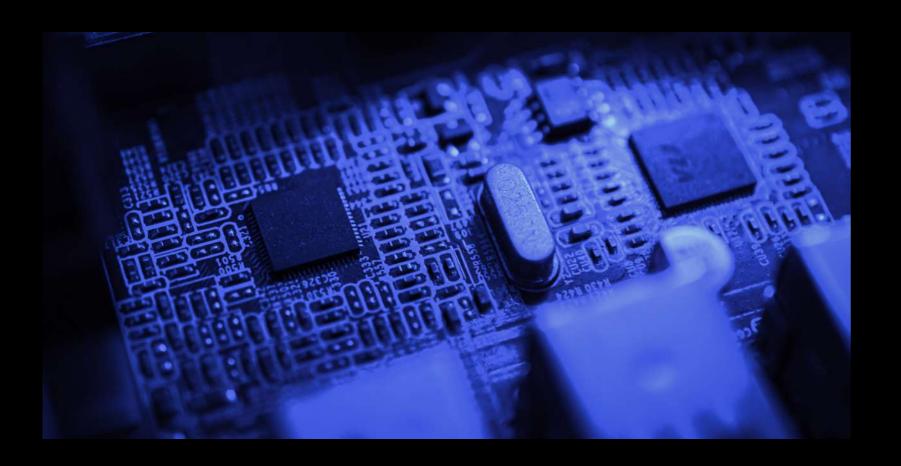
GRAPHIC DESIGN, UX/UI DESIGN, GUI DESIGN

# PORFOLO

2020-2023





### Colors



# 

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# NOSTROMO

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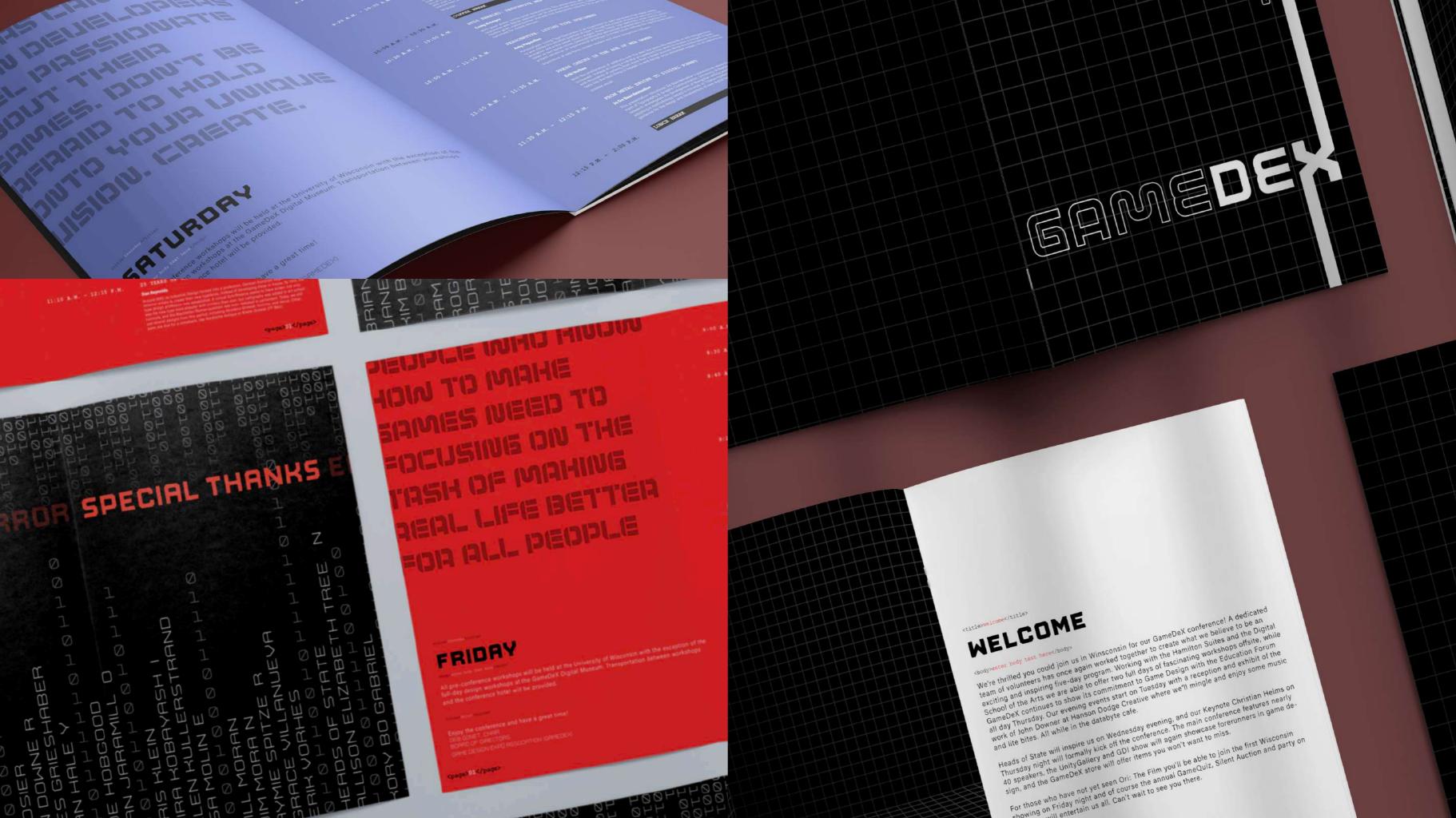
**Acumin Variable Concept** 

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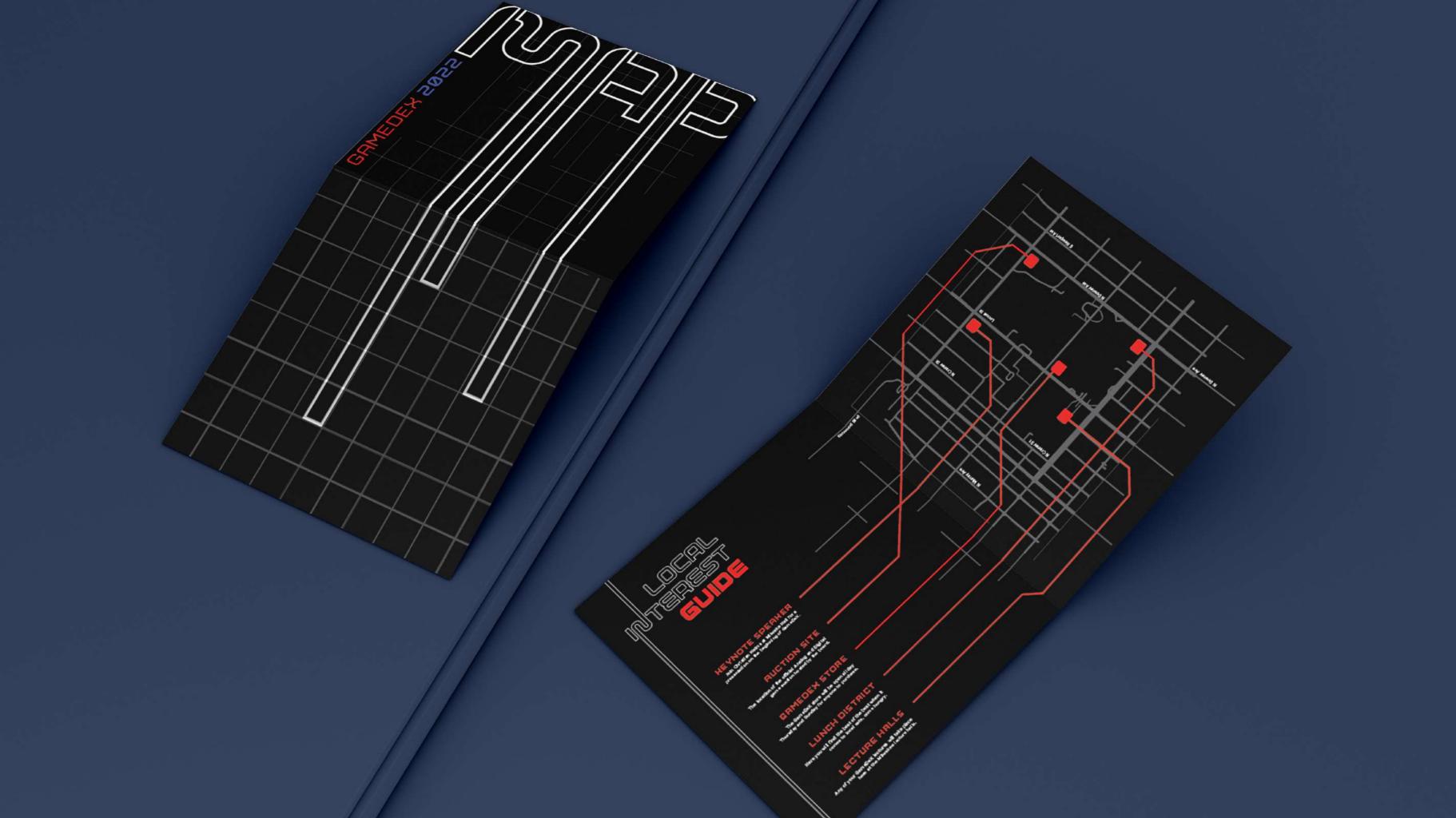
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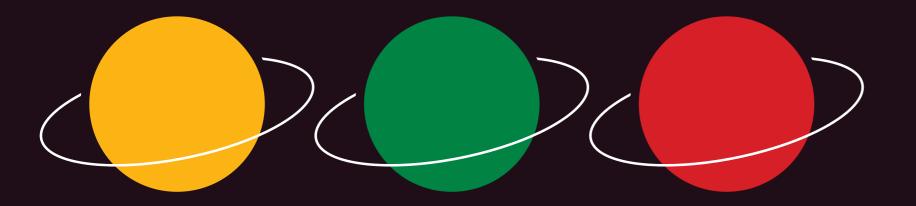
# AFRO-FUTURISM CONVENTION





Colors .





# Countdown

# **RECOEFGHUNLINDPORSTUULUNUZ**

# **Impact**

# **ABCDEFGHIJKLMNOPQRSTUVWXYZ**

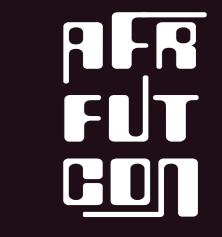
# Segoe UI

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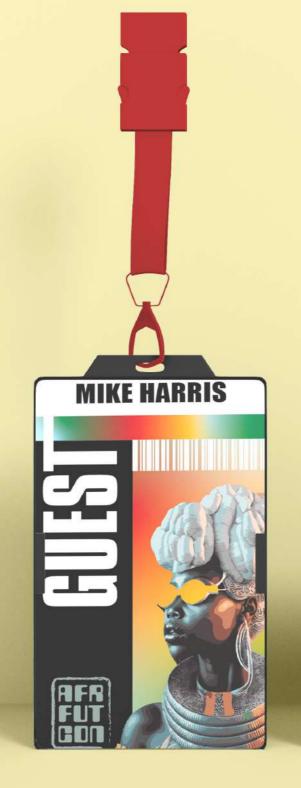




























# User research: pain points

1

### **Notifications**

Lack of customization in regards to creation of tasks and the amount of notifications the user receives.

2

### **Prof Involvement**

Users wanted to stay in touch with professors and other groups. They wanted group leaders to be able to edit and add to their schedule.

3

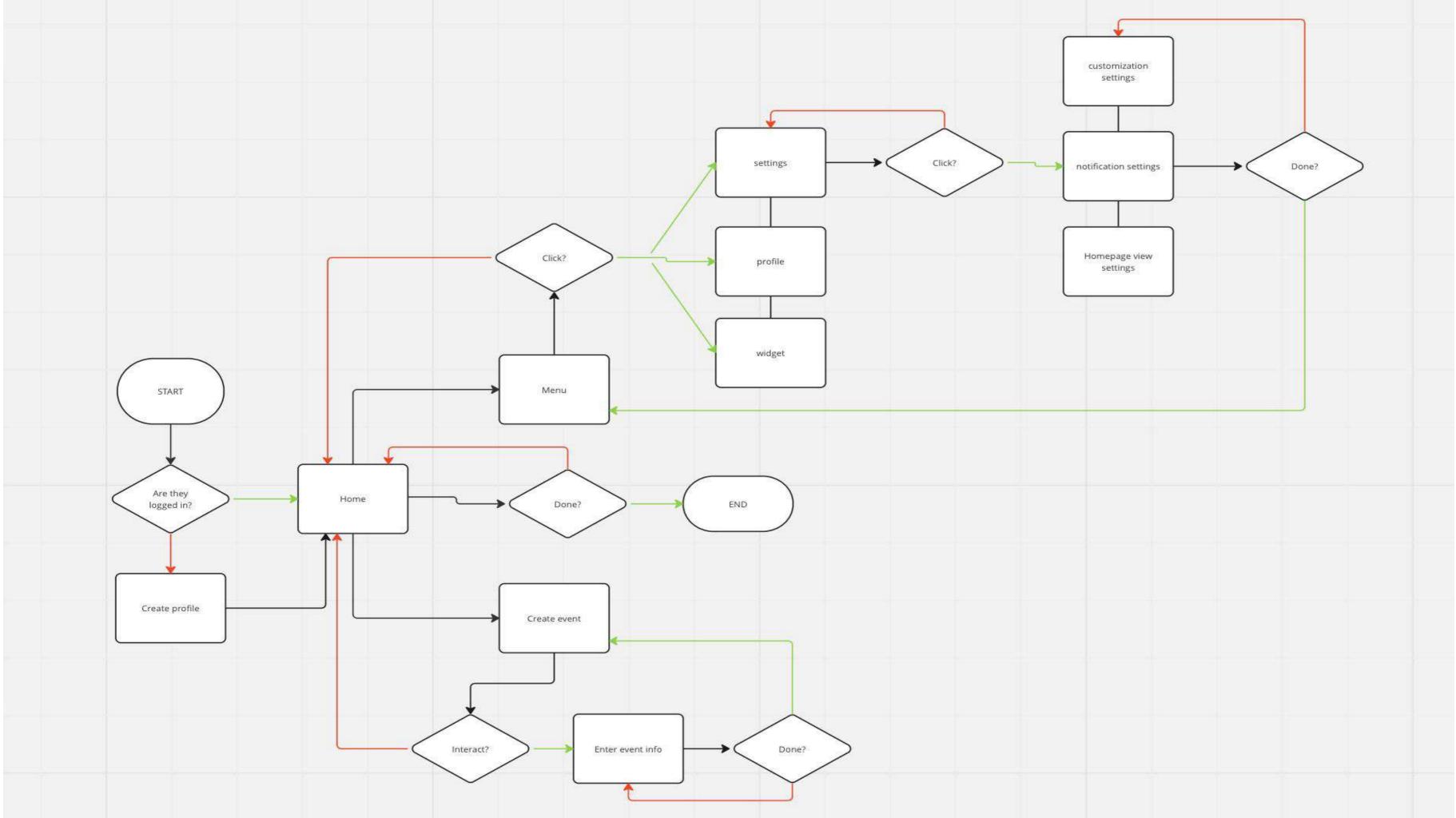
### Laziness

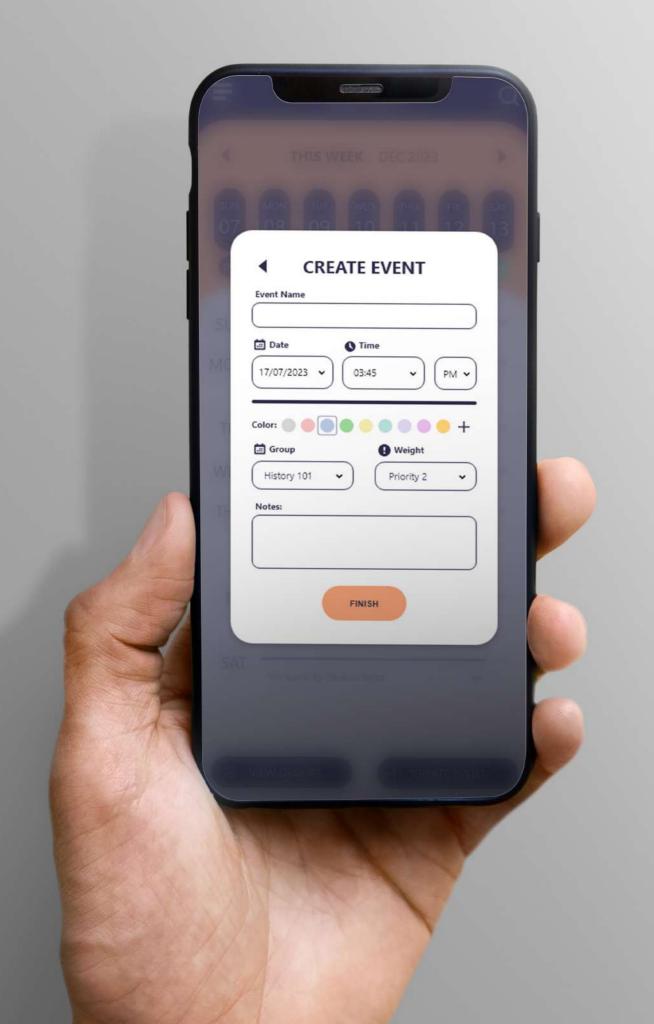
It was important for users to get the most out of doing the least. An app that supports laziness is more likely to retain users.

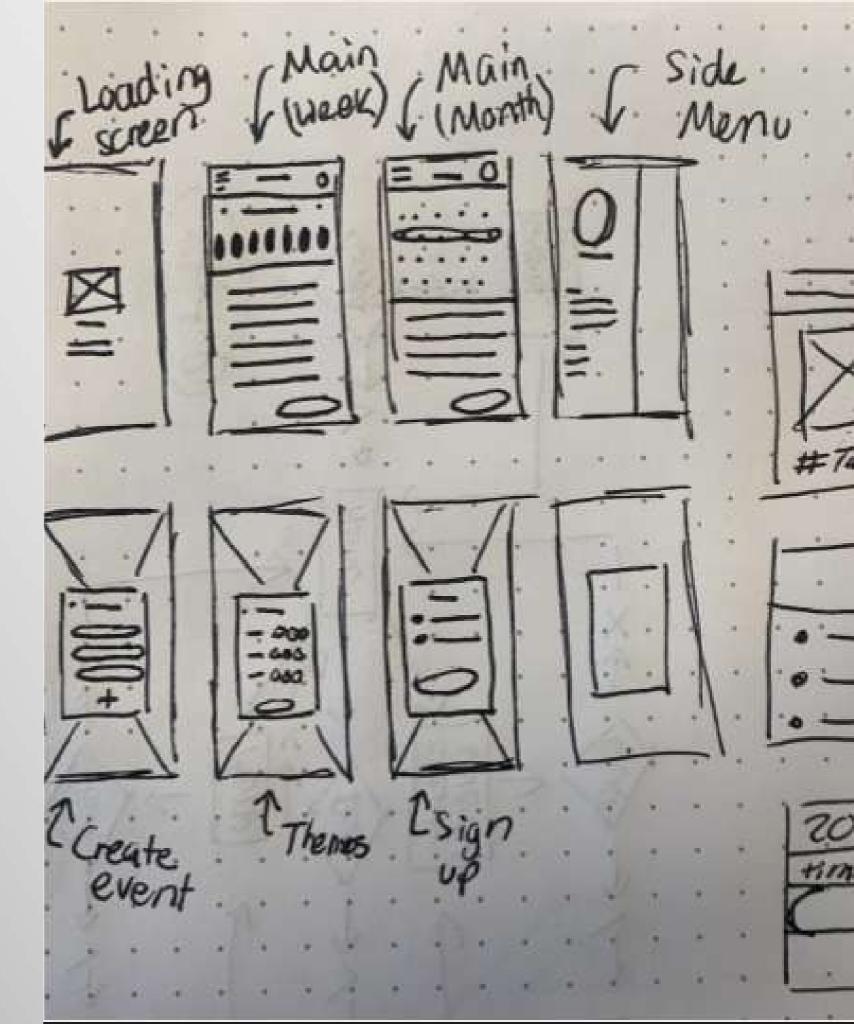
4

### **Summarization**

Users wanted to be able to see all of their upcoming events and tasks in a summarized format both in app and on home screen.



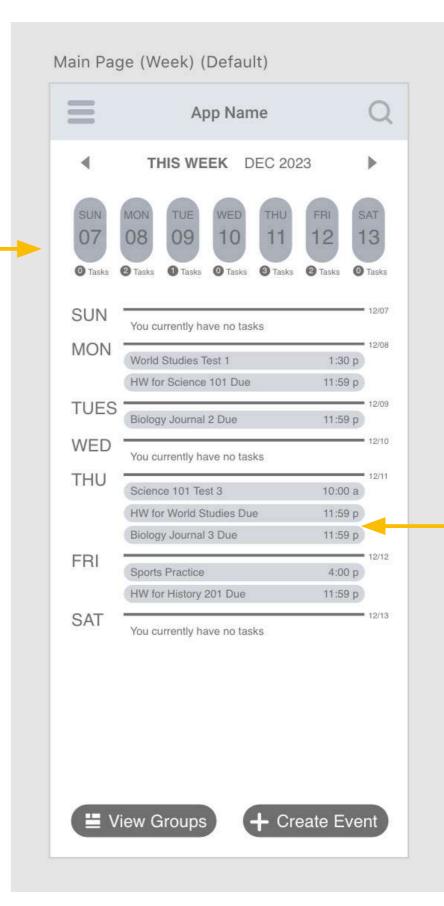




# Digital wireframes

I have found it important to focus my energy on summarization, ease of access, and group implementation so that organizers can insure their tasks are done. It is important to tell how many tasks are due at any given time, and easily add/edit a task all from the home page.

See how many events you have due per day, as well as switch between week view and month view.

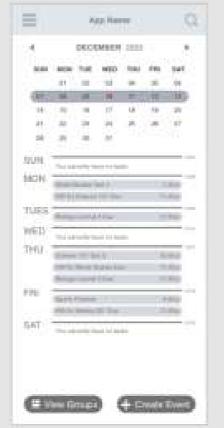


Visualize all of your events on one page the second you launch the app.









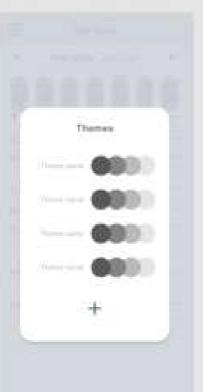




Create Event





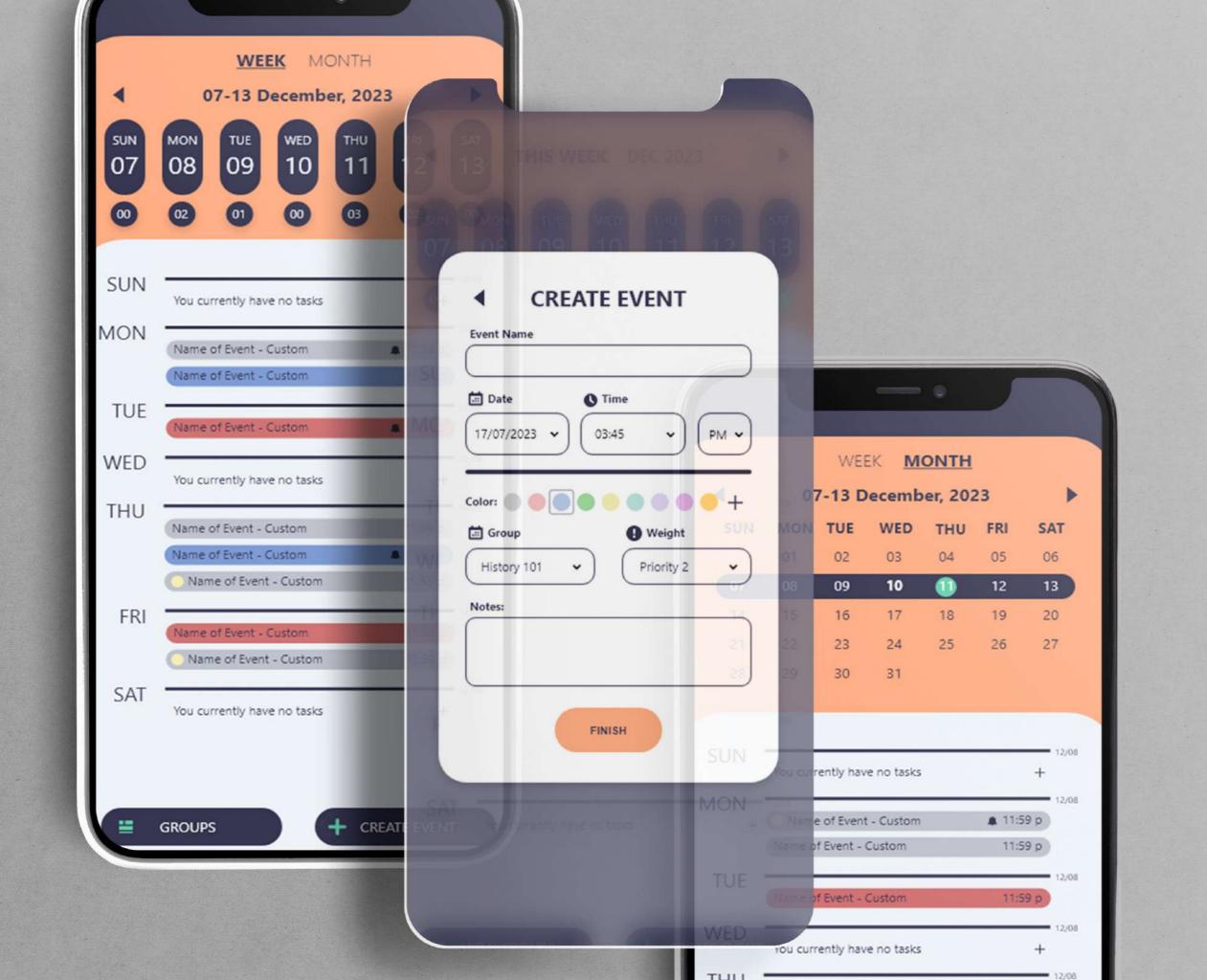


Sign Up



Log In



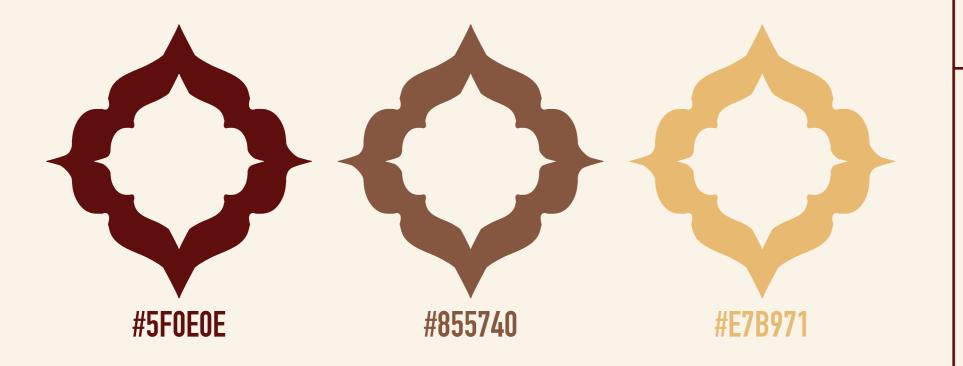








### Colors



# Constantina

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# **CENTURY GOTHIC**

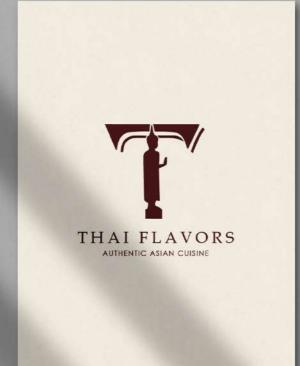
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# THAI FLAVORS











Dear Management,

It is my pleasure to strongly recommend Aashna Singhania for the Jr. Data Analyst role with Clouddatanow Tech. I am Roshni Duttaa, a project manager at Asomtech Solutions. I have 12 years of experience working in the tech industry and have seen many young professionals come and go. Ms. Singhania is one individual I have worked with who uniquely stands out.

During our time together, Aashna displayed great talents in data analytics. When we first met, I was immediately impressed with Aashna but during the time we worked together, her understanding of analyzing data to achieve results for our company grew far more than that of her peers.

It's not just her technical skills that impress me. Aashna was a joy to work with because of her amazingly positive attitude and ability to communicate across teams. Her focus and attention to detail were also necessary and valued not just by me but also by her peers who often relied on her to get the job done.

I am absolutely confident that Aashna would be a great fit at Clouddatanow Tech. Not only will she bring the kind of skills and experiences you're looking for in an applicant, but she will also quickly become an asset and help your company grow in any way she can.

If you need more information or specific examples, please do not hesitate to contact me at 050 2948 2948. As a recommendation letter likely only provides a snapshot of her talents and achievements, I would be happy to further elaborate on my time working with her.

Sincerely,

Thai Flavors of Des Moines

A. 1254 E 14TH ST. DES MOINES, IA 50316 P. (515) 262-4658 A. 2301 Ingersoll Ave. Ste 500 Des Moines, IA 50312 P. (515) 776-7201 EMAIL. thai.flavorsdsm@gmail.com FAX: 83300











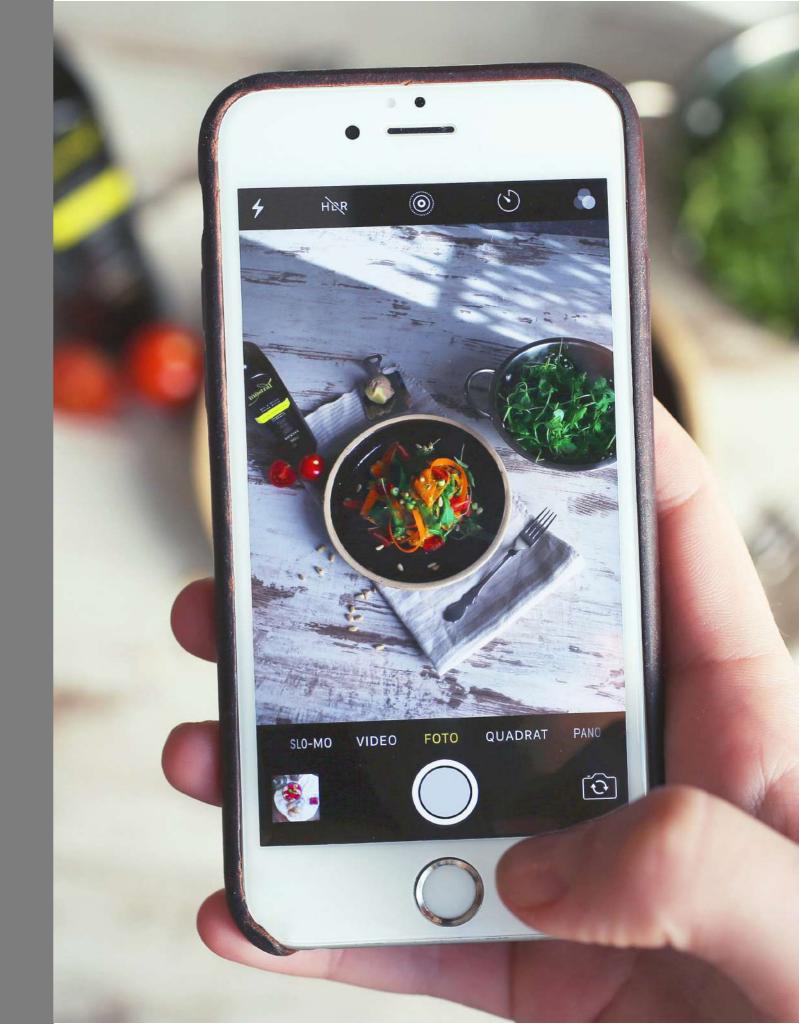




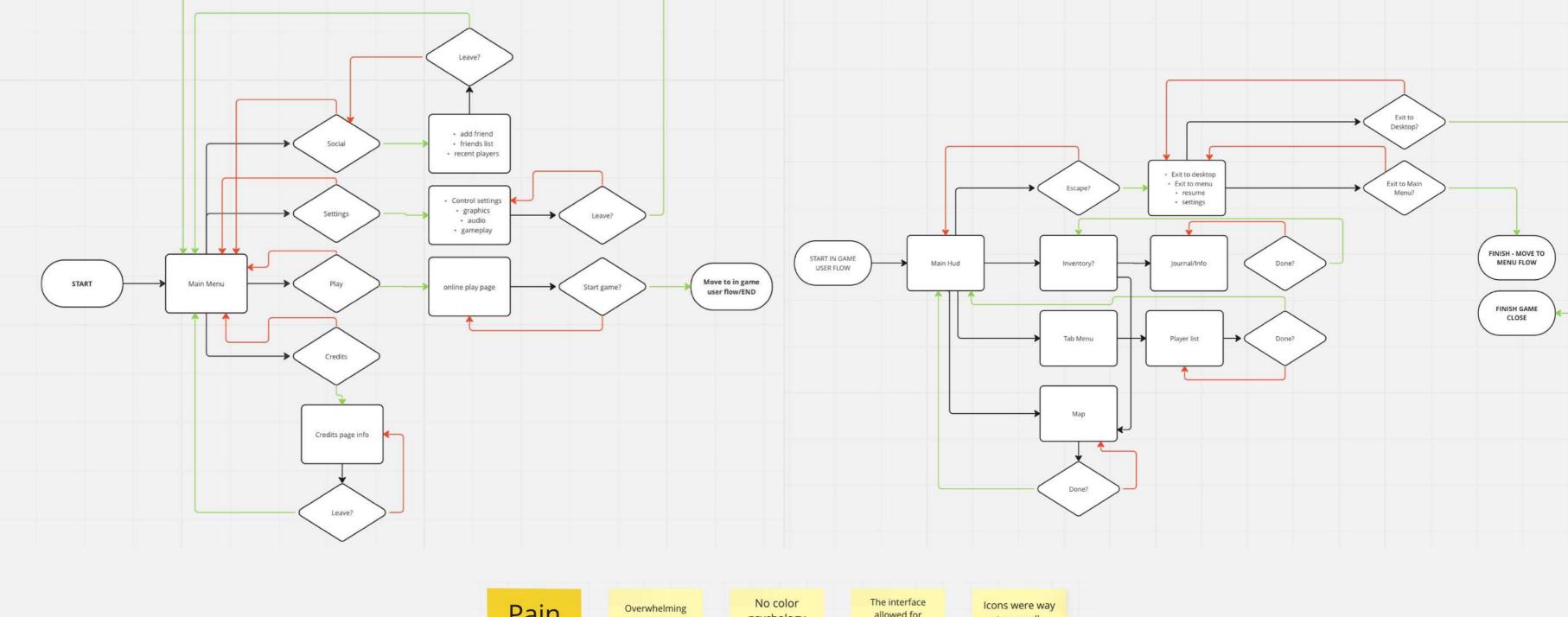














### **Research Team**

# Methodology

I wanted to dig deeper into what users continued good and bad user interface design within video games. In order to do this I had them identify what their favorite games were and what they liked about their hud design. After that, I had them play designated games that do and do not have good UX UI design. While they trial tested the game, I made sure to note any struggles they had, words and comments made, and what their pain points were during the process. From this interview and play test process I was able to summarize important points made.

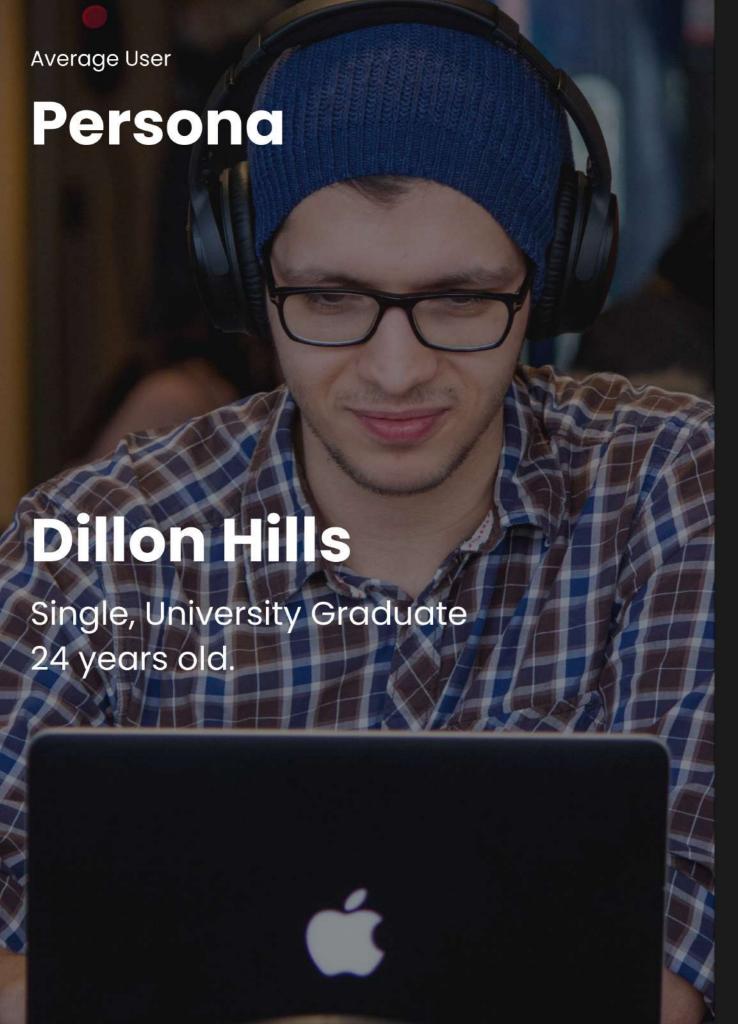
- 1. What do you like about this main menu?
- 2. What in-game settings are most important to you?
- 3. What in-game settings do you change most often?
- 4. What is your opinion on color within the hud as well as main game menus?
- 5. What problems did you have with playing SCP: Secret Laboratory in regards to visuals rather than gameplay?
- 6. What does SCP: Secret Laboratory do that is better than [insert each game option here]
- 7. What does SCP: Secret Laboratory do that is worse than [insert each game option here]
- 8. If you could make your own game, what UI changes would you make that isn't a typical design decision?
- 9. Where do you draw the line when it comes to UI/UX? What pains you so much that you refuse to play a game with this mechanic/element?
- 10. Is there any advice you would give someone making a game hud, menu, and inventory?

### **Research Findings**

# **Key Findings**

- 1. Users were naturally drawn to games thta allowed for more negative space within their huds and menus. This type of design allows the player to 'breath'.
- 2. When it comes to color, users love to see color but not too much They prefer symbolic colors rather than colors with no meaning.
- 3. Users want multiple versions of reinforcement to know that they have performed an action. Mix visual, color, sound.

- 4. Too many clicks turns a user away. If an object, mechanic, or element is important to the game then they should be able to access it quickly and easily.
- 5. Less is more. Users do not like it when things are added just for the aesthetic choice rather than purpose and value. It makes it hard to find what they are looking for.
- 6. The ideal UI design will not ony have usability as a primary focus, but will also have UI that matches the project theme and reinforces the branding of the game.



"I know my way around video games. I play them almost daily and have distinct HUD preferences."

# **Background**

Dillion works for an IT company but has a degree in computer programming. He is an avid gamer and enjoys aesthetically pleasing games but finds that usability is more important. A game that is hard to navigate will turn him away.

# Enjoyments

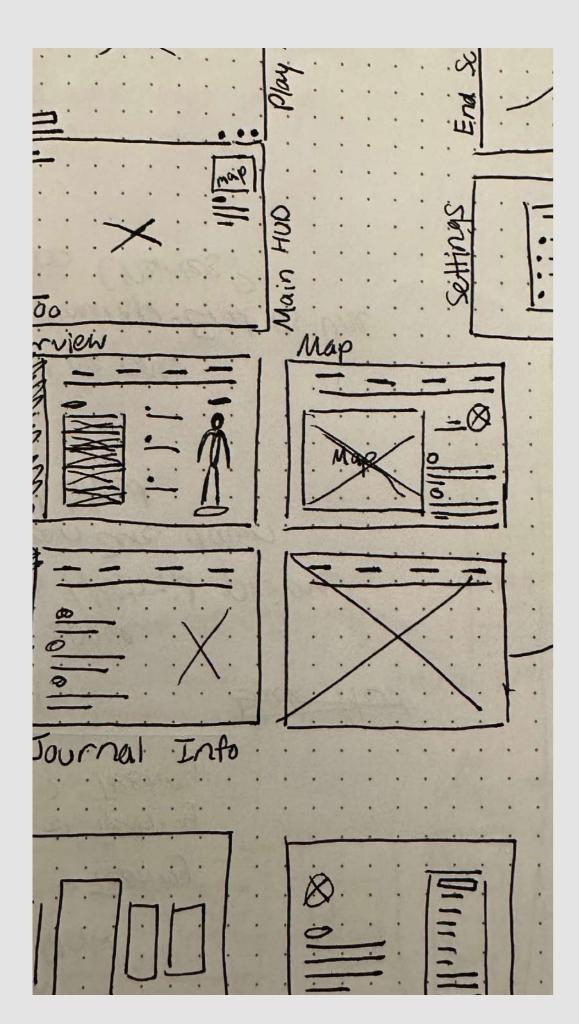
- Cohesive design choices
- Unique and creative hud features/mechanics
- Recognizable elements and symbols in the art

### Frustrations

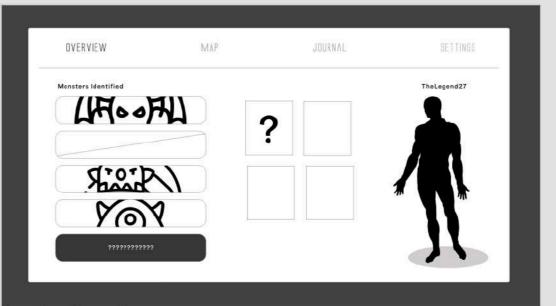
- Overstimulating features
- No color coordination
- A user flow that is not designed for the modern day gamer

### **Games Liked**

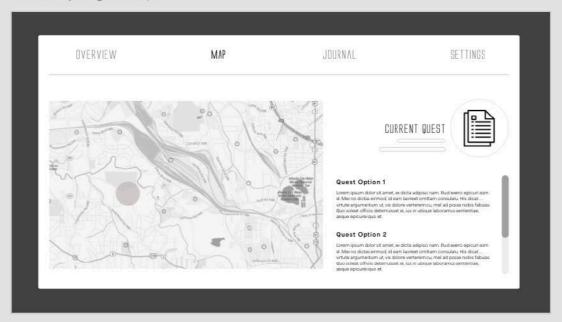
- GTFO
- Overwatch
- Dead Space
- Apex Legends



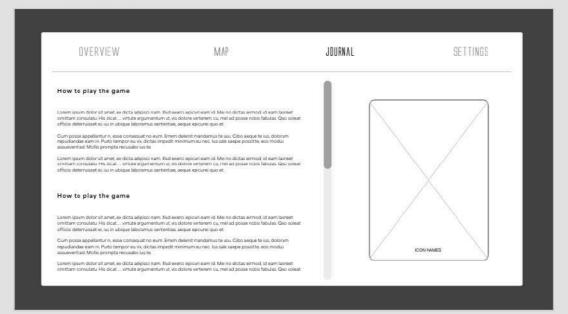
Inventory Page - Main



Inventory Page - Map



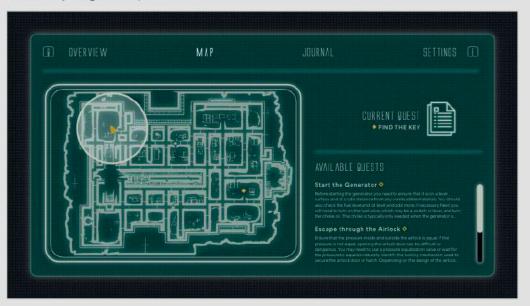
Inventory Page - Journal



Inventory Page - Main - 1



Inventory Page - Map - 1



Inventory Page - Journal - 1



MARIANA

PLAY

SOCIAL

SETTINGS

CREDITS

#### Ver 1.02.03.4

Fixed an issue where the game would crash when entering a certain area. We apologize for any inconvenience this may have caused and have resolved the issue in this update.











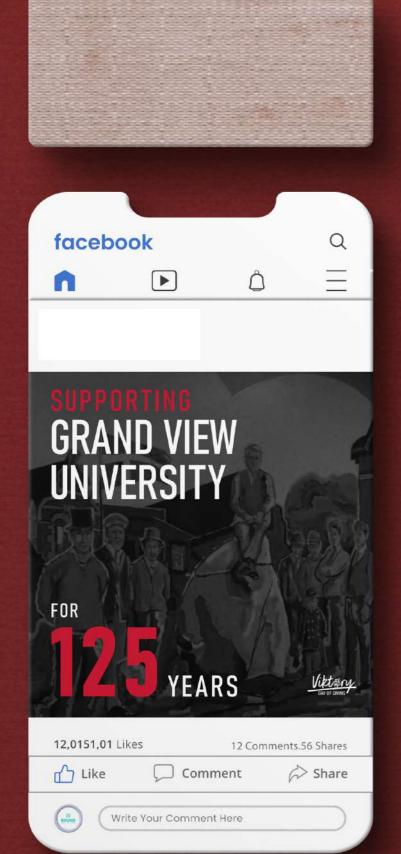














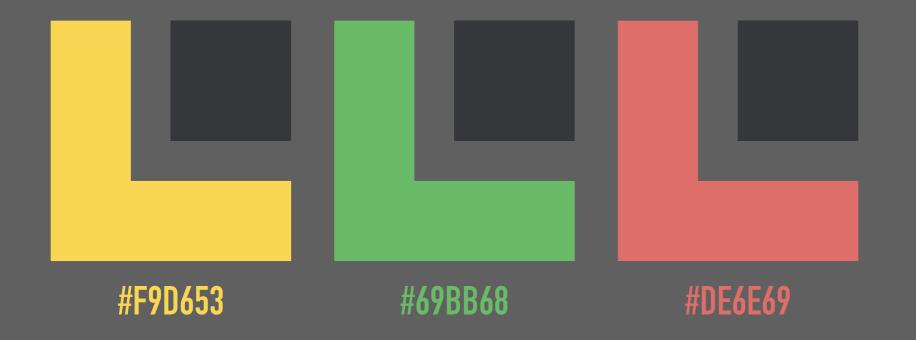




# RADO



Colors



# Courier New

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# **Helvetica Bold**

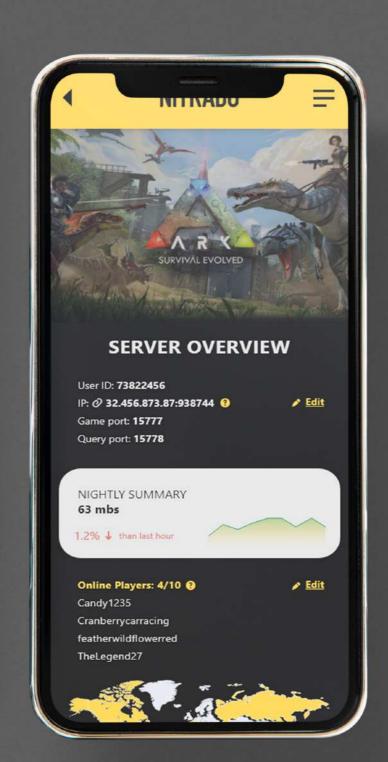
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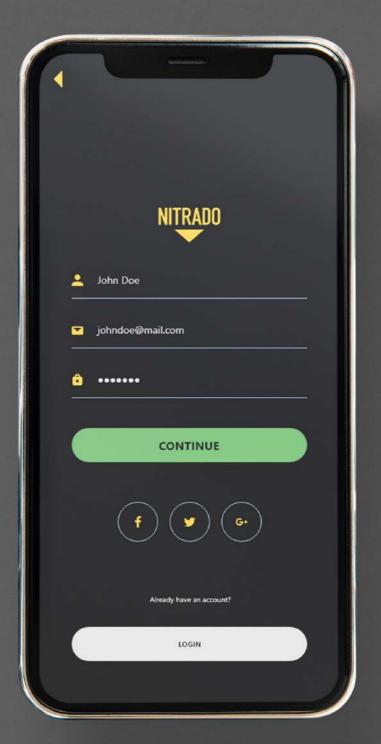
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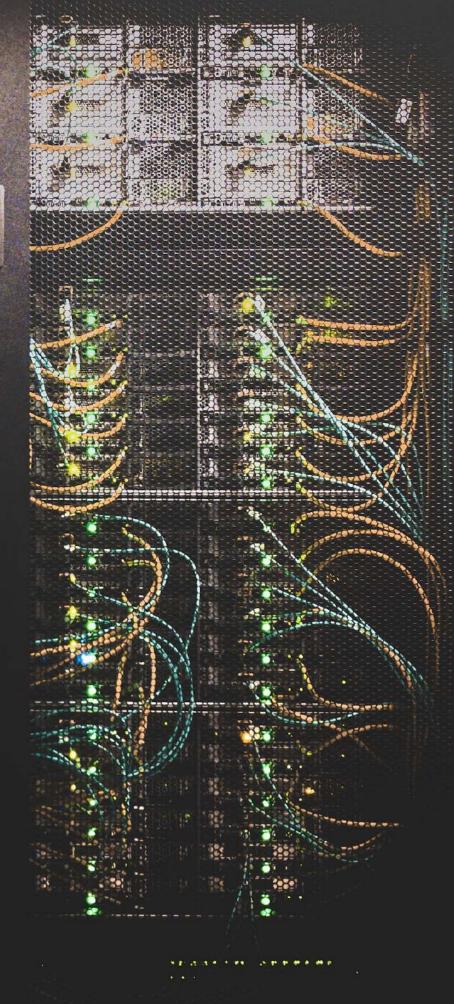












# THE LOUVRE





### Colors



# Vultura

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### Source Code Variable

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## **Sugoe UI**

AaBbCcDdEeFfGgHhliJjKkLlMm NnOoPpQqRrSsTtUuVvWwXxYyZz

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# The Louvre The Louvre



#### MAP OF THE LOUVRE LLAMASU Lamassu were spirits; CERAMICS OF sometimes called demons OCEANIA 20TH C. AMERICAN or genies depending on SCULPTURES which language you're SCULPTURES OF translating from, who Locations of Exhibits MESOPOTAMIA 5TH -18TH C. EASTERN ASIA served to protect the gods, FRENCH SCULPTURES as well as the important With over 300,000 paintings and other 18TH-19TH C. human structures. exhibits on display, you wouldn't want to FRENCH SCULPTURES miss this golden opportunity. Housed inside the former imperial palace of France's royalty, the museum is a repository of diverse arts from different parts of the world. Its most popular pieces include Leonardo da ANTIQUE IRAN LEVANT Vinci's "Mona Lisa" and the "Venus de Milo", among other exhibits. ORIENTAL ANTIQUITIES 16TH-19TH C. FRENCH GREEK, ETRUSCAN & ROMAN ANTIQUITIES PAINTINGS EGYPTIAN ANTIQUITIES SCULPTURES RICHELIEU ARTS OF AFRICA, ASIA, & THE AMERICAS THEMATIC \_ CIRCUIT PYRAMIDE DU LOUVRE Oriental Arts SULLY The pyramid was inaugurated on 29 March 1989 and opened Covering 9,000 years of history, the Louvre's PHARAONIC Near Eastern Antiquities department holds to the public on April 1, 1989 EGYPT treasures from a collection that stretches from North Africa to the Black Sea through DENON Arabia and as far as the Indian Ocean. Let's take a look at seven highlights of the 16TH-19TH C. Louvre's near eastern art collection. ITALIAN . CERAMICS OF THE ARTS SCULPTURES Greek, Etruscan & Roman Antiquities GREEK ANTIQUITIES You may already be familiar with some of the major highlights to be found in this department of the Louvre - the Nike of Samothrace, Venus de Milo, the warm ETRUSCAN AND RECOVERY OF humanism of the Etruscan Sarcophagus of ROMAN CERAMICS EGYPT EXHIBIT the Spouses. But there's more to explore. MONA LISA Witness the uncovered relics Egyptian Antiquities of the historical ancient Egypt here at The Louvre. Here you WINGED VICTORY On 15 December 1827, a new museum was an oil painting by Italian artist, can view the seated scribe. It inaugurated in the Louvre palace. King inventor, and writer Leonardo features an Egyptian scribe at The Winged Victory of Samothrace, da Vinci. Likely completed in Charles X appointed a young scholar as its work. The sculpture was director: Jean-François Champollion, who one of the most famous statues at 1506, the piece features a the Louvre, graces the top of the discovered at Saggara, north portrait of a seated woman had recently made a name for himself by of the alley of sphinxes deciphering the ancient Egyptian hieroglyphs monumental Daru staircase. View set against an imaginary this Greek Hellenistic artifact here. and was now entrusted with the creation of andscape. Free Admission with entrance the Louvre's very first 'Egyptian museum'.



#### HOURS OF OPERATION

Monday - Saturday 9:00AM - 6:00PM

Sunday Closed

#### PRICING

Adults (12+) 17 € per person

Children (11 & under) 15 € per person

#### CONTACT

Email: info.delouvre.fr.com

Location: Rue de Rivoli, 75001 Paris, France

## MOST POPULAR EXHIBITS

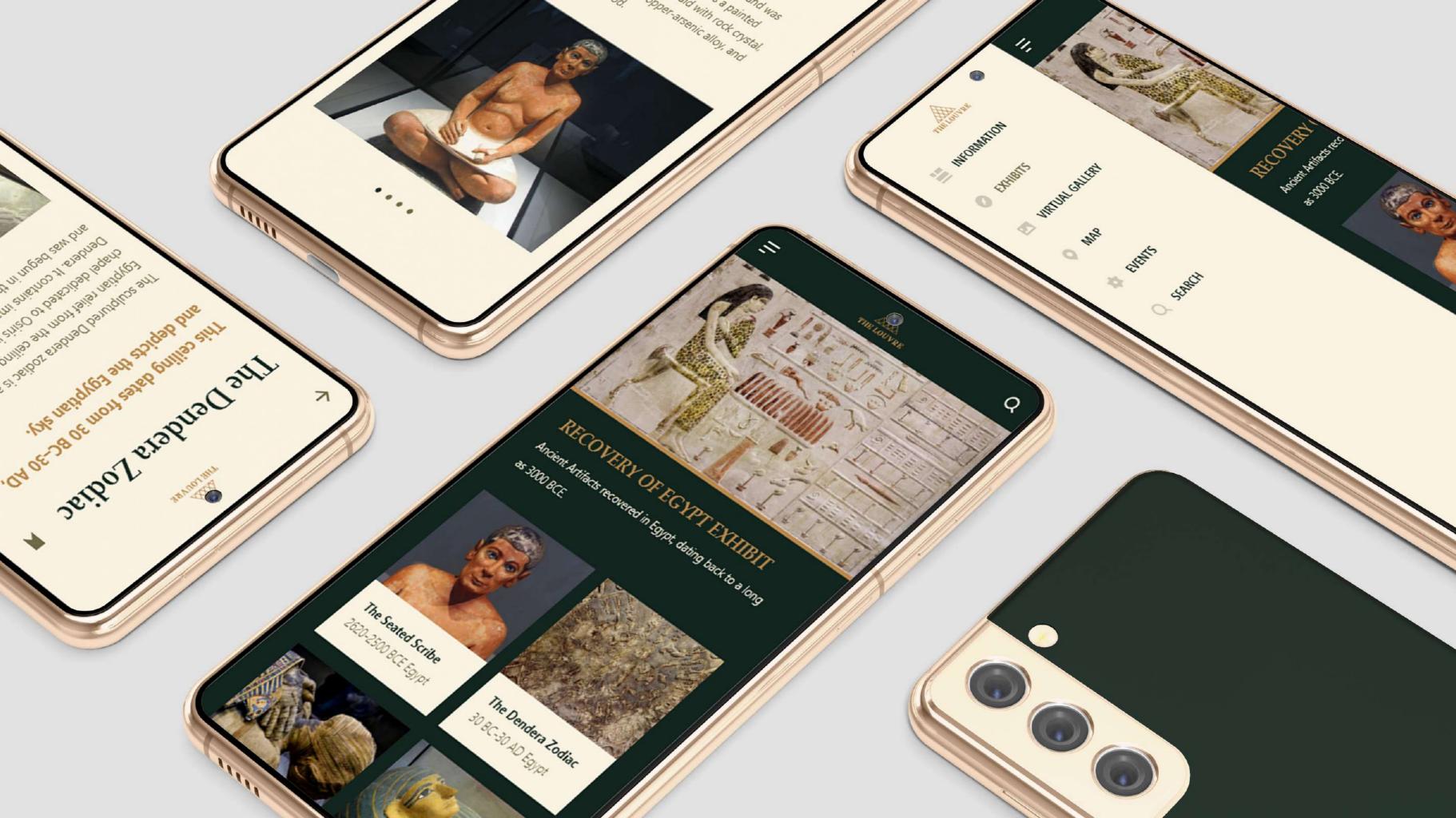
The play areas and activities offered by the Tuileries Garden have long formed part of its picturesque Parisian Image. Where the young princes Louis XIII and Louis XV once enjoyed time outdoors, families and children now fill the air with laughter and joy. Most of these activities are located to the north of the garden.

Throughout the reigns of Louis XIV, XV and XVI, the French art of living developed and the royal residences were transformed accordingly. The Court of Louis XIV was officially established at Versailles in 1682, but the Sun King continued to use his palaces in Fontainebleau, Compiègne and Marly—and wherever he went.

#### FEATURED EXHIBIT







MARISA MELING

# THANK YOU