PORTFOLIO

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Case Studies

<u>RMS</u>

<u>Chase 360</u>

<u>KaayaSoft</u>

Chase SWAT

<u>Alibris</u>

Skills

Research

UX and IA

Planning & Directing

Leadership

Publications

Teaching



RMS

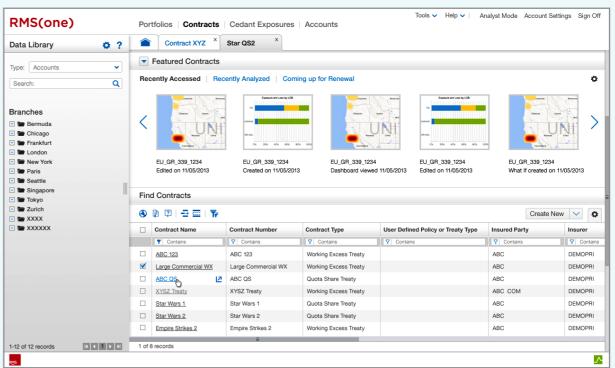
Redesigning a data-intensive risk-management platform for large insurance companies

RMS is the leader in large catastrophe modeling for the insurance industry. Its main product, the RMS(one) cloud-based platform, supports modelers, analysts and risk managers in making key pricing and investment decisions.

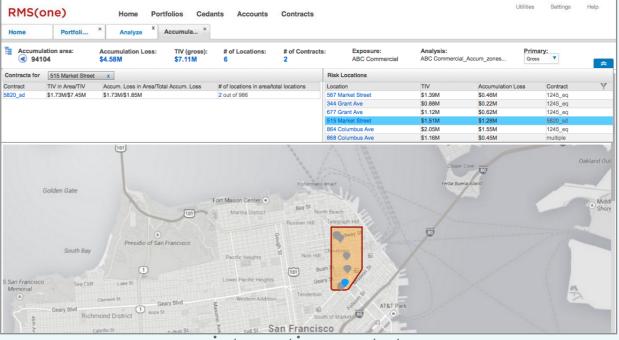
RMS originally wanted only a few key screens to be redesigned to simplify document management tasks. I worked on cleaner page layouts, introducing icons, and improving page-level usability. In parallel, I identified key navigational issues that undermined flow and task completion. Working closely with the VP of product management, I pushed forward a more extensive product and UX strategy plan for the company that addressed these issues and helped prioritize product features from a user-centric perspective.

What I learned:

Careful execution of details makes a good case for tackling tougher UX issues

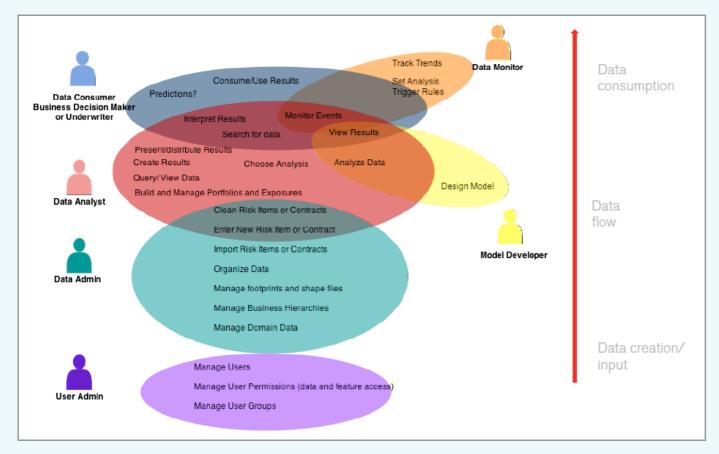


improved layouts and visuals

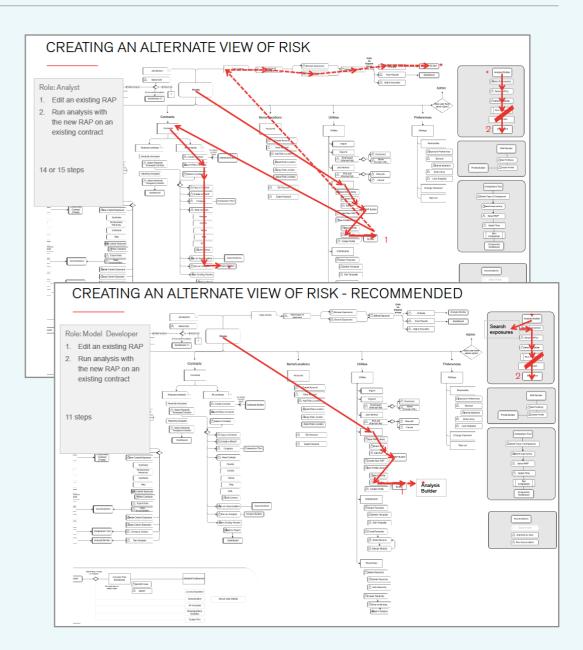


interactive prototypes

RMS: ADDITIONAL DELIVERABLES



user role/task mapping



flow improvement visualizations

CHASE 360

Designing a 360 degree view of the customer across lines of business to deliver better customer service

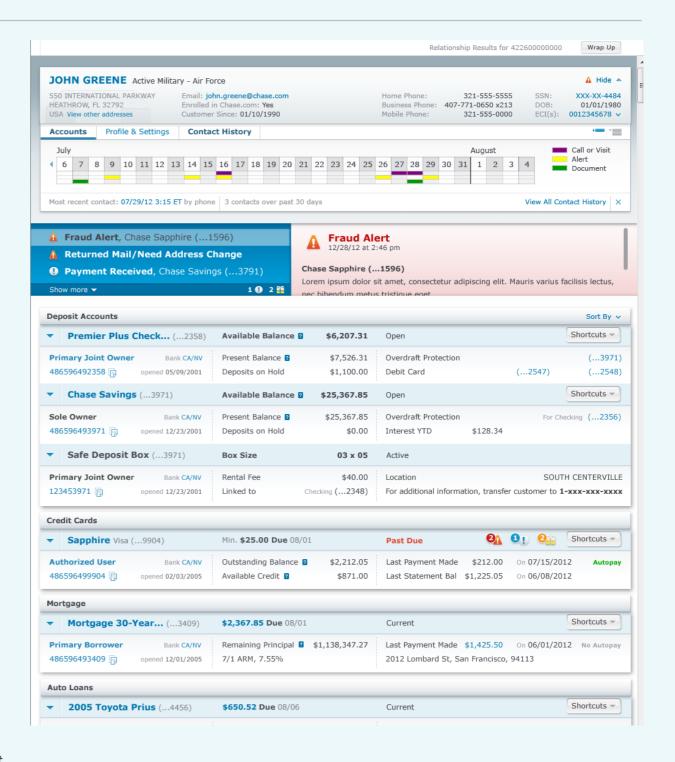
Chase customer service specialists could only view customer information relevant to the line of business that they served. A customer calling to contest a credit card transaction would not be alerted of a late auto loan payment or of an issue on their checking account.

Working with representatives from every line of business at Chase in an Agile process, I led a team of designers to deliver assets needed by business managers and developers to align on features and build the product:

- functional prototypes and wireframes to build consensus and define product requirements
- a visual design system flexible and scaleable enough to meet the needs of the Agile development team
- contributions to user stories, UATs, and demos
- a living prototype showing future features (multiple sprints ahead of development) to share product vision with stakeholders

What I learned:

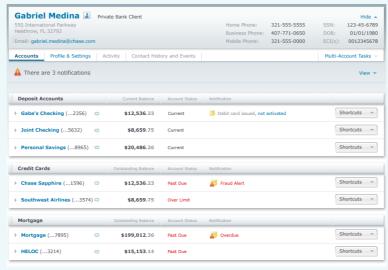
UX strategy and agile development are not as incompatible as some make it sound as long as you lay a good foundation and stay open to change



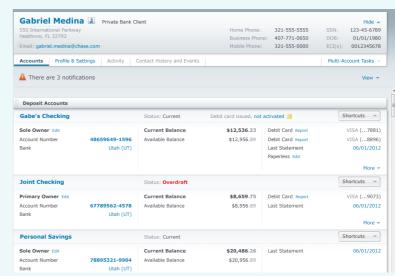
CHASE 360

Using a living prototype to test the concept with users and to build support among business stakeholders

- I. Driving insights from user research, and focusing with the accounts screen, we designed a few options. I ran user tests to select how much information to display and to validate the overall concept of a cross line of business view of customers for specialists.
- 2. Using call center data, we identified and prioritized the information and features to build first. The prototype was updated and used in steering committee meetings to support the business case.
- 3. In following releases, the most important stories and epics (e.g., seeing the customer's contact history) were added to the prototype, to build alignment among the lines of business and to be tested with users.

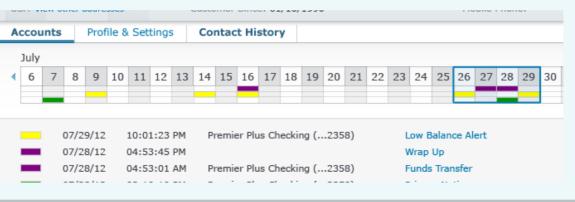


collapsed rows



expanded rows

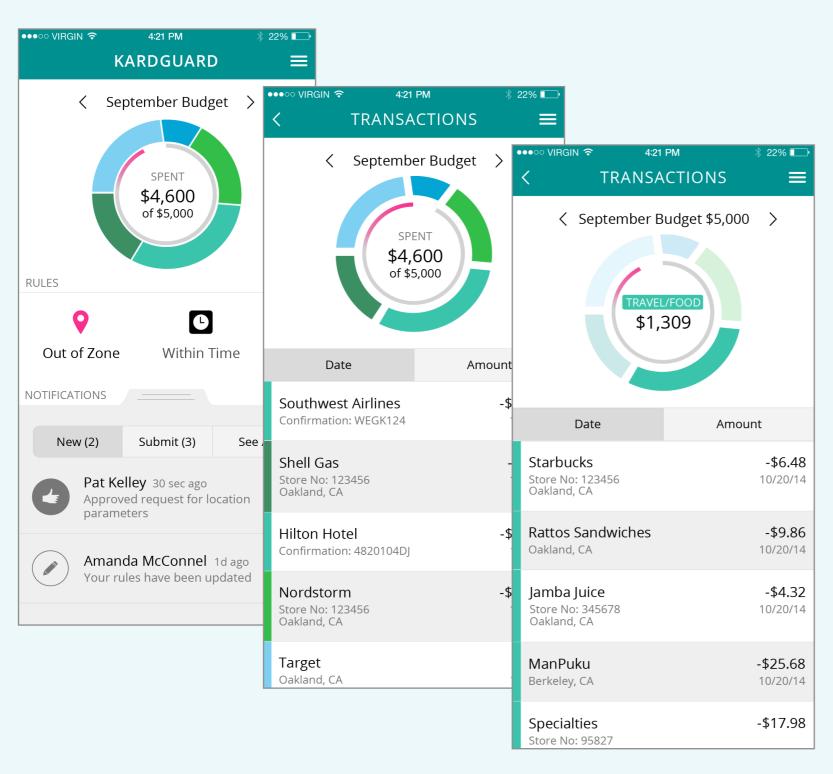
Top Retail call reasons	Answer in summary screen?
Deposits on Hold	Yes
Account Balance / Available Credit	Yes
Debit Card Fraud	Yes
Overdraft Inquiry	Yes
Debit Card Replacement	Yes
Fraud	Yes
Disputes	One click away
Account Info / Terms	One click away
Transaction History	One click away



https://
projects.invisionapp.com/
share/XZF28ABQD

KAAYASOFT

Partnering with a startup to design their first product



There is a lot riding on the quality and usability of the user interface of a startup's first product. Making sure the user experience is self-explanatory and sets itself apart from competition is of foremost importance. Working closely with the CEO and Product Marketing Manager of KaayaSoft, as well as with front-end developers, we refined requirements, helped simplify flows and features, and provided a fresh visual design for the KardGuard MVP.

This project was successful thanks to frequent in-person worksessions with the client and a regular pace of reviews with a small independent team of designers working in tight collaboration.

What I learned:

How to promote collaboration and provide direction without being part of every discussion and instead choosing when to intervene and bring the team together

CHASE SWAT

Designing and validating a new design system for a large financial institution

When Chase decided to refresh the design of their public and secure websites, they brought in Comrade as a design partner to support their internal team. As UX director at Comrade, I led a large team of designers and researchers to deliver in the following areas:

Research

- Summary analysis of 6 different research studies including a learnability study, focus groups and a benchmarking usability test against top competitors and the existing design
- Development of executive presentations highlighting key findings of these studies
- Creation of a searchable database of results, easily accessible and usable by Chase internal researchers

Content

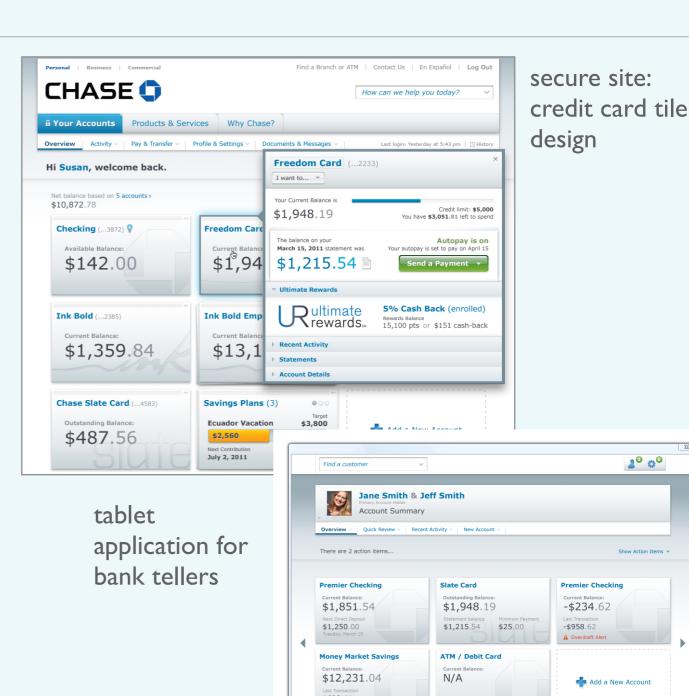
Content audit of the existing <u>chase.com</u> properties: over 6000 pages were reviewed to identify content that needed to be rewritten or removed.

Visual and Interaction Design

- Visual design of the public site product and category pages
- Contribution to the visual design of the secure site for Credit cards and brokerage accounts Content
- UX design of transactions and settings sections of the secure site
- Application of the new visual and interaction design patterns to a number of other sections of the sites
- Bank teller tablet prototype design

CHASE SWAT: ADDITIONAL DELIVERABLES





ATM Card Maintenance (1) Branch-Assisted Online Banking (2) Funds Transfer Payments (3)

public site: category page

ALIBRIS

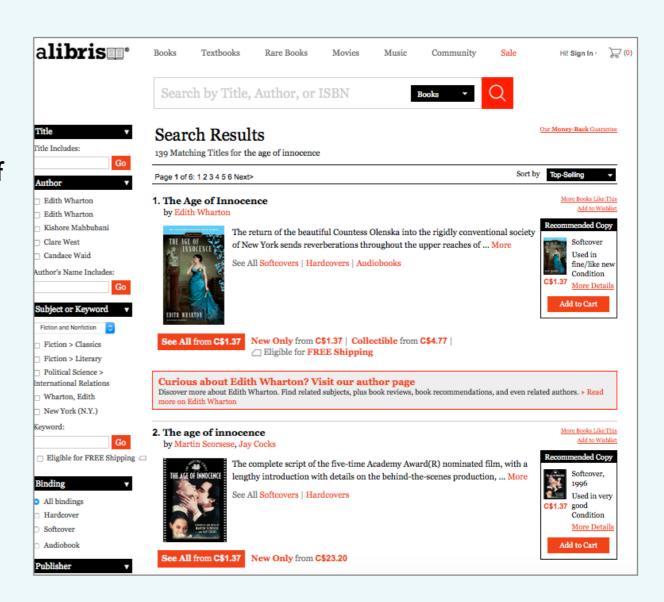
Using personas and user research to improve sales at an online book marketplace

Alibris is a leader in the used book marketplace business. The perception the company had about their typical customers - educated collectors of rare books - was at odds with the reality - avid readers of reduced price books.

I interviewed customers and used survey results and website analytics to draw user personas and helped the business prioritize them. I then designed a new search, selection and shopping cart experience that took into account the numerous attributes of book editions. I ran usability testing sessions to evaluate the designs. The usability improvements of the search flow were subsequently validated in A/B testing and led to an increase of 3% in annual sales.

What I learned:

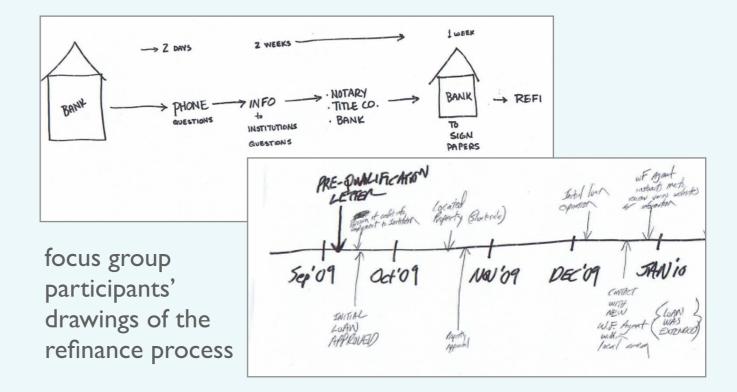
The power of personas: the marketing team embraced the personas I developed, incorporated them in their decision-making, and won the company Halloween costume contest by dressing as them!



SKILLS

USER RESEARCH

- Prepared and analyzed results of focus groups for multiple projects
- Led contextual inquiries, walkthroughs and one-on-one interviews
- Wrote scripts and managed usability testing on numerous occasions. Moderated usability testing sessions for many projects
- Performed heuristic evaluations and UI critiques
- Conducted competitive analyses
- Led user, client and stakeholder interviews



	Deposit Process								OVERALL	
	Email	Text	Home	Start Deposit	Deposit Step 1	Deposit Step 2	Deposit Step 3	Registration & Login	Global/help	
Inspire trust	1	1		2	2		4	2	1	1
Match real world					4		3	2	1	1
Lead to next step	2		2		2					2
Speak the users' language	3		4						2	2
Meet users' expectations/ support context of use			2		2	4				2
Provide help					4				2	2
Give users control						2		2		2
Respect standards			3	4	2	4	4	5	2	2
Prevent errors	3		3		3	4	5	2	4	3
Be consistent			4					5	4	4
Provide system status and feedback				5				4		4
Promote recognition, not recall								4		4

heuristic evaluation results matrix

PERSONAS & JOURNEYS



Sally

Age: 69

Location: St Louis. MO

Works part-time at the church.

Occupation: Retired Professor Hobby: Knitting, art collecting, antiques, reading. Video chat with the grandkids often on the iPhone they got her.

Married to Sam, a professor as well. They have one kid and a mini-greyhound. She also has two kids with her exhusband, Bill. Sam has two kids from his previous marriage. Altogether, she has 14 grandchildren she dotes on.

Wealth & assets

Owns home and beach house. She collects art and books and has gathered a little bit of a lot of different kinds of antiques. She has about 12 accounts, including a trust, 529s for the grandchildren, pensions and life insurance. Has an advisor.



Gets information from

- Her Advisor (saw me through the divorce), her Doctor, her Pastor
- Church Social Club
- Local paper, News

- Is motivated by

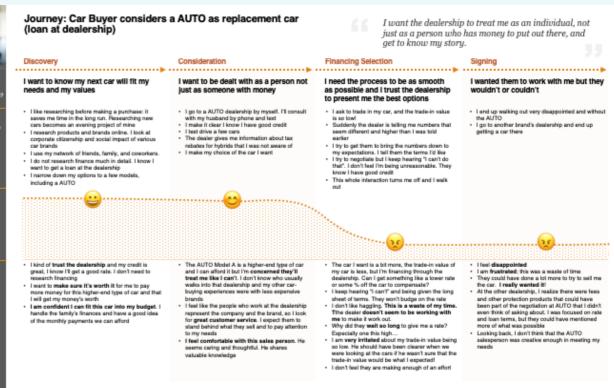
 Ensuring a good life for her grandchildren, yet leaving them more than possessions. She wants to leave a legacy that runs deeper.
- Does not want to leave a mess. She has a plan and she wants to make sure it is implemented correctly and fairly.
- Sam's health scare, her own sense of being slower

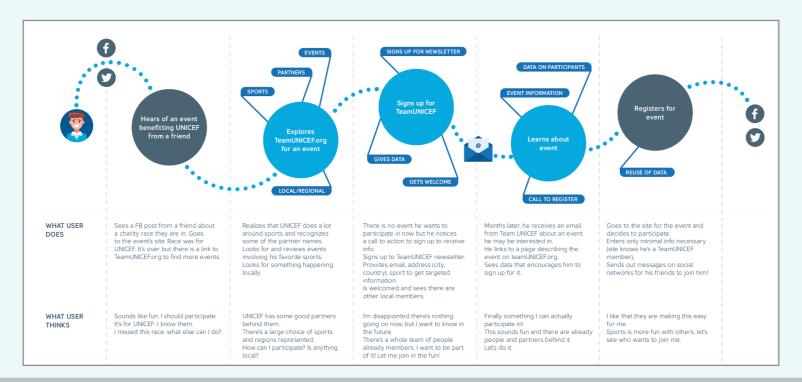
- Sharing too much about her wishes, her family is big and relationships can be complicated.
- How advice is given to her. She still wants to be the one in control.
- Doing things her own way. She made it work so far, she just needs a bit more advice and help, not a new way to do things.

My stuff is together, I am organized: what else should I do? Is that enough? municate my decisions more easily with others? After using DSDB:

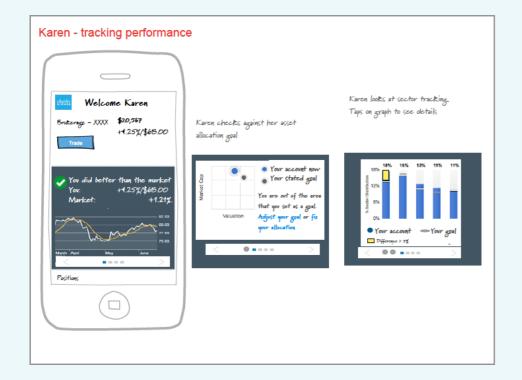
Relieved and glad others know her plan. "I've done my part". Peace of

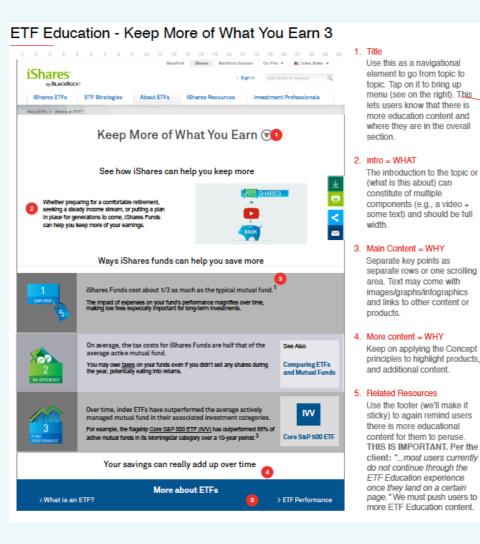


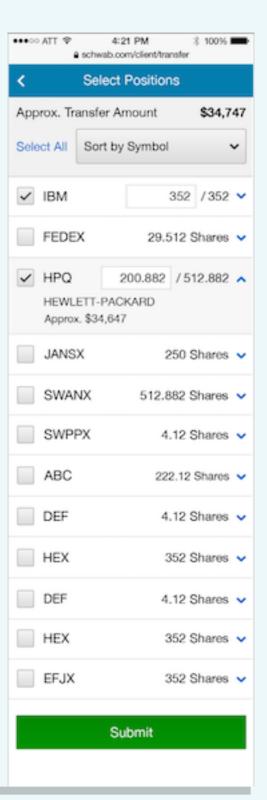




UX & IA



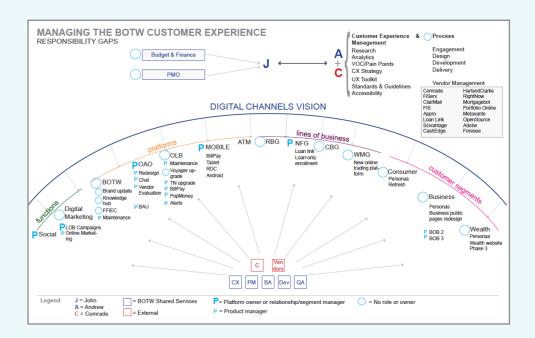


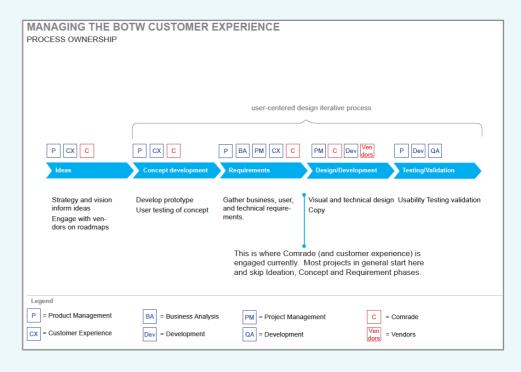


PLANNING & DIRECTING

I enjoy helping teams design the roadmap and steps to a successful UX strategy. There is no magic recipe, each team must find the processes and objectives that work for their specific case.

- I have experience:
 - With Agile, Lean UX, Waterfall, and Pair Design methodologies
 - Bringing together teams of specialists or multi-skilled individuals
 - Directing UX designers, visual designers, copywriters, front-end developers, researchers, and business analysts
 - Producing roadmaps, infographics, reports, strategy documents, and executive presentations





LEADERSHIP



PRINCIPLE 1: SHOW, DON'T TELL

SKETCHING

- Does not require any special material or advanced skill.
- The unfinished aspect of the deliverable forces conversations about content, features and flows rather than design.

TIP

Have printed sheets with tablet and phone frames available. Print the frames close to full scale so that sketches are true to size.

PROTOTYPING

- · Remains the best way to explain a flow.
- Has become the tool of choice to collect requirements.

TIP

Maintain a matrix of prototyping tools and the type of projects they are most adequate for. Spread the knowledge about different tools among your team.

10 ways to improve your UX now

Slideshare presentation; 1,718 views

UX without documentation (l'UX sans documentation)

Presented at FLUPA UX day in Paris, Sept 19, 2014

Interactive I, CCA

 Taught an interactive design class in the Graphic Design Program of the California College of the Arts

UX-PM Certification

Taught and contributed to the UX-PM Certification course materials, an international training program for professionals interested in managing UX projects

User-Centered Design, SFSU

 Gave a lecture as part of the Digital Project Management course, Multimedia Studies Program, at San Francisco State University