, we ascertained that there were ten's of millions of "under insured" working class American. Further more other companies such as Web MD, Good Rx, and Rex Pharmacy provided proof of concept.

04

Prototype

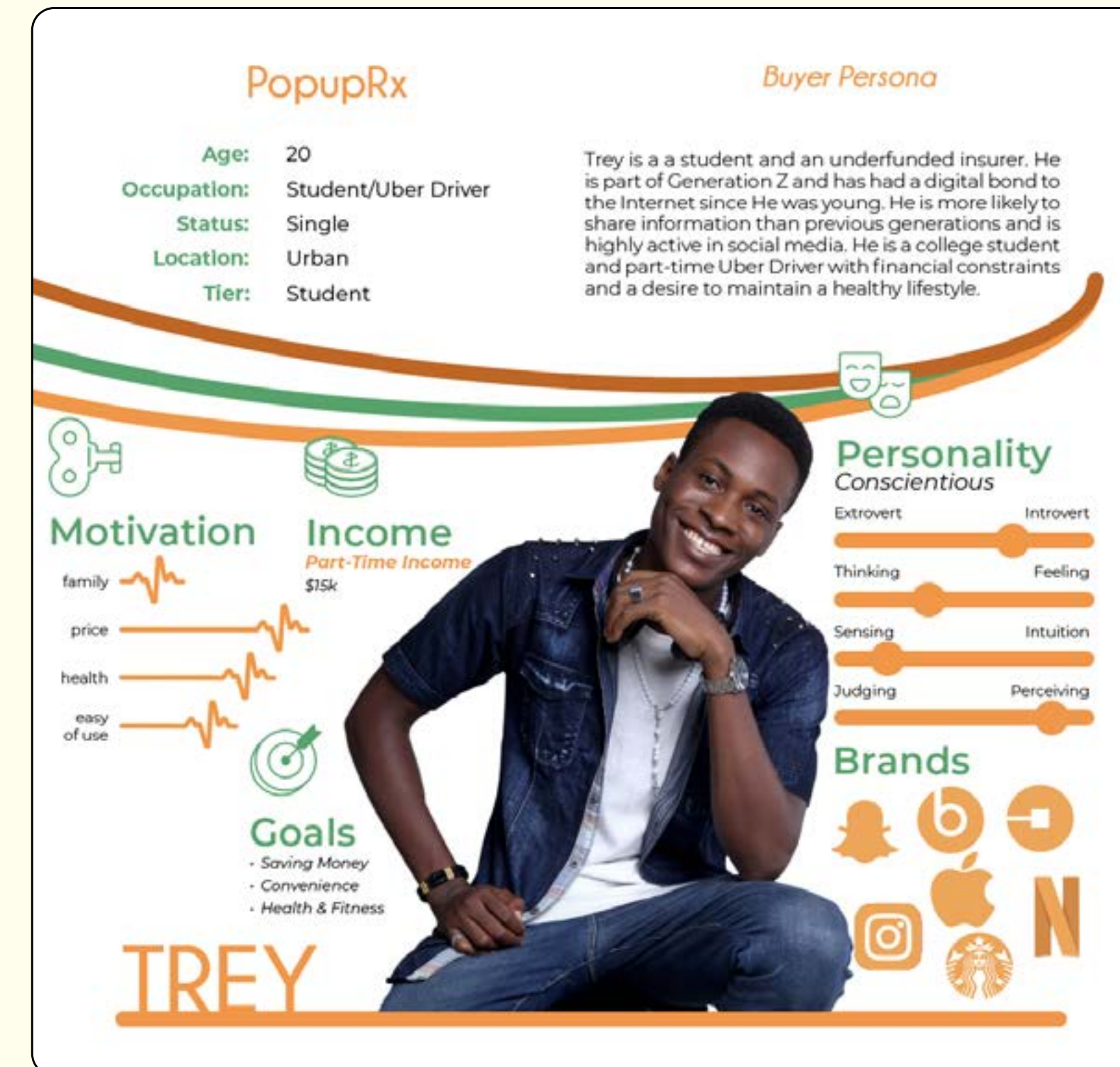
Daily stand up meeting were held to design and iterate prototypes using both Adobe XD and the rest of the adobe suite.



Personas



Persona: Home Maker

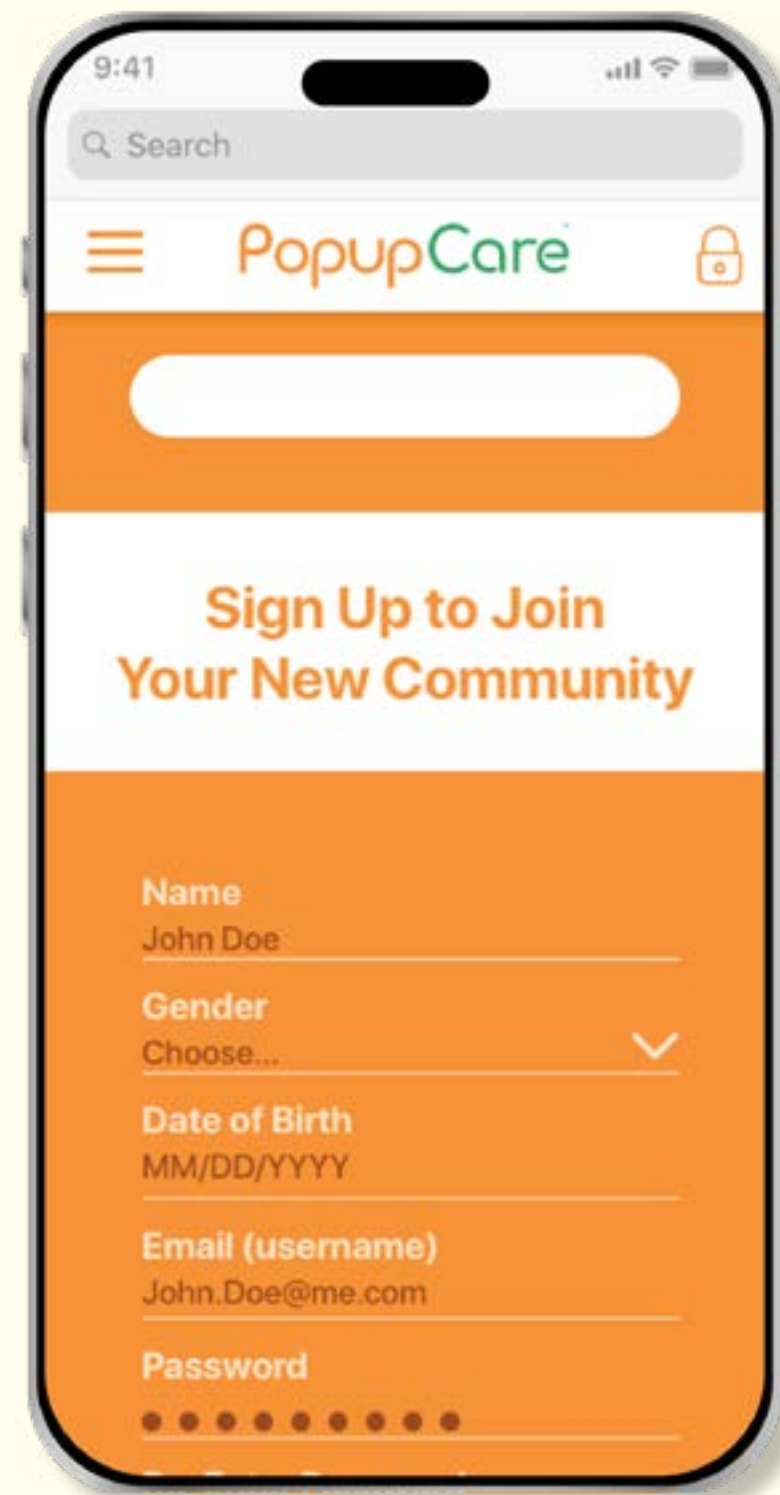


Persona: Student

Personas

The above depicts User Personas developed for Popup Rx.

Prototypes



9:41

Search

PopupCare

Sign Up to Join Your New Community

Name
John Doe

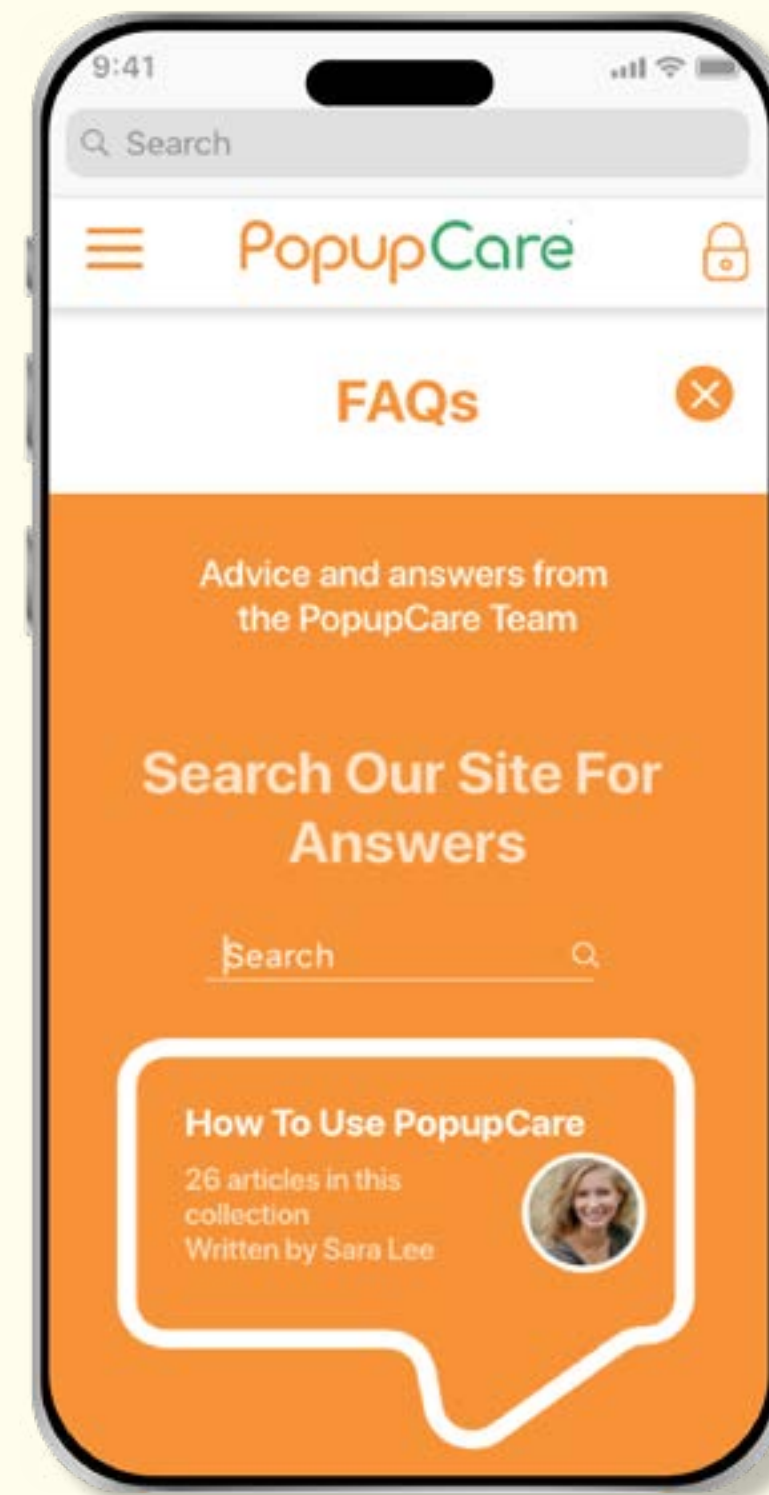
Gender
Choose...

Date of Birth
MM/DD/YYYY

Email (username)
John.Doe@me.com

Password
••••••••

Sign Up



9:41

Search

PopupCare

FAQs

Advice and answers from the PopupCare Team

Search Our Site For Answers

Search

How To Use PopupCare
26 articles in this collection
Written by Sara Lee

FAQs



9:41

Search

PopupCare

Current Medication

☐ CETIRIZINE ☐ DESLORATADINE

☐ CETIRIZINE ☐ DESLORATADINE

☐ Other Search

Medication or supplement name

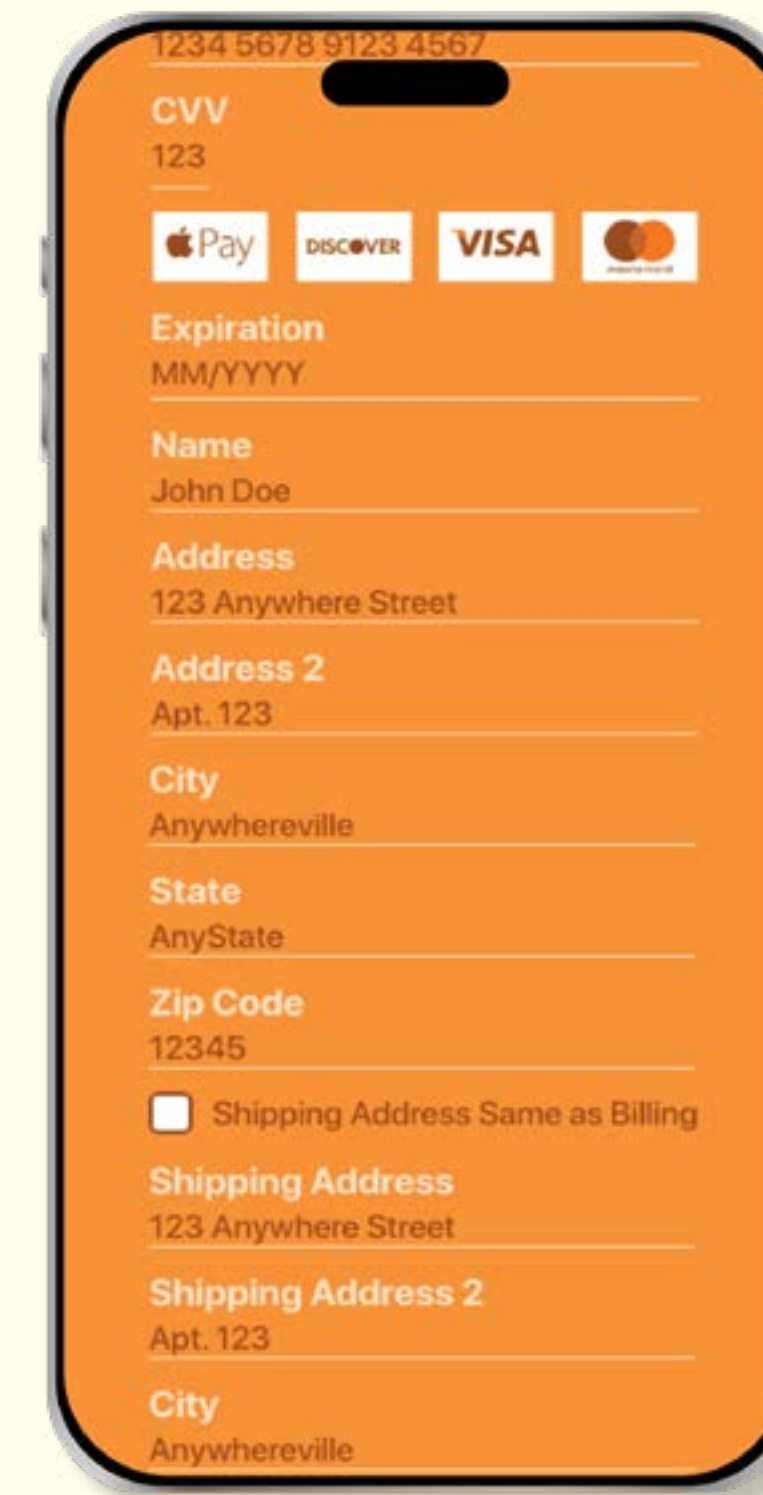
CETIRIZINE X ATENOLOL X

LISINAPRIL-HYDROCHLOROTHIAZIDE X

FLUTICASONE X LISINAPRIL X

CARVEDILOL X LISINAPRIL X

Current Medication



1234 5678 9123 4567

CVV
123

Apple Pay DISCOVER VISA

Expiration
MM/YYYY

Name
John Doe

Address
123 Anywhere Street

Address 2
Apt. 123

City
Anywhereville

State
AnyState

Zip Code
12345

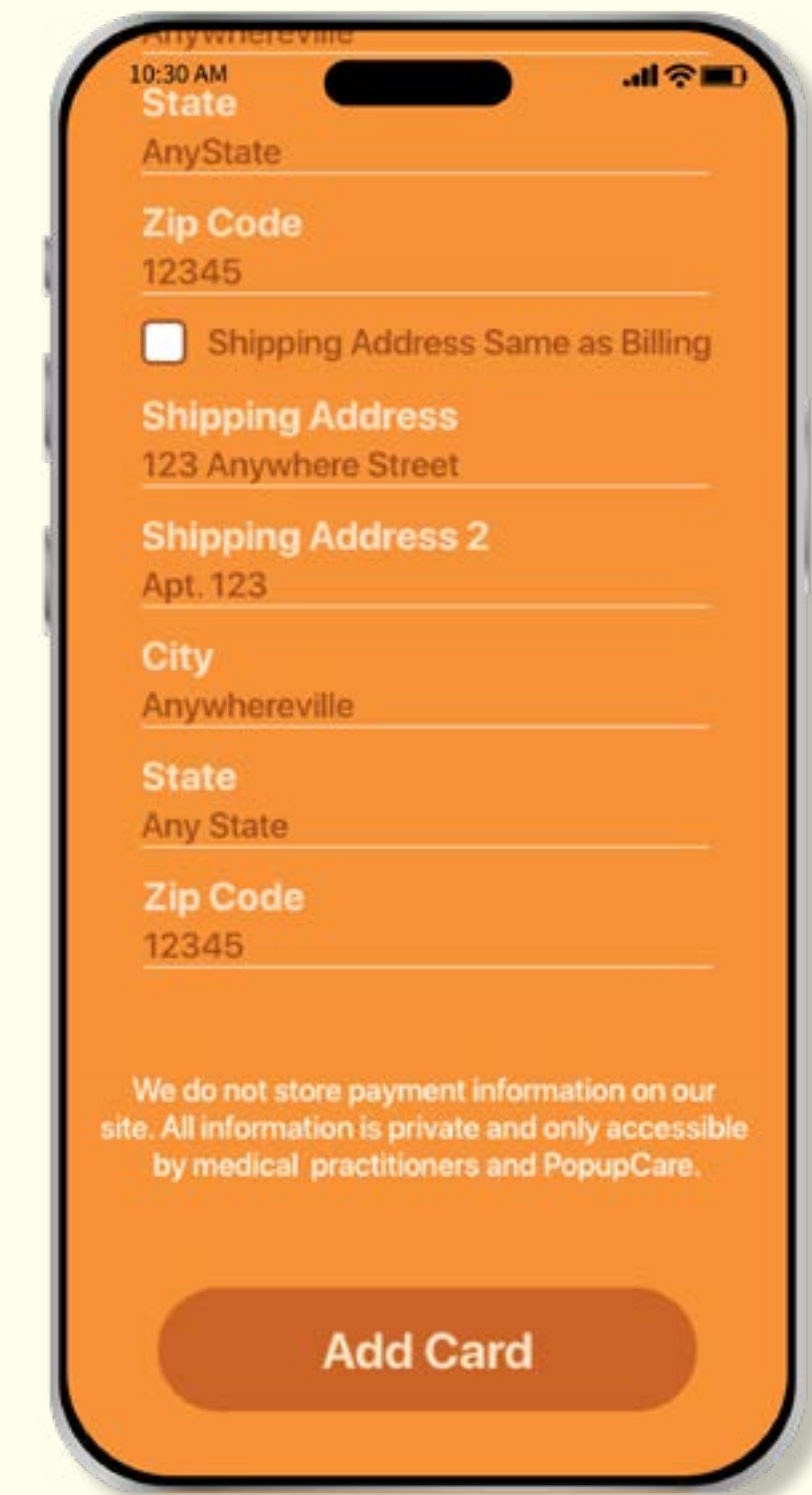
☐ Shipping Address Same as Billing

Shipping Address
123 Anywhere Street

Shipping Address 2
Apt. 123

City
Anywhereville

E-Commerce Credit Card



10:30 AM

State
AnyState

Zip Code
12345

☐ Shipping Address Same as Billing

Shipping Address
123 Anywhere Street

Shipping Address 2
Apt. 123

City
Anywhereville

State
Any State

Zip Code
12345

We do not store payment information on our site. All information is private and only accessible by medical practitioners and PopupCare.

Add Card

E-Commerce Enroll

Hi-Fidelity Prototypes (Mobile App)

The above depicts the Popup Rx App.

Final Results

I learned how to collaborate with a cross-functional team, how to communicate actionable and testable user insights to the team as well as achieve expert knowledge of Adobe XD. We approached it as a mobile first product with secondary web designs.

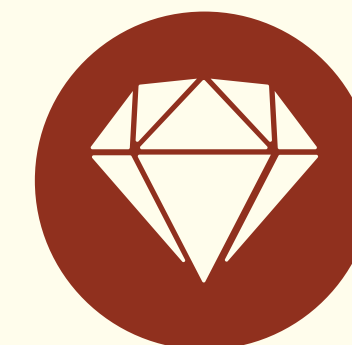
07 Case Study Banking App

Univision

Project Brief:

Development of Univision disruptive banking application for users in the US and Latin America that lacked bank resources and were looking to send and receive money.

Development of style guides low fidelity and high-fidelity Prototypes. Developing user pathways and maintaining a cohesion with Univision design language.



Design Process

01

Empathy

Research Methodology

Focus Groups - End users, industry experts, stakeholders and Univision product managers.

- Decide on the range of topics you would cover
- Pretest questions
- Open-ended questions.
- Arrange questions naturally.
- Hire a skilled moderator

03

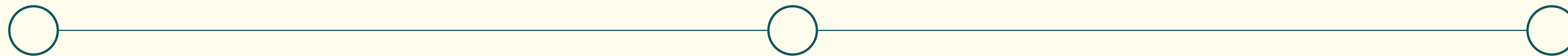
Prototype

Wireframing was developed between myself and the AVAI product manager. I developed wireframes using Sketch. High definition prototypes were developed using Sketch and Adobe InDesign. Iterations were developed and then reviewed daily to present to the Univision team.

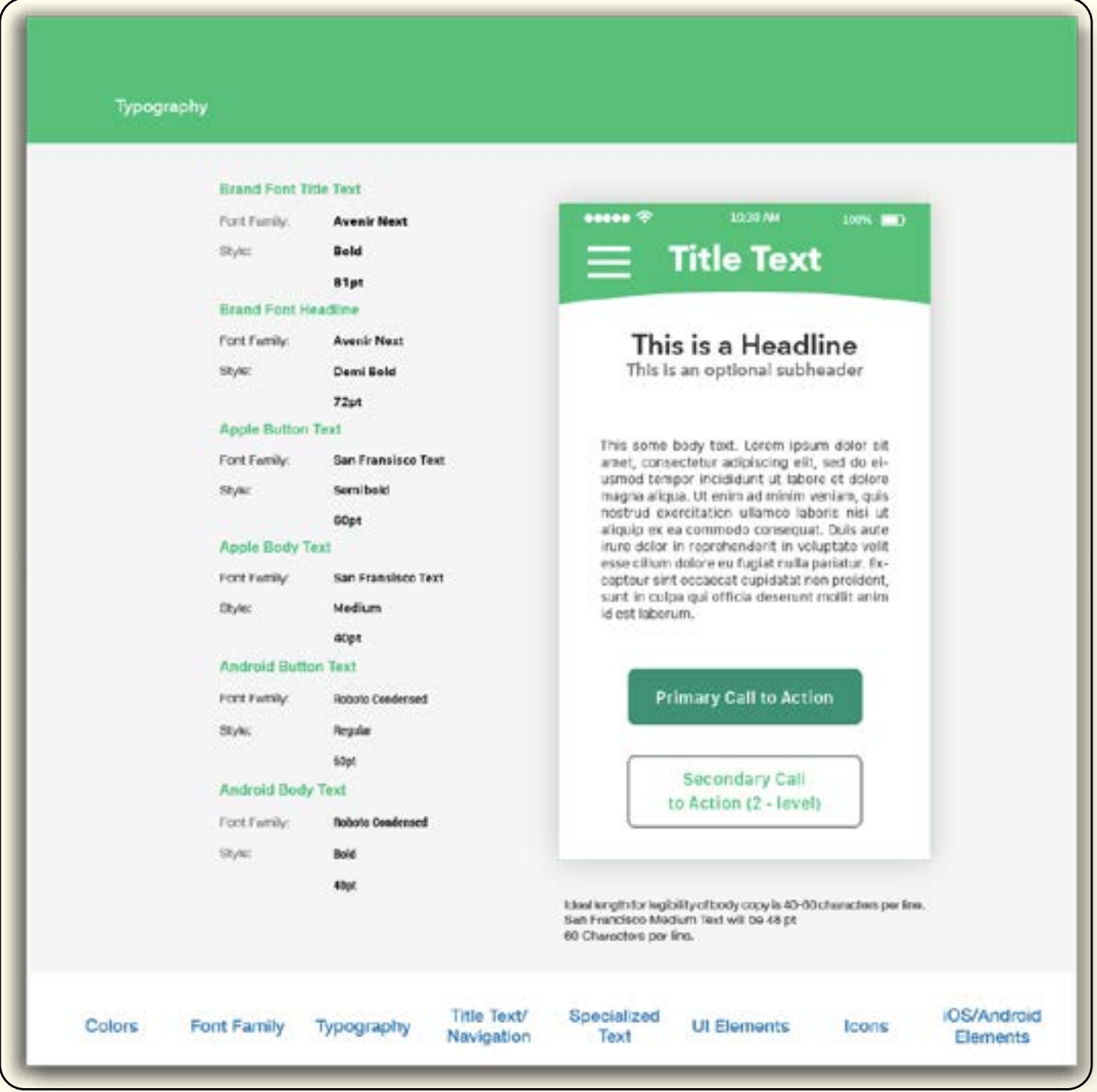
02

Define

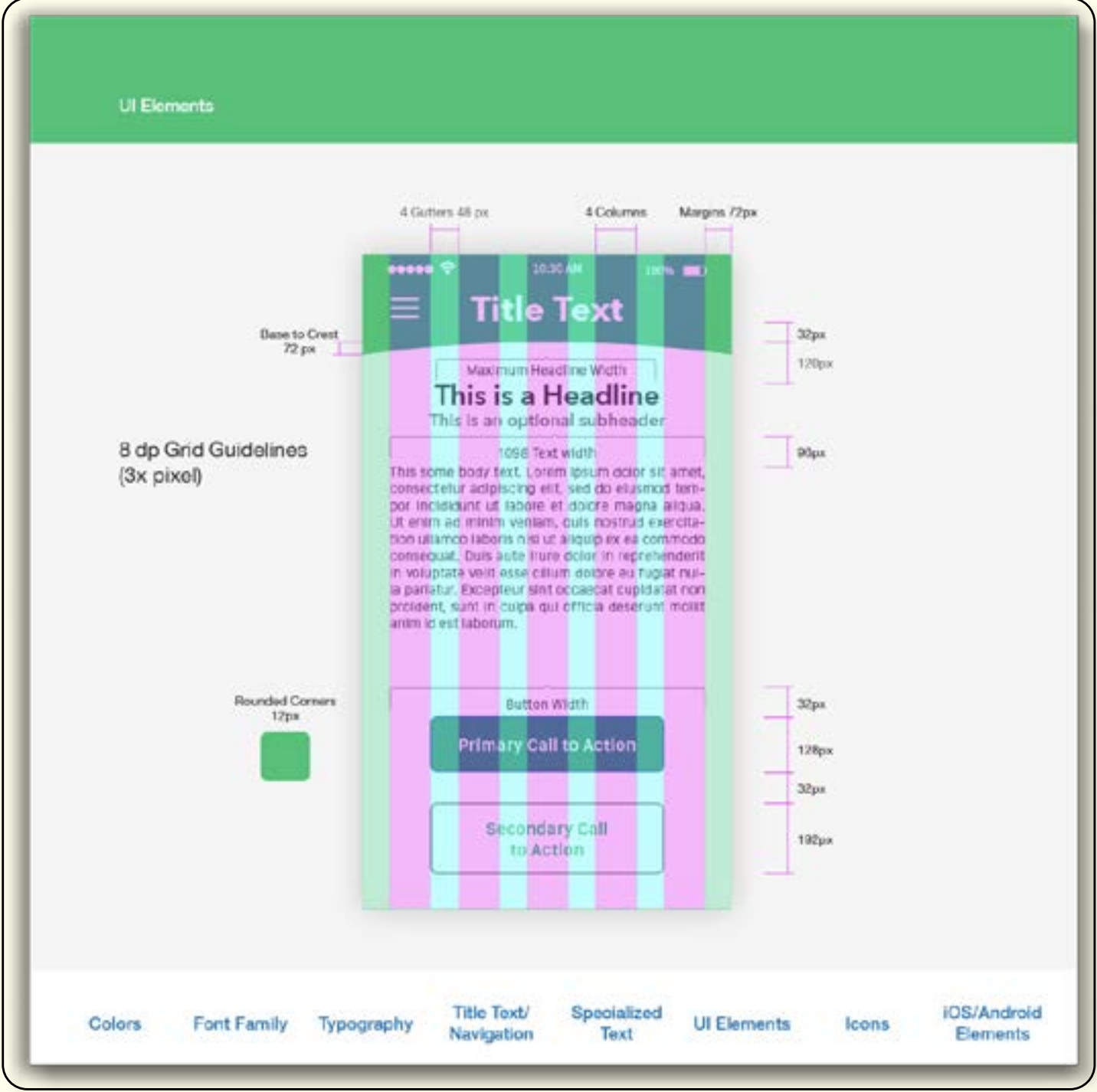
Utilizing user research and meetings with the Univision team, we ascertained there was a great need for users to transfer money between the U.S. and Latin America. It was further deduced that a huge market was currently being ignored through current banking models.



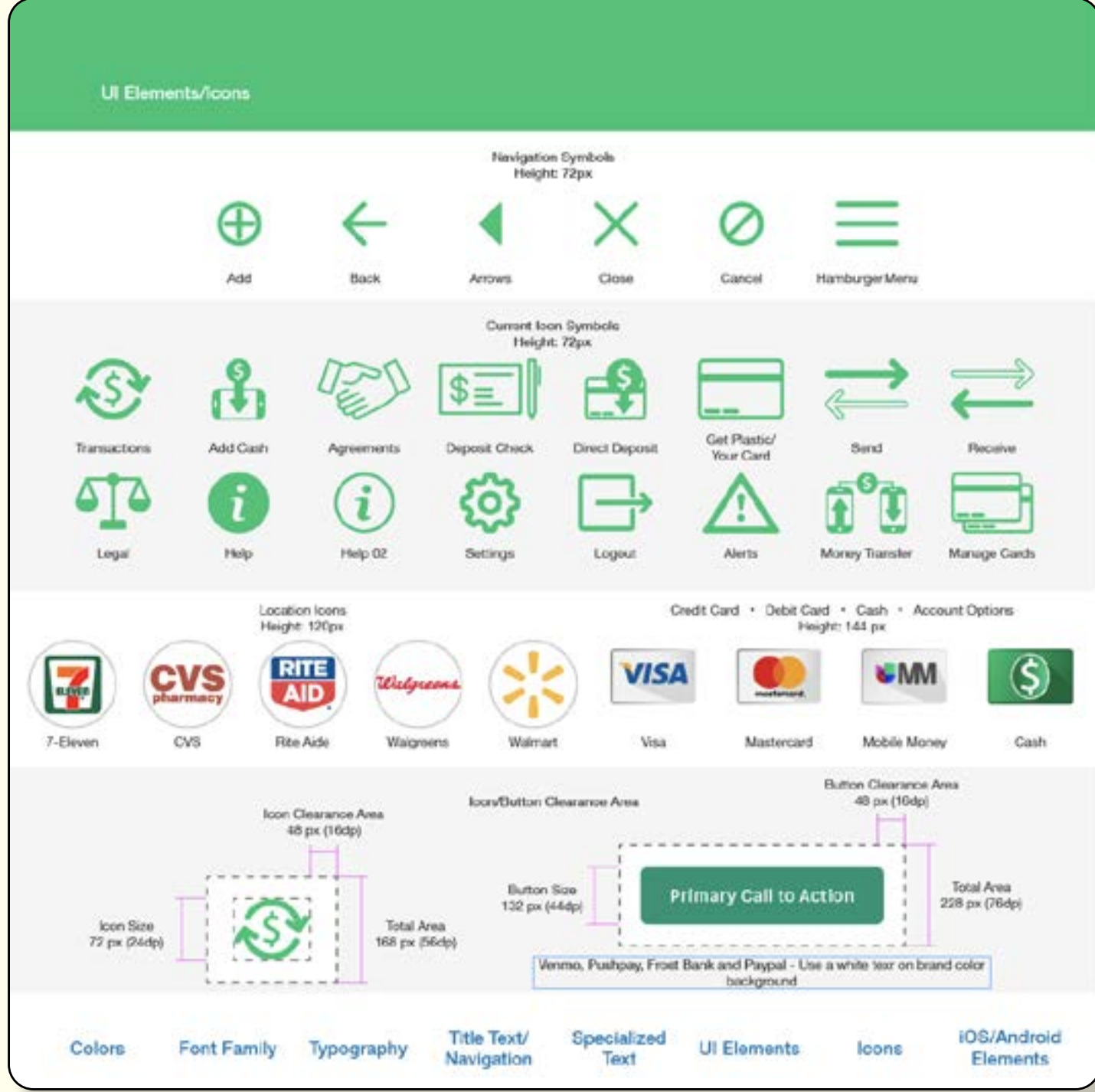
Style Guide



Typography



Grid Line Standards

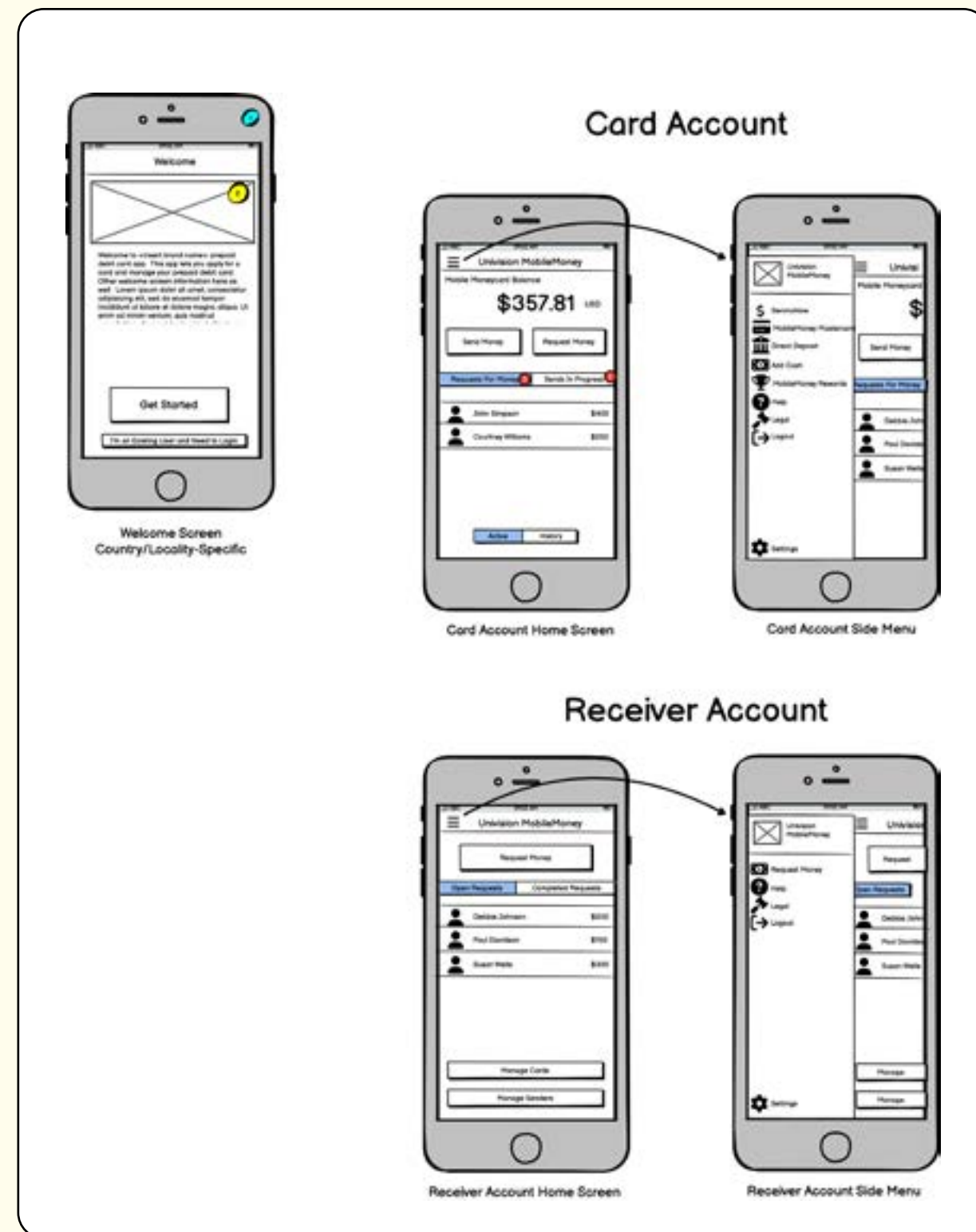


UI Elements

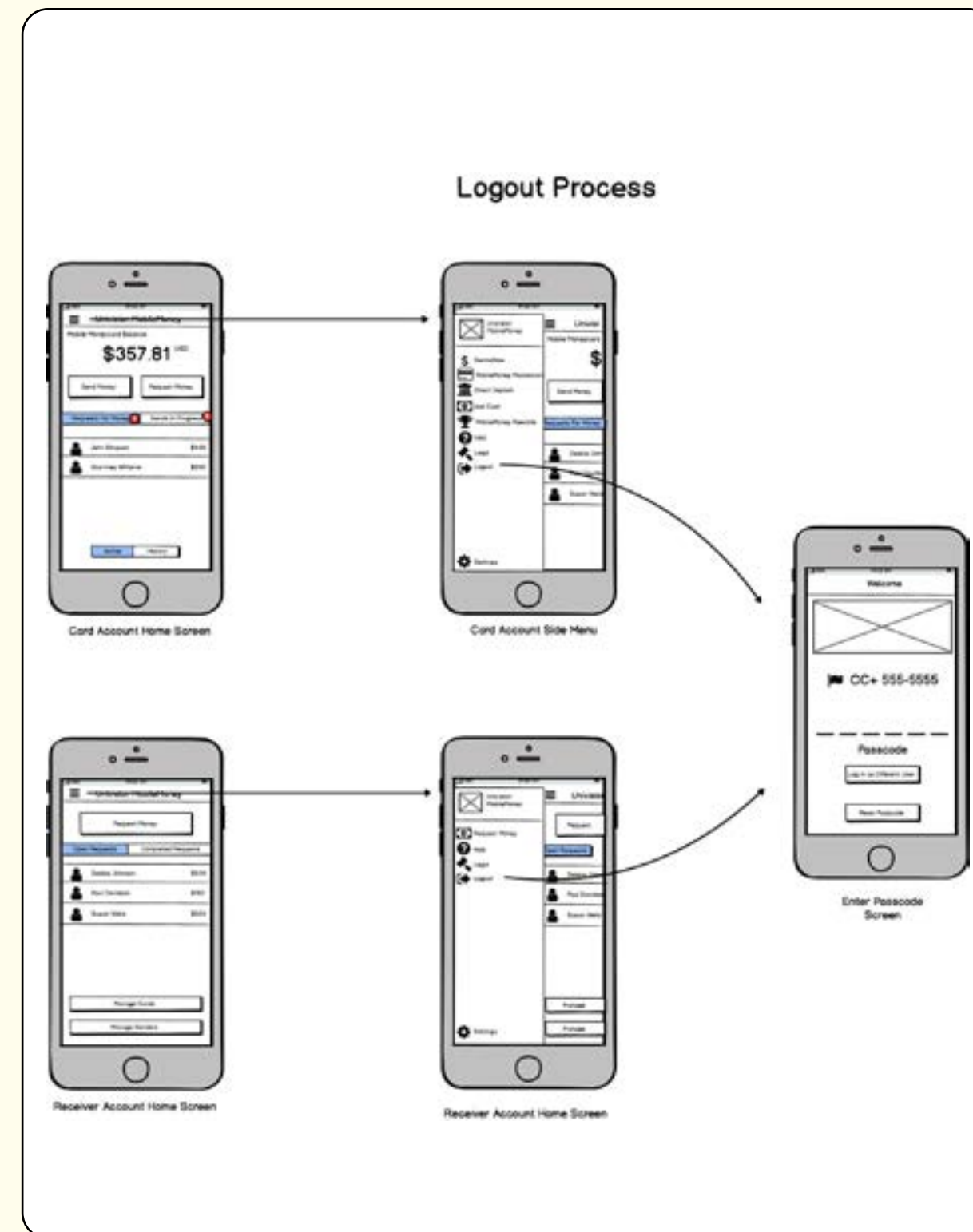
Style

The above depicts a sample work of the style guide I developed.

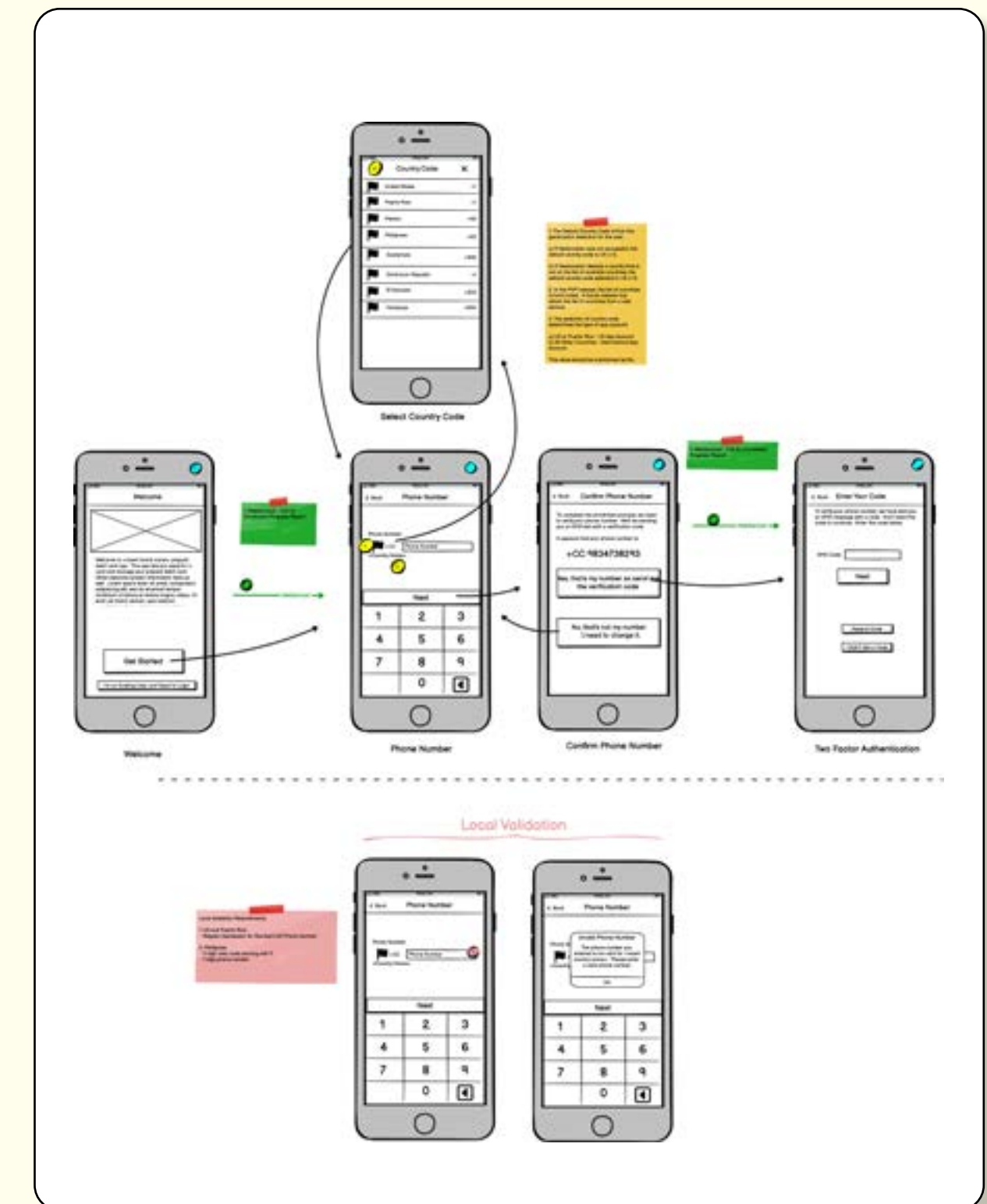
Wireframing



Wireframe Example



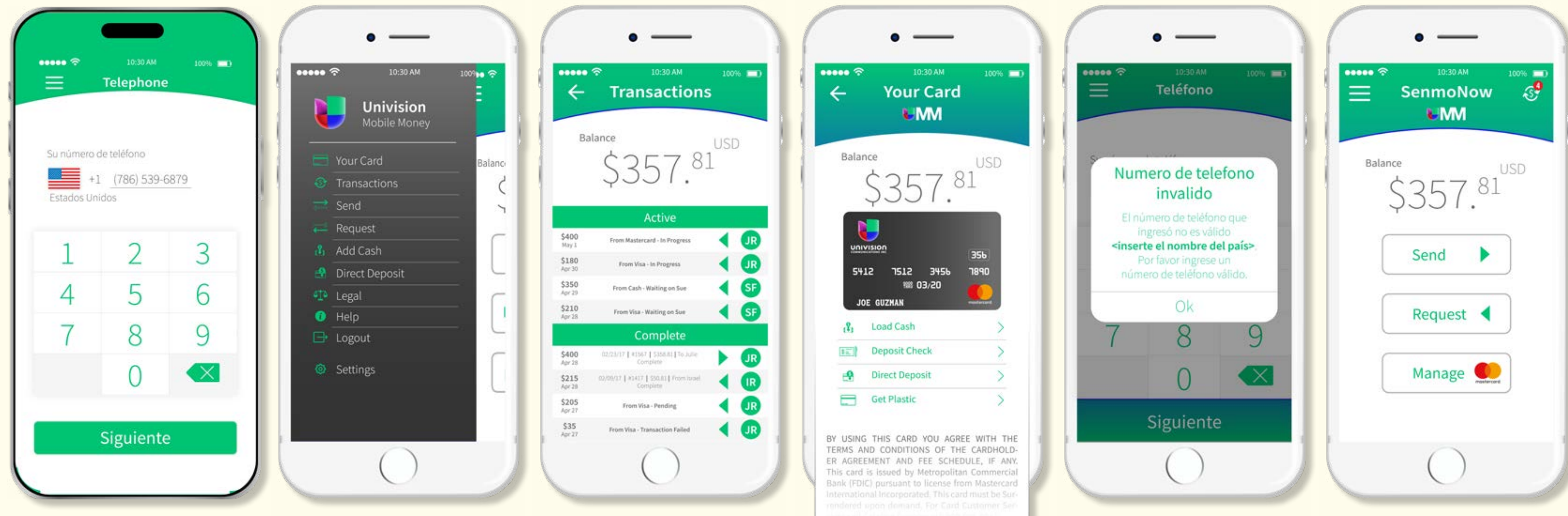
Wireframe Example



Wireframe Example

Wireframes

Balsamic was utilized to quickly wireframe large numbers of processes.



Enter Phone
(iPhone 15)

Side Drawer

Transactions

Load Money
Dashboard

Account
Creation

Send Money

Hi-Fidelity Prototypes (Mobile App)

Both Indesign and Figma were used in the rapid prototyping of wireframes.

Final Results

I am very proud of my work on the Univision Mobile Money App. This was my first application with a company of that size. I learned how to develop and designs the user pathway for banking application. It is currently available for download.

Univision Mobile Money application is currently available for download.

08 Case Study Consumer/Auto App

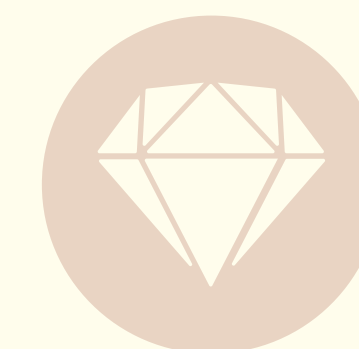


Project Brief:

Development of the User Interface and User Experience for Ford and Coca-Cola data gathering and account creation Kiosks.

At Coca-Cola the users would interact with the kiosks to create account and earn rewards. These rewards would equal a complimentary offering of the product.

At Ford, a user would create an account utilizing developed algorithms and social media accounts. This would provided data and the kiosks would help the user choose the right vehicle).



Design Process

01

Empathy

Research Methodology

Focus Groups - End users, industry experts, stakeholders and Coca-Cola and Ford product managers.

- Decide on the range of topics you would cover
- Pretest questions
- Open-ended questions.
- Arrange questions naturally
- Hire a skilled moderator

04

Prototype

Initial development of wireframes lasted a day, then presented to the team. All prototypes (low and high fidelity) were developed using the Adobe XD and Adobe CC programs. The process focused on continuous iteration and open lines of communications between C.E.O., programmers and myself. At this point we would typically present the prototypes to the Ford and Coca-Cola team leads.

02

Ideation

Initially brainstorming sessions occurred daily with our C.E.O., then he would meet with the team leads of each company to develop initial project requirements. This was a quickly paced process that lead to the success of the overall design.

Prototypes



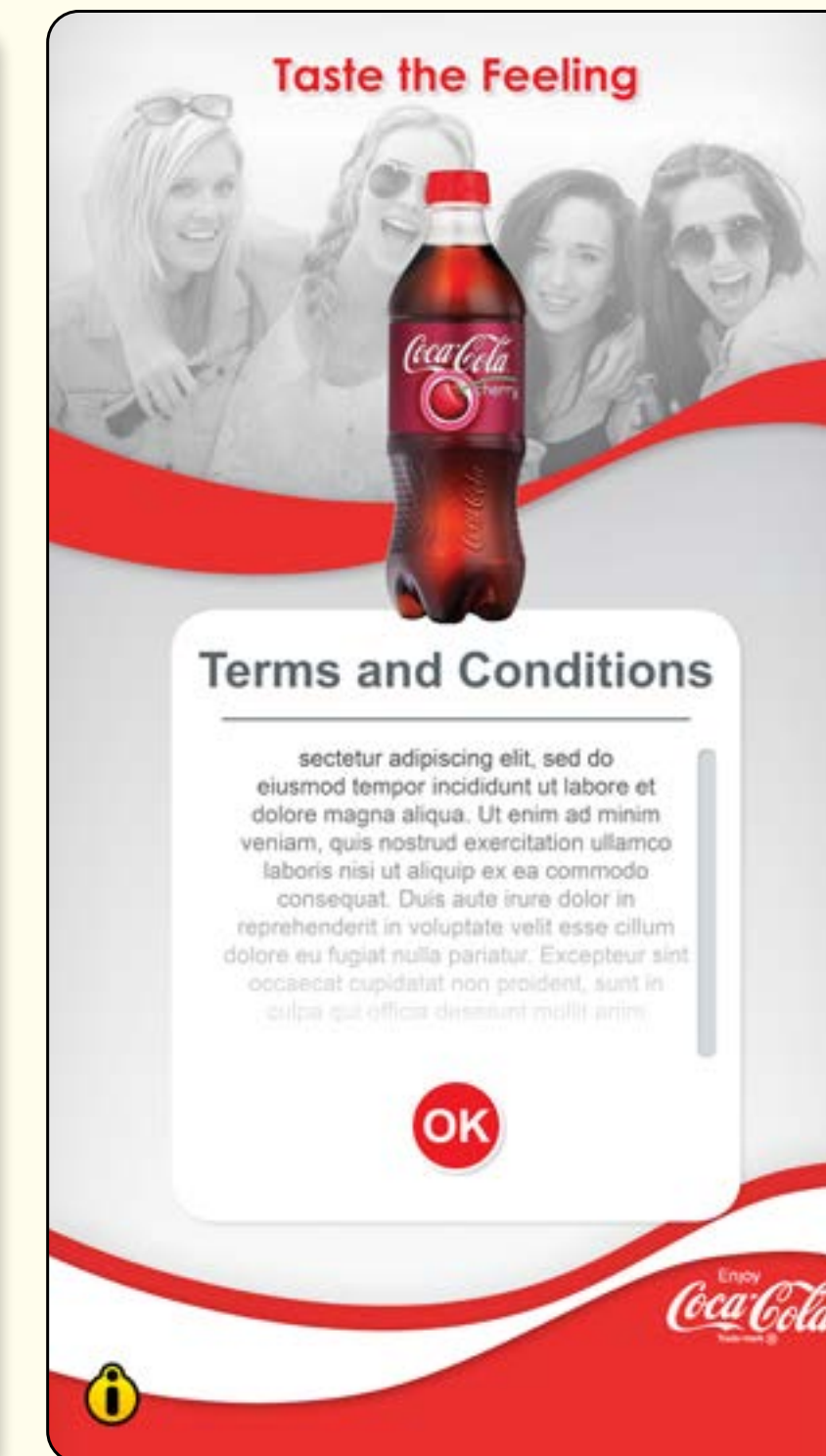
Home Screen



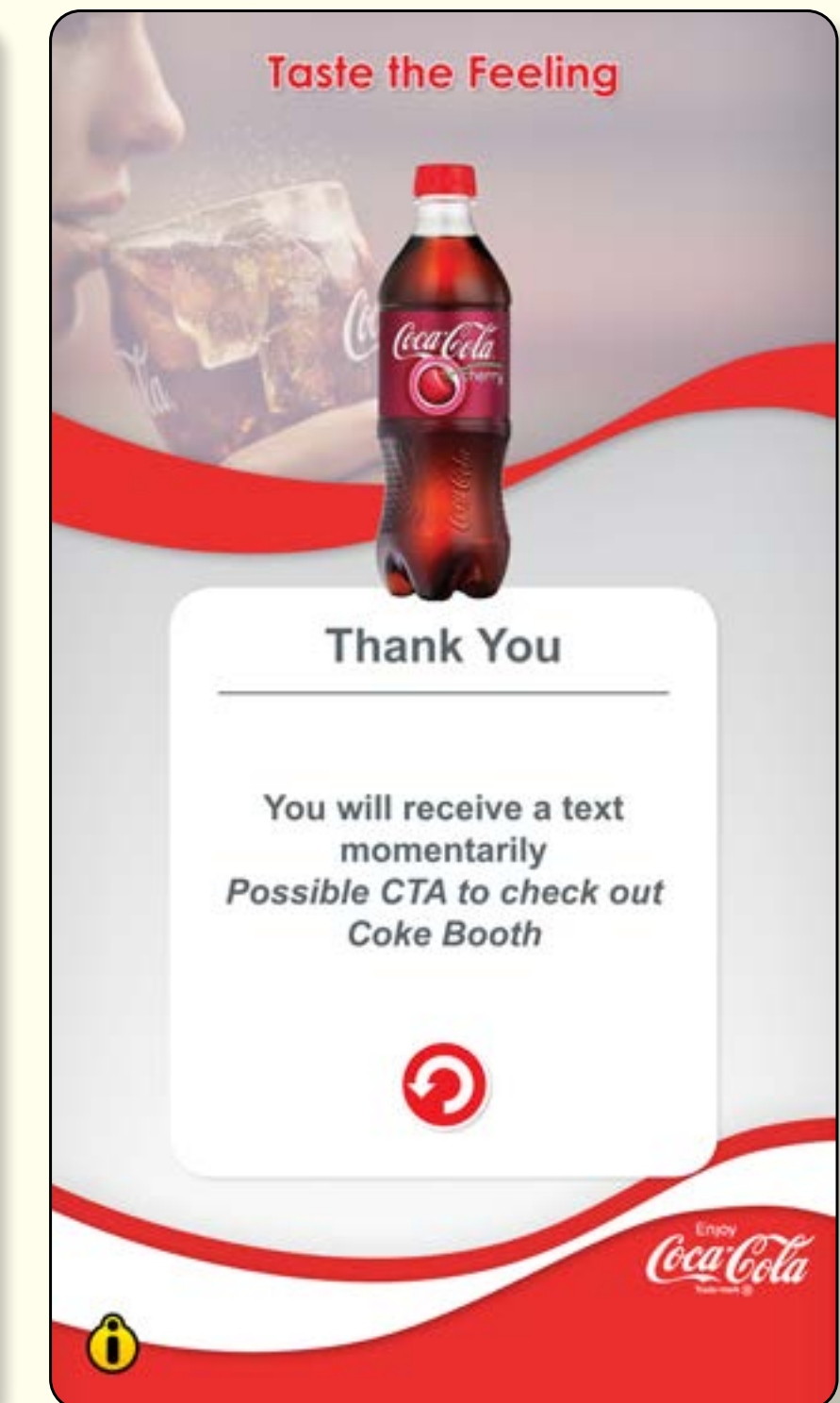
Product
Information



Enter Phone for
Offering



Terms and
Conditions

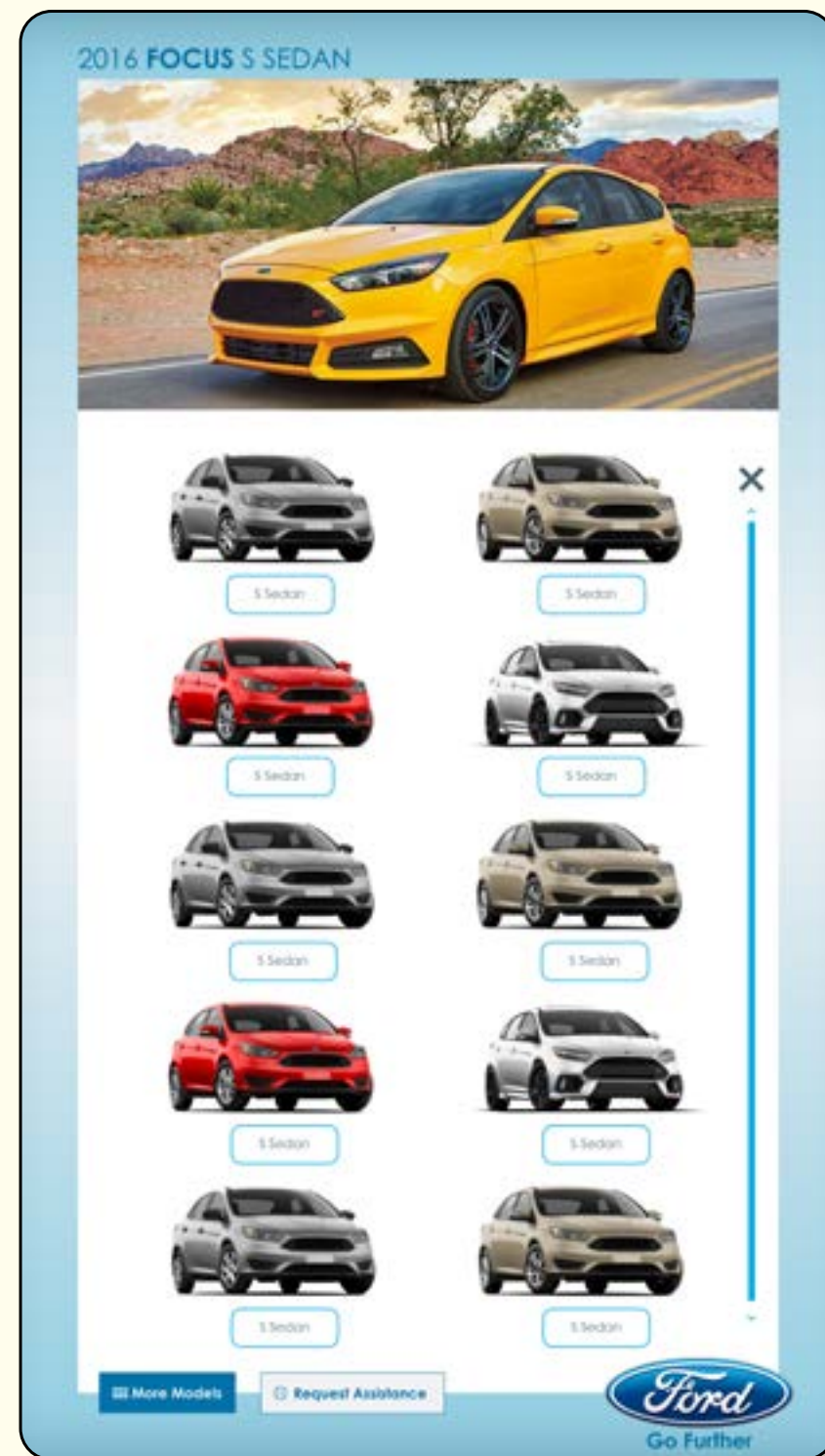


Success

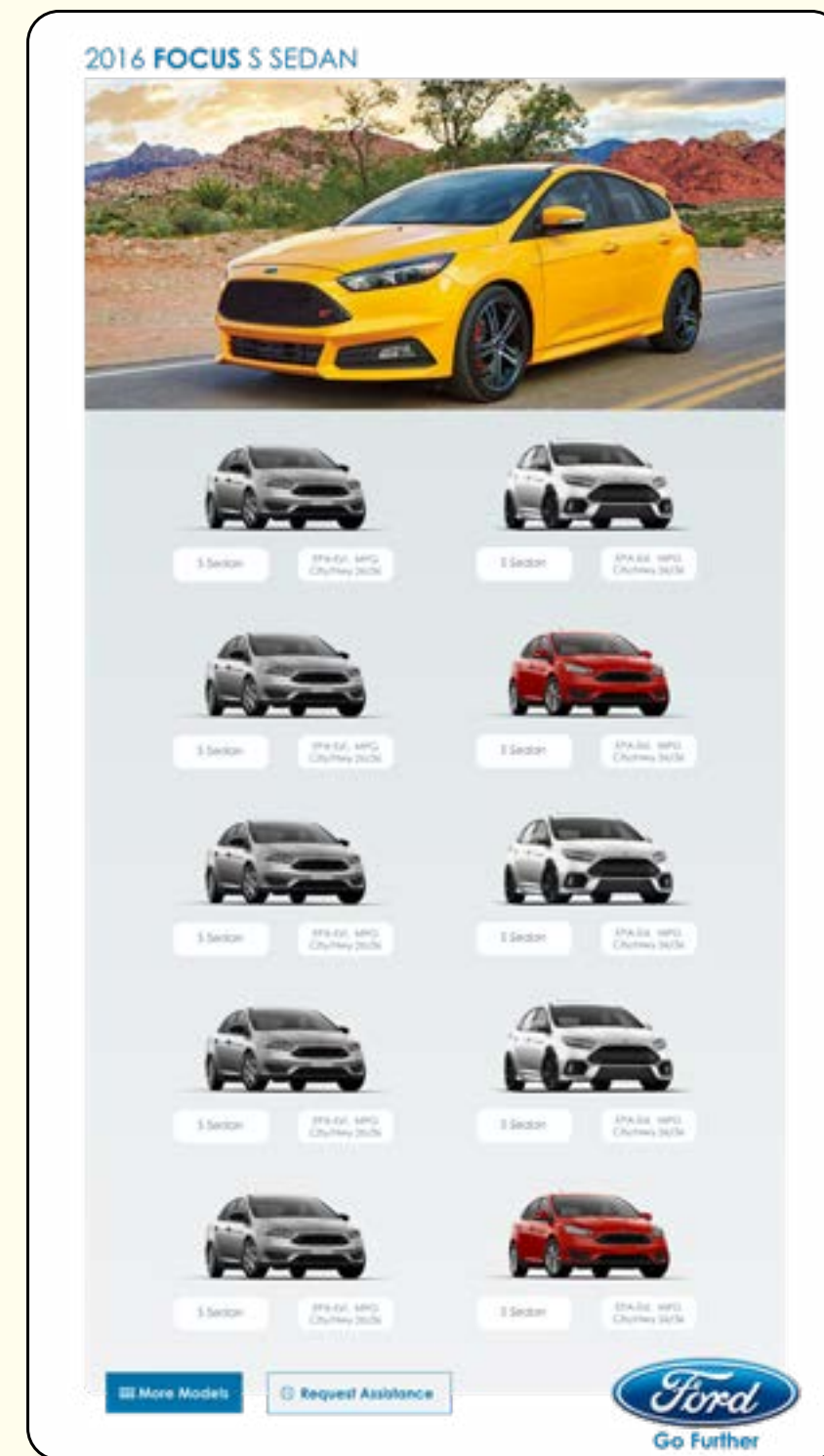
Hi-Fidelity Prototypes (Kiosk App)

The above depicts the Coca-Cola kiosk app UI.

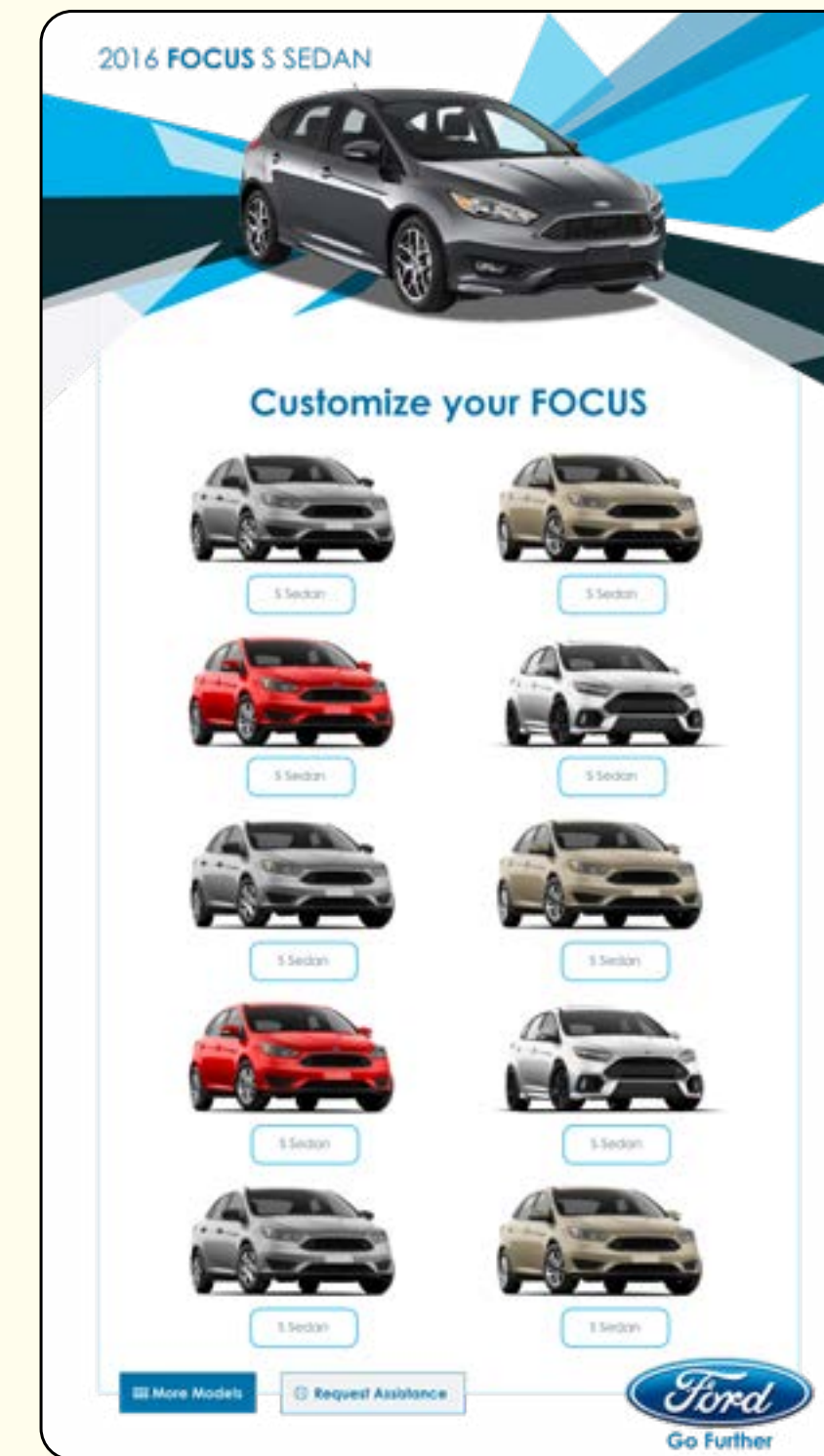
Prototypes



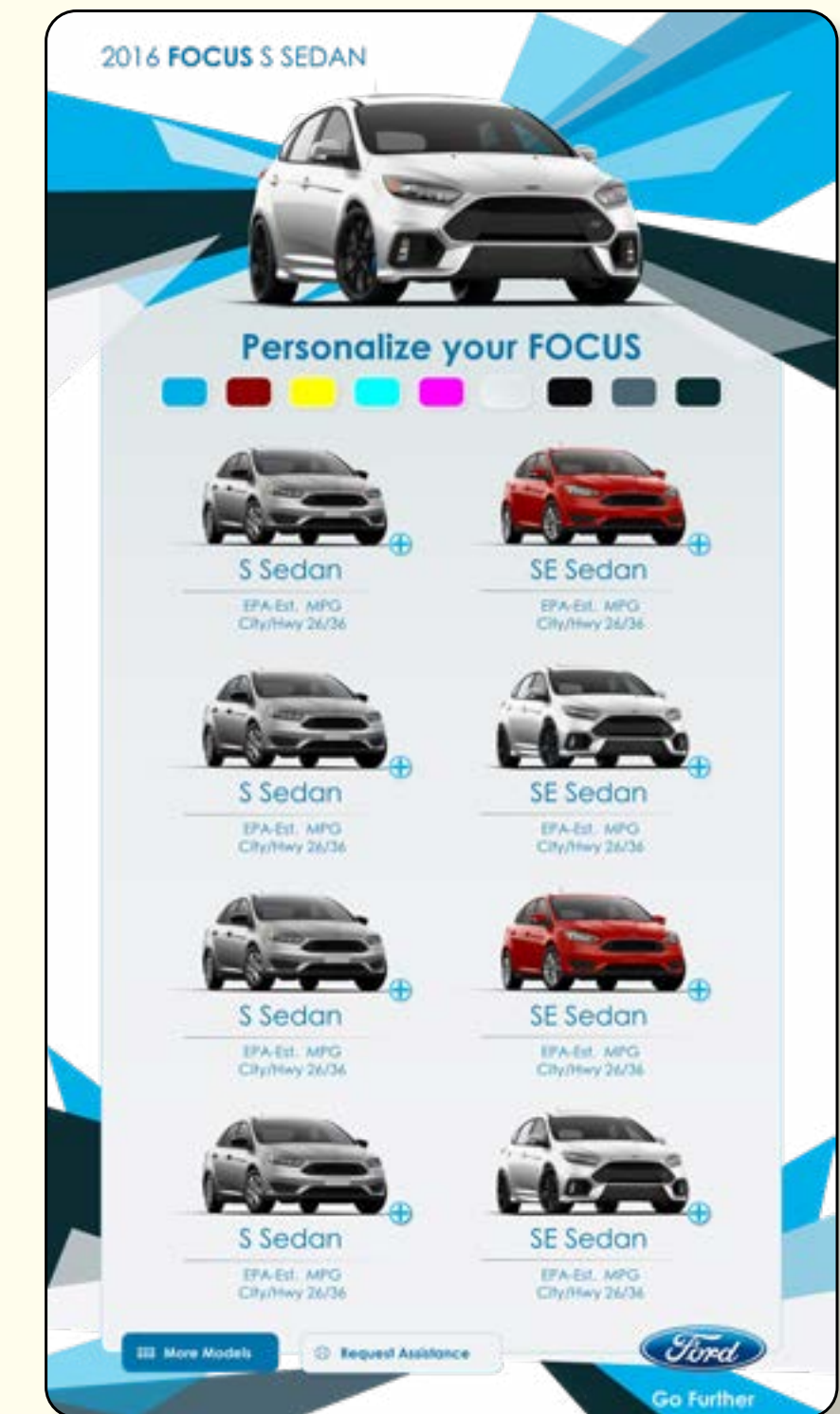
Home Screen #1



Home Screen #2



Home Screen #3



Home Screen #4

Hi-Fidelity Prototypes (Kiosk App)

The above depicts iteration of the Ford kiosk app UI.

Final Results

The eyeQ kiosk product was a great learning experience for both eyeQ and myself. I held the role of design lead and worked to perfect my craft. The user interface was developed and had minimal success.