COGNACY DESIGN

UI Design Project Portfolio

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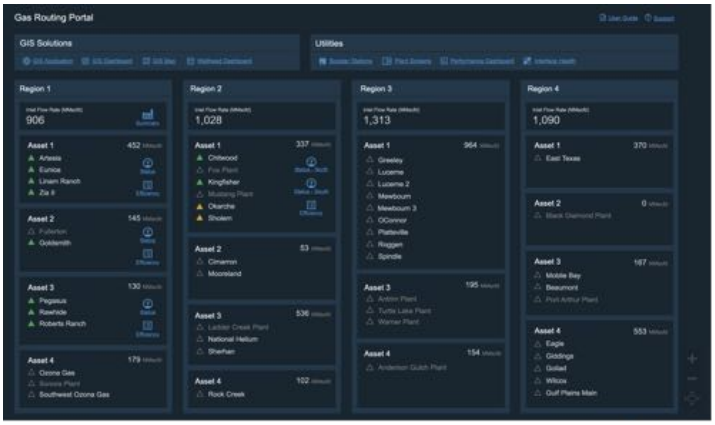
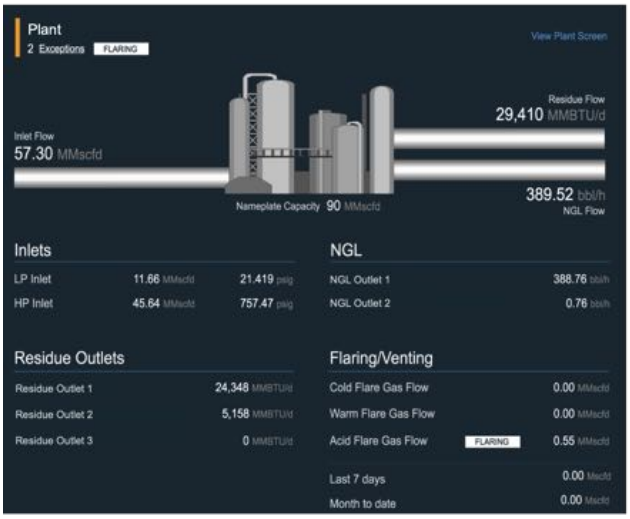
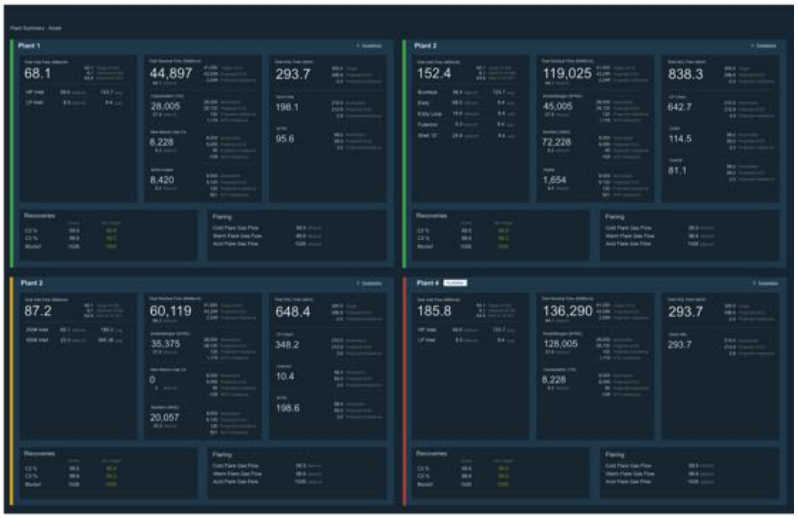
Gas Routing Portal (2018)

A core goal of DCP Midstream's digital transformation was to be able to centrally monitor and manage the collection and processing of raw natural gas across vast geographical areas. The team responsible for this needs to monitor and analyze multiple key metrics across ~100 facilities and needed data visualizations to support them. I worked closely with the stakeholders to identify task flows and key metrics, then iterated through mockups of alternative visualizations, which were ultimately developed using OSISoft's PI Vision tool.

Activities: UI Design, Visual Design and PI Vision Development



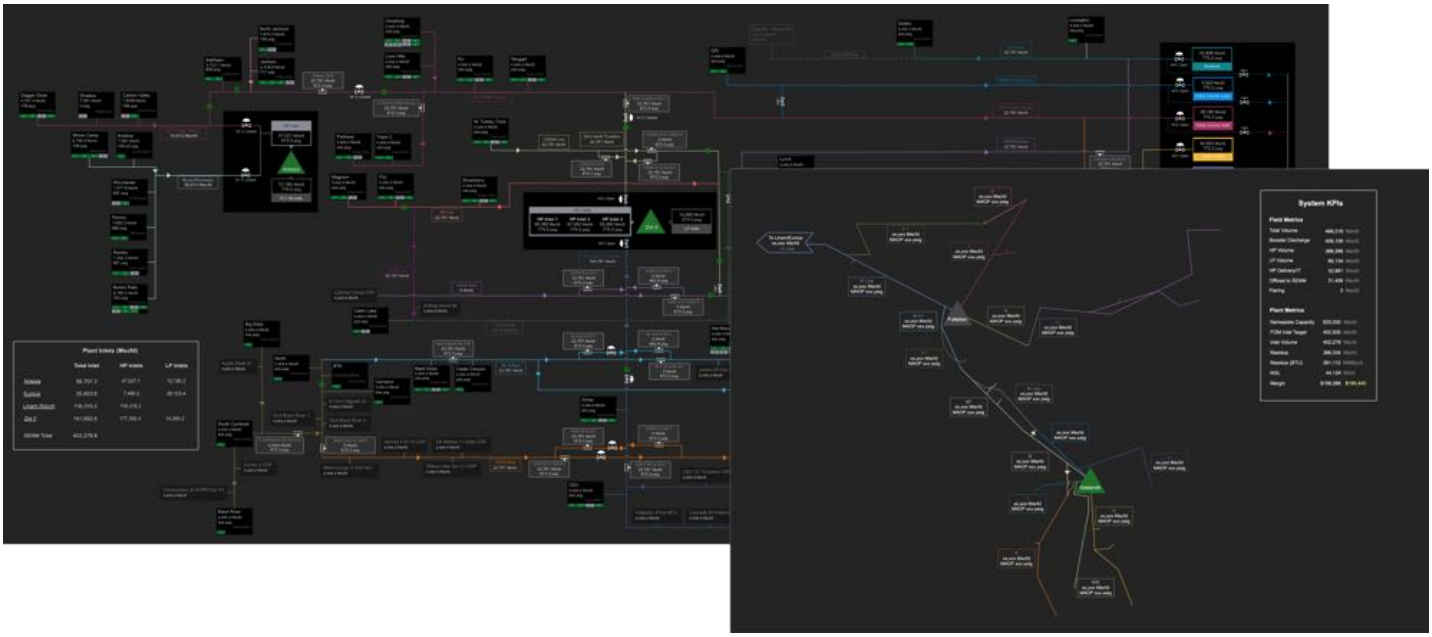




System Schematics (2017-2018)

DCP Midstream collects and processes raw natural gas across vast geographical areas. The infrastructure for transporting this gas is a complex set of pipelines, compressor stations, valves, meters and plants that presents multiple routing options. The system optimizers responsible for determining the most efficient routing needed to visualize the options and monitor key metrics, so I worked with them to design a set of screens that represented the systems geographically and schematically.

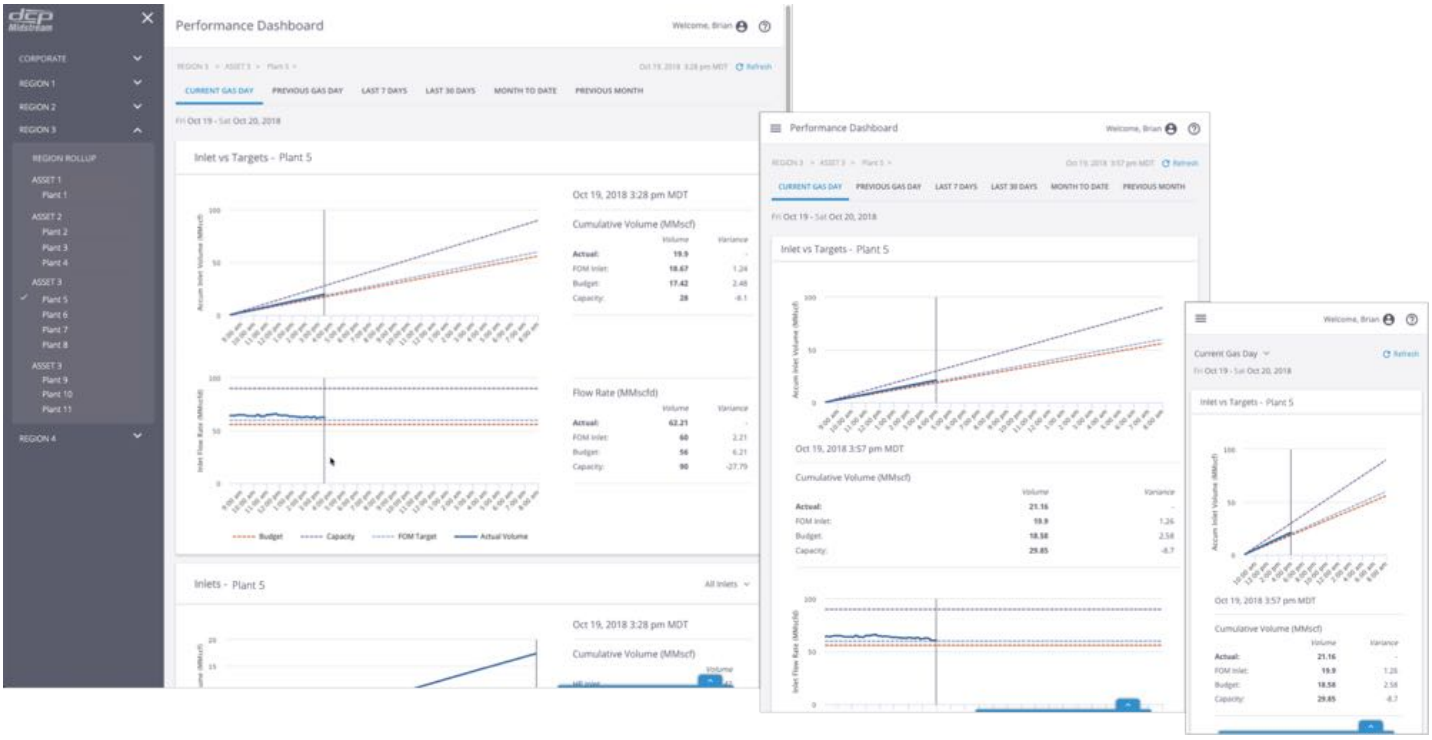
Activities: UI Design and Visual Design



Performance Dashboard (2017)

DCP Midstream has over 40 plants across the United States that process raw natural gas. The resulting gas and natural gas liquids are then sold to the wholesale market. As a part of their digital transformation, they wanted a way for operational leadership and the energy traders responsible for the doing the selling to be able to track gas coming into the plants and products coming out of the plant over the course of the trading day. I collaborated with stakeholders to design and create an interactive mockup of a responsive web application that supports real time monitoring of actual performance vs targets.

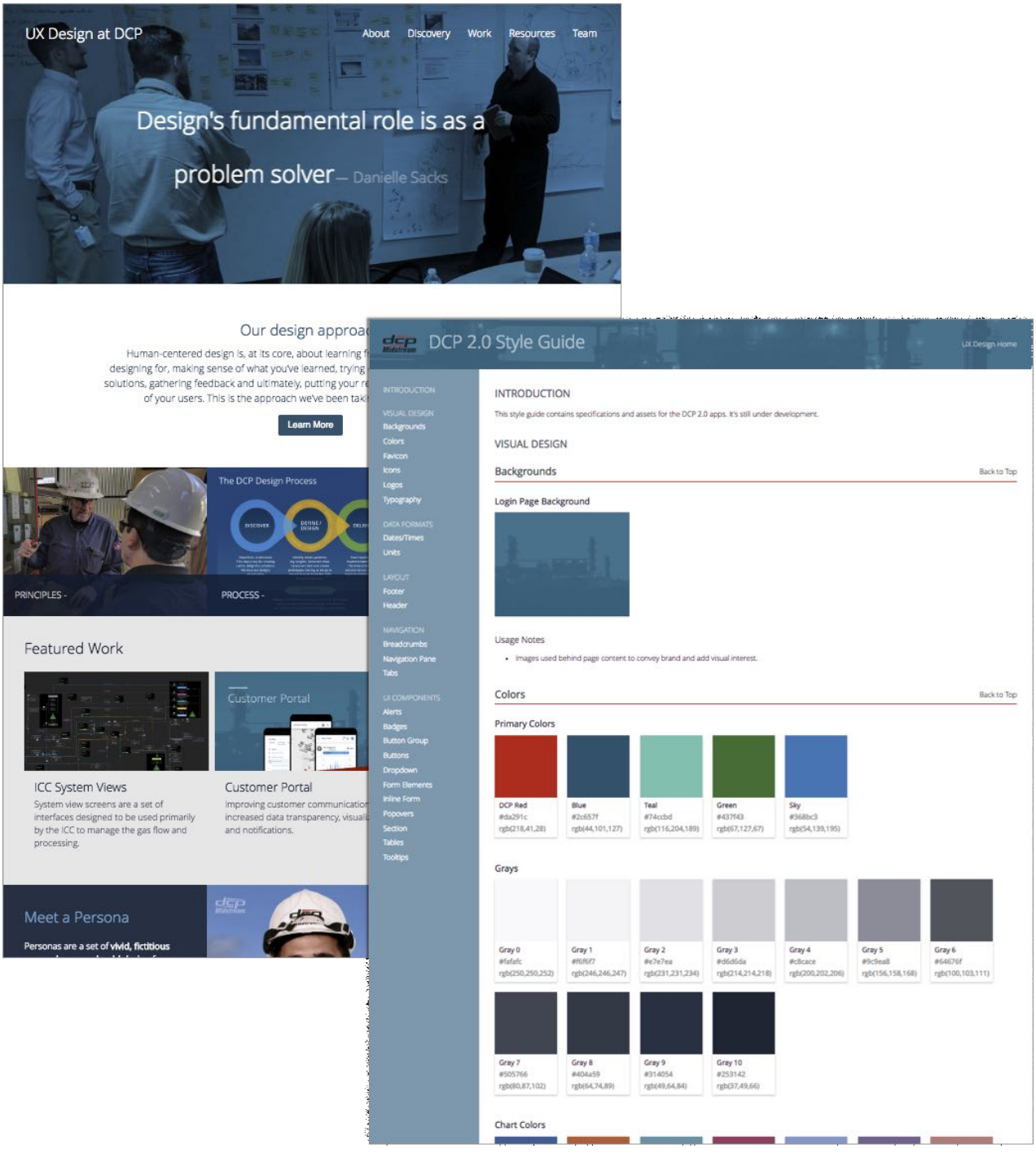
Activities: UI Design, CSS, HTML, Javascript and some Visual Design



DCP UX Site & Style Guide (2017)

A core UX team was assembled to support DCP's digital transformation initiative, and because there had been no UX at DCP before, the Design Director felt it was important to convey core UX/UI principles and showcase the team's work via an internal web site. I collaborated with the rest of the team and a visual designer, who created the dedign, to create this site using Jekyll. This site was also used to host the team's web application style guide.

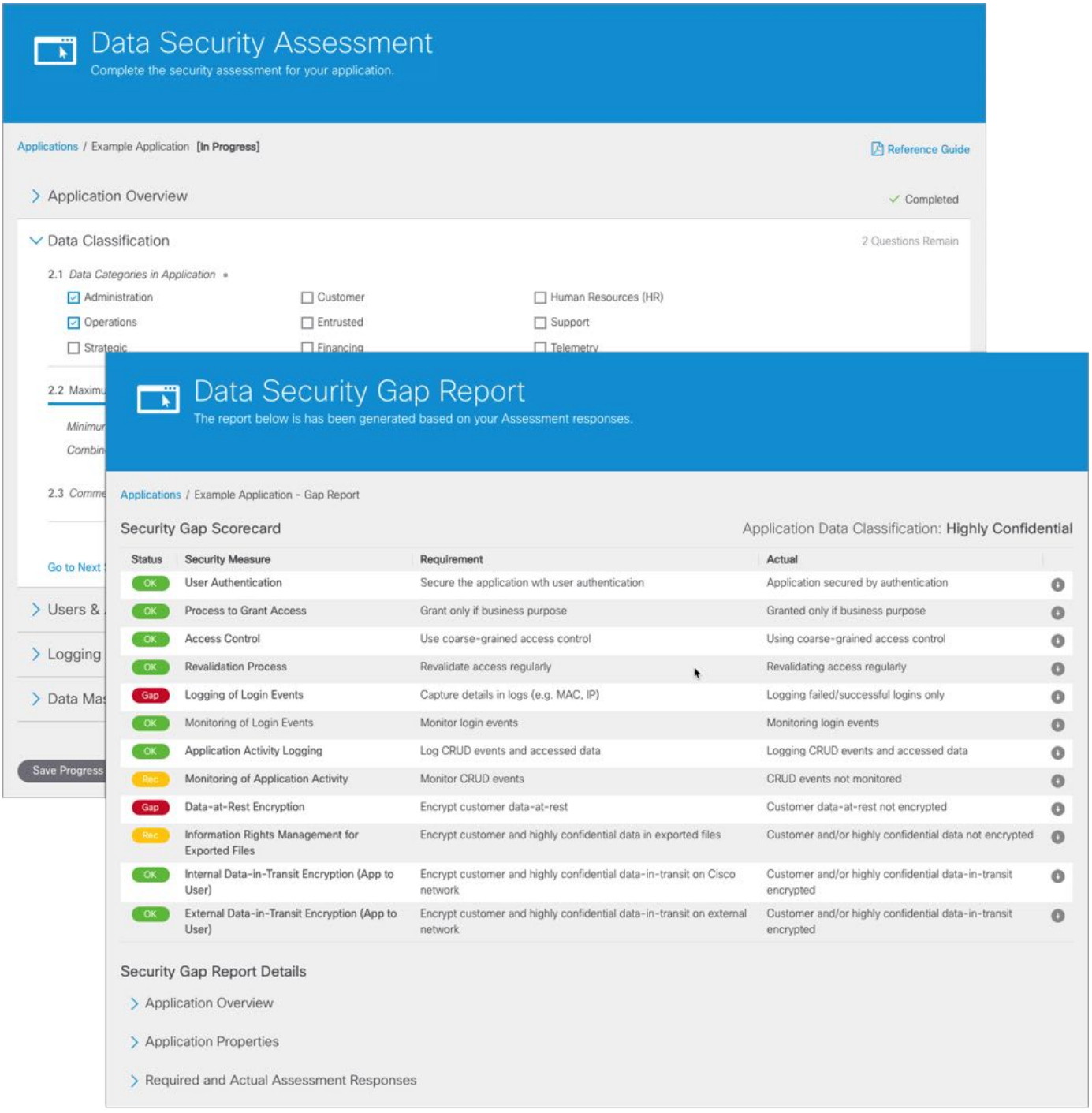
Activities: UI Design, CSS, HTML, Javascript and some Visual Design



Data Security Assessment (2017)

Cisco was instituting a process for evaluating and tracking the data security for internal and external applications and wanted a web application to supprt this new process. I created an interactive mockup of the primary pages of the application, including a dynamic form for application owners to complete and a scorecard-style report showing the security gaps in the application.

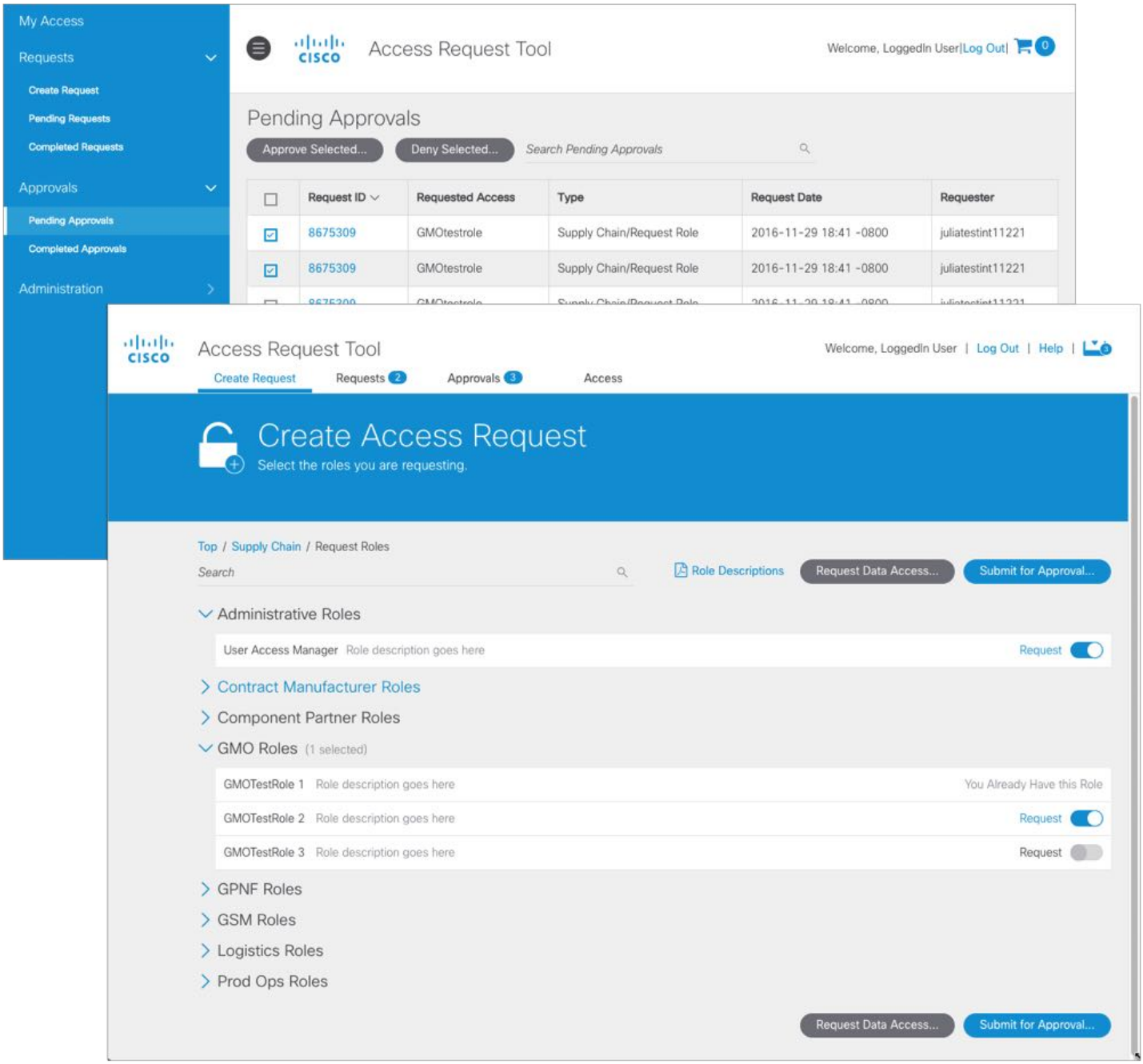
Activities: UI Design, CSS, HTML, Javascript and some Visual Design



Access Request Tool (2016-2017)

Cisco wanted to develop a new web application that would both allow end users to request access to applications and data and for administrators to approve or deny those requests. I worked with the team to develop high fidelity html mockups using the latest Cisco branding. Show below are two alternative navigation schemes, tabs along the top and a left sidebar model.

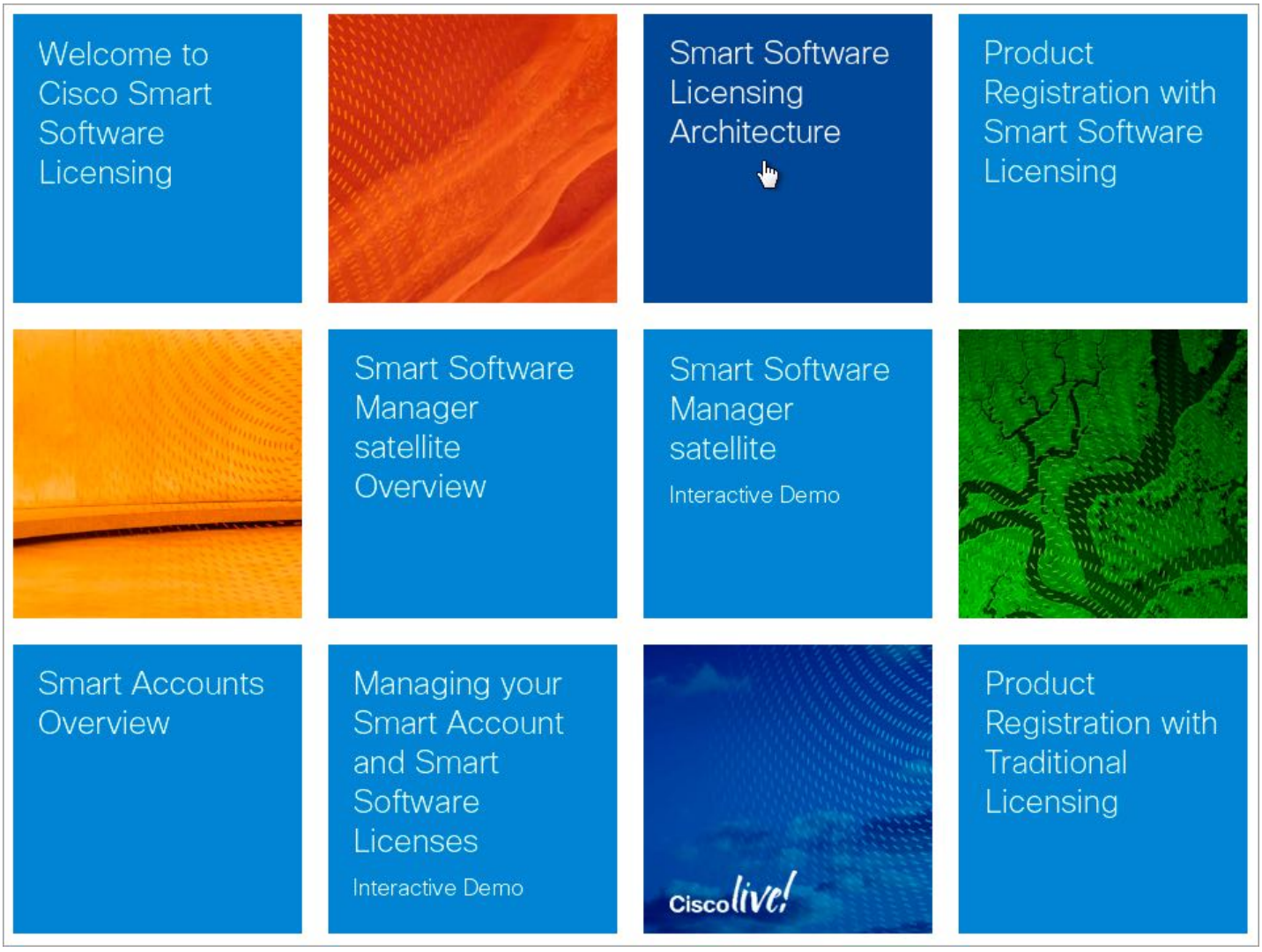
Activities: UI Design, CSS, HTML, Javascript and some Visual Design



Cisco Live! Demo App (2014-2016)

Cisco was rolling out an initiative called Smart Software Licensing and wanted to have web site that attendees of their Cisco Live! event could use to get more information. Attendees were given the link via QR code or could borrow iPads or Android tablets to view it. The grid rearranged in a responsive manner to accomodate phones to laptops and the squares within launched either short videos or interactive html mockups of the Smart Software Licensing tools. A visual designer came up with the design concept and we collaborated from there.

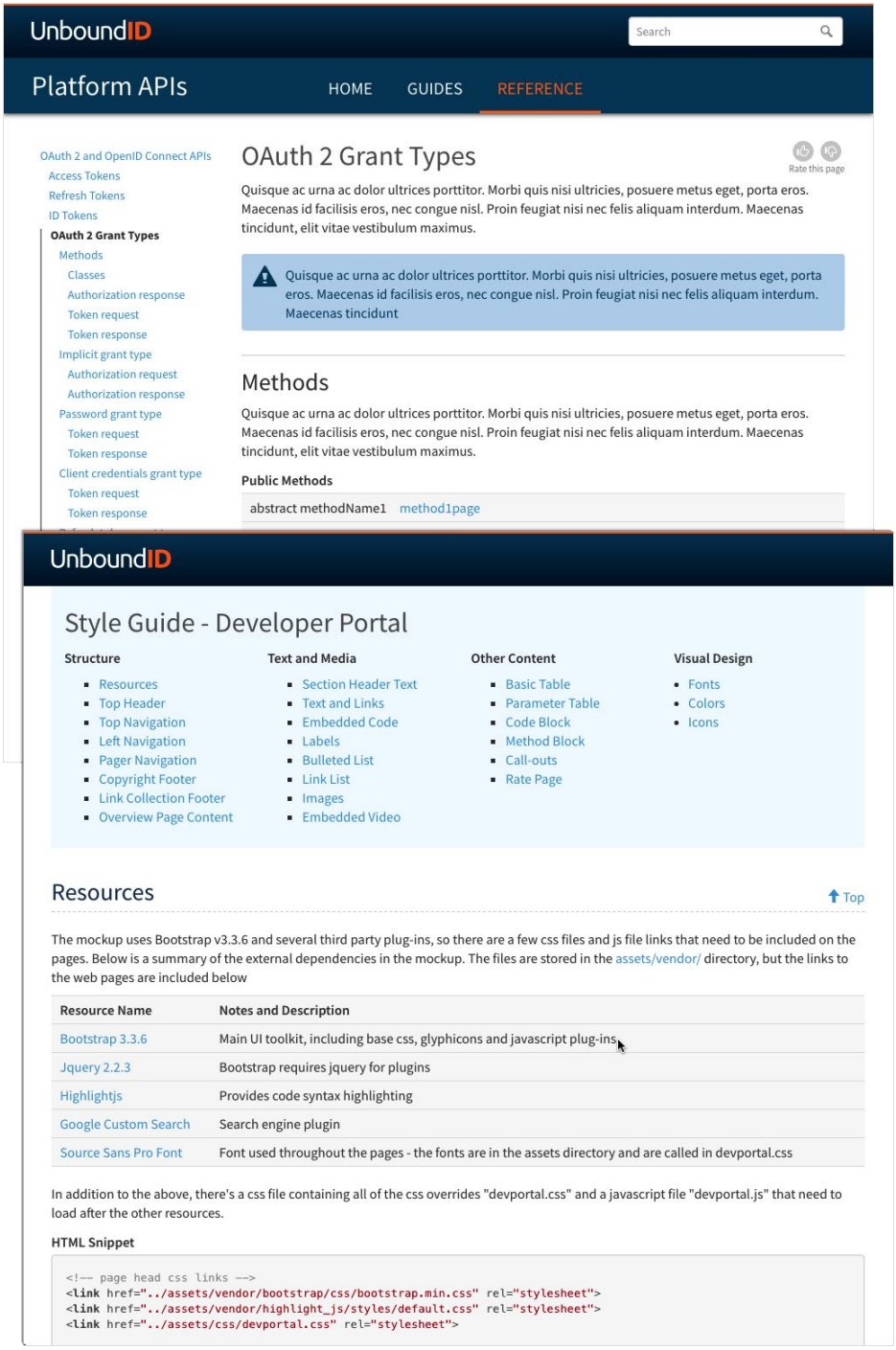
Activities: UI Design, CSS, HTML, Javascript and some Visual Design



UnboundID Developer Portal (2016)

UnboundID wanted a site to provide developers with documentation on the APIs for their identity management solutions. The deliverables for this project included interactive mockups of key pages and content, css, js, and a style guide containing code snippets for all components.

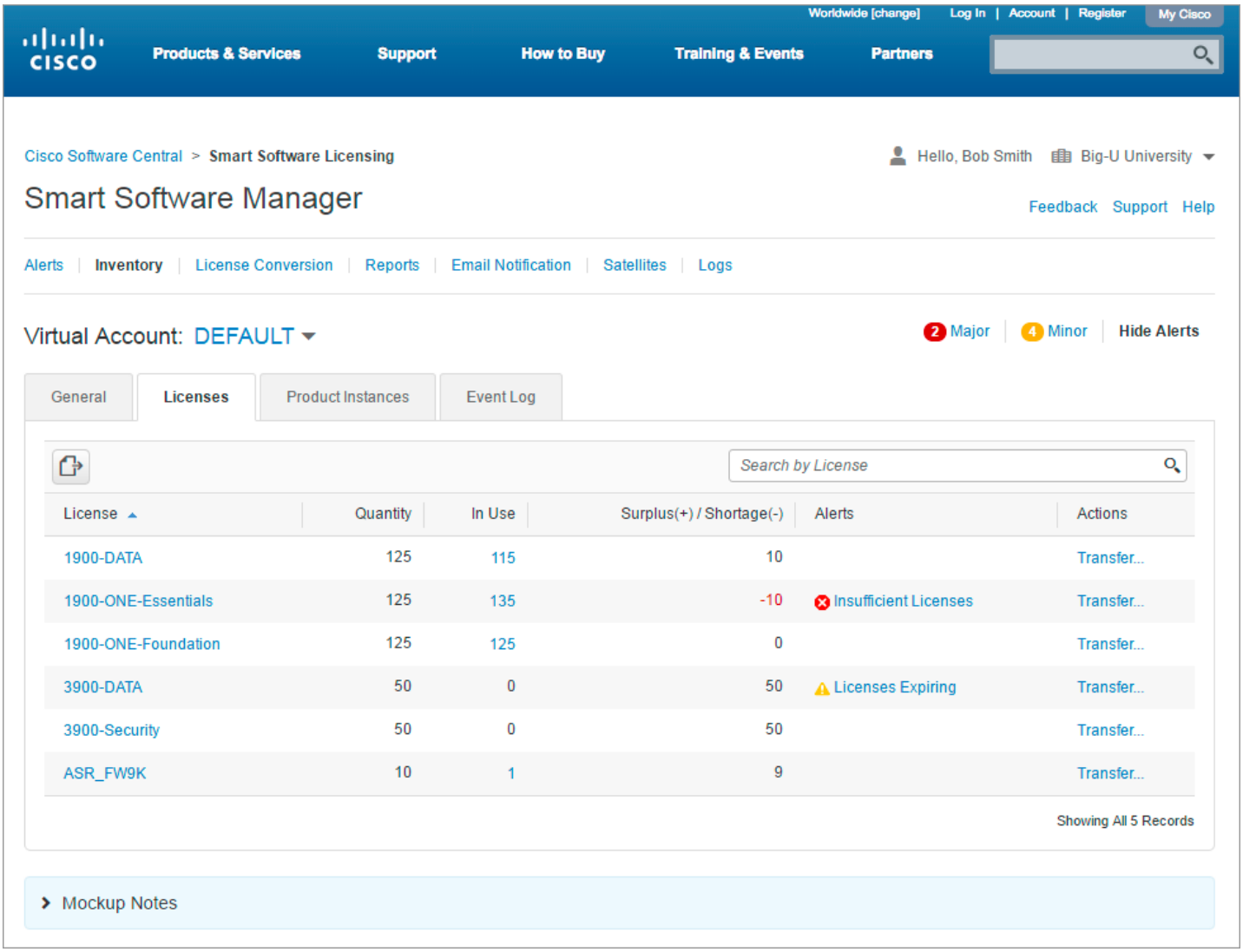
Activities: UI Design, CSS, HTML, Javascript and Visual Design



Smart Software Manager (2013-2016)

Cisco revamped its software licensing to a cloud-based model and needed a web portal for customers to view and manage their products and licenses. Because this was a major change to how licensing worked within Cisco, there were several design iterations of this portal over the time I worked on it, the latest of which is shown below.

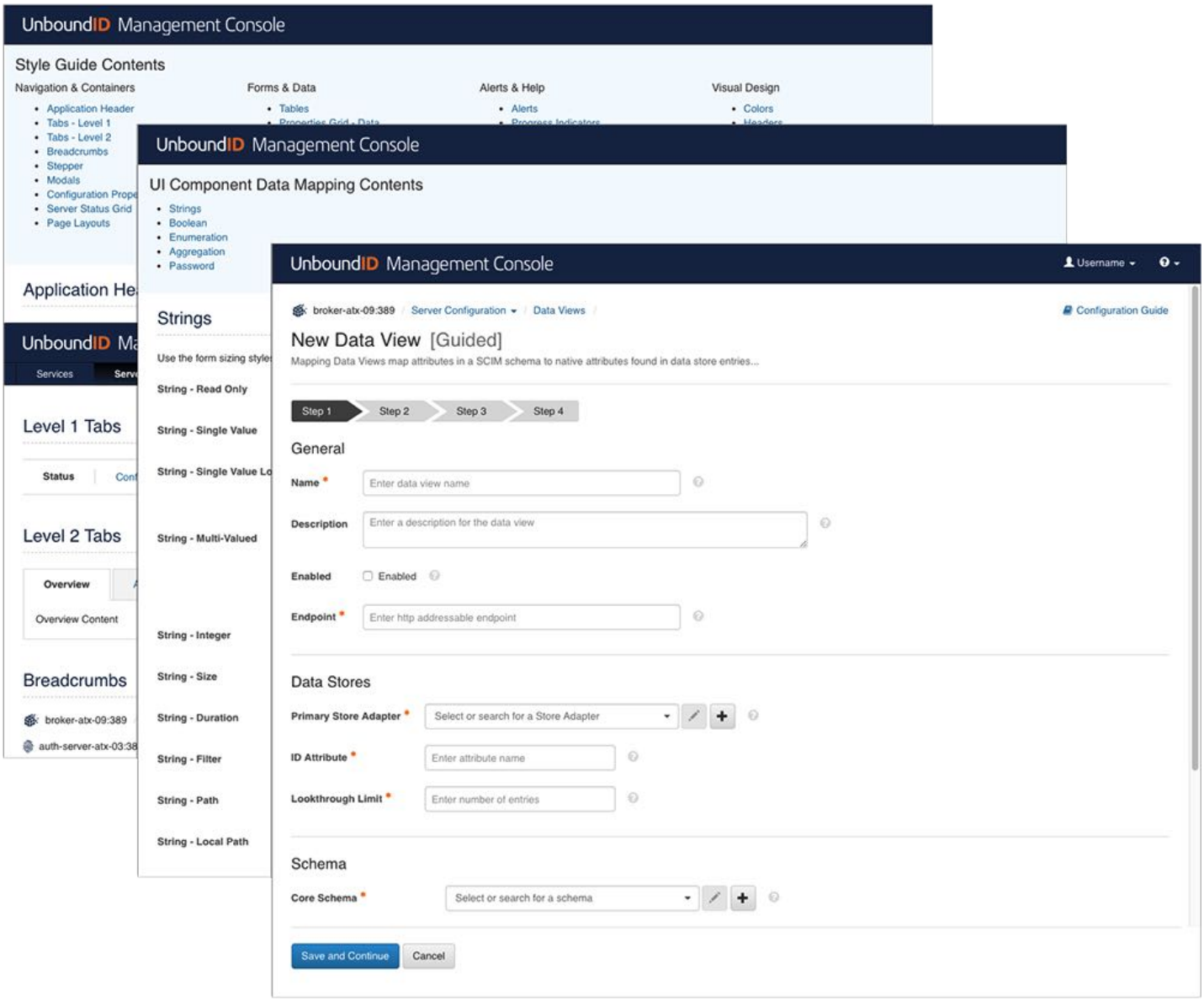
Activities: UI Design, CSS, HTML, Javascript



Management Console (2015-2016)

UnboundID was looking to consolidate management of their identity management platform products into a single web application. The architecture called for UI to be built dynamically based on the configuration parameters of the products, so I worked with them on a scheme for mapping the parameters to UI elements and on a framework for navigation within the application. The deliverables for this project included interactive mockups of key pages and content, css, js, a mapping document and a style guide containing code snippets for all UI components.

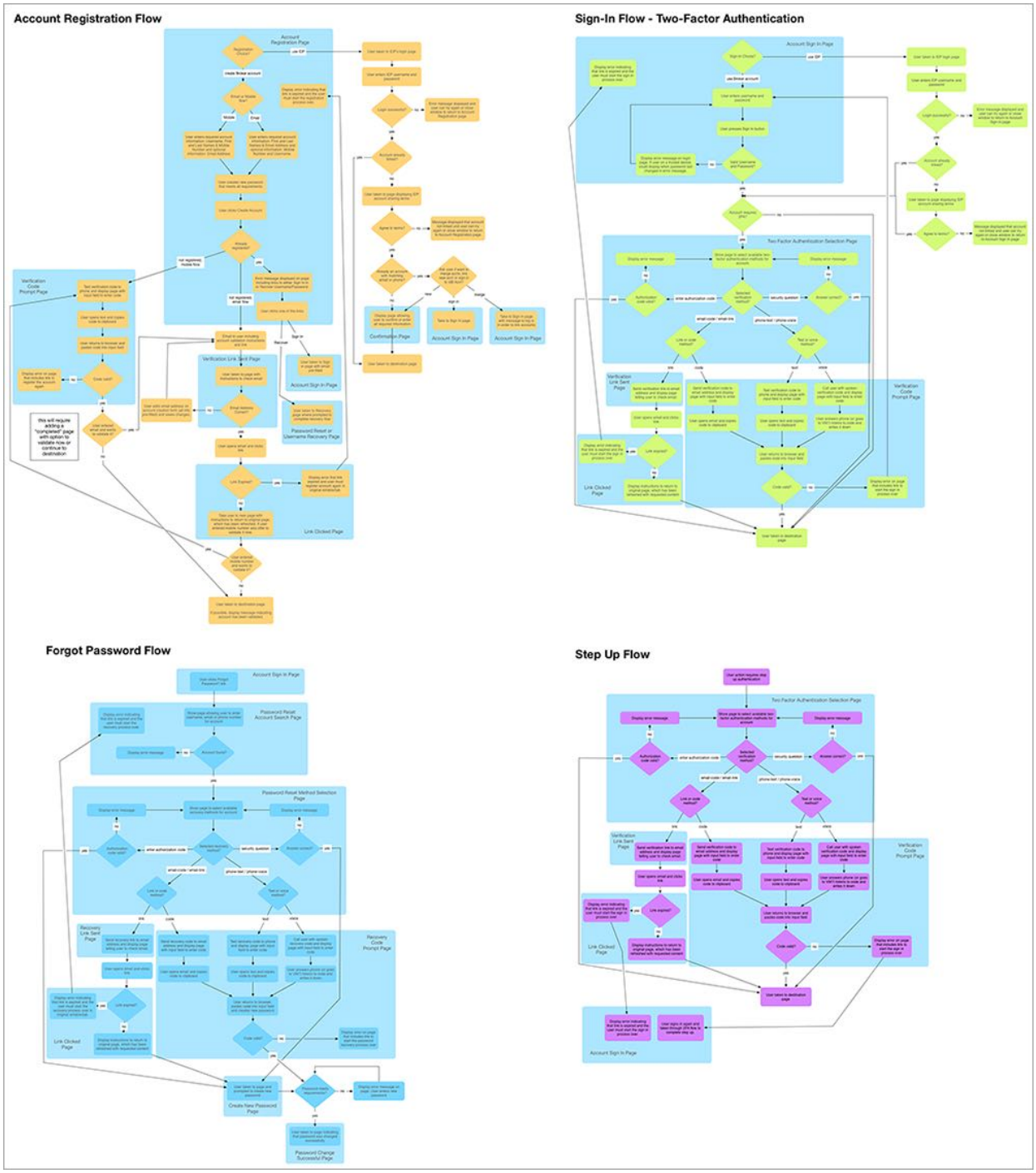
Activities: UI Design, CSS, HTML, Javascript and Visual Design



Account Management Flows (2015)

UnboundID wanted to build a UI to demonstrate how user account creation, sign in and recovery flows work with their identity management product line. I worked with them to design the task flows for account creation, sign-in with two-factor authentication, sign-in with third-party identity providers, and account recovery. After we completed the flows, I designed and built interactive mockups of the UI screens supporting those flows.

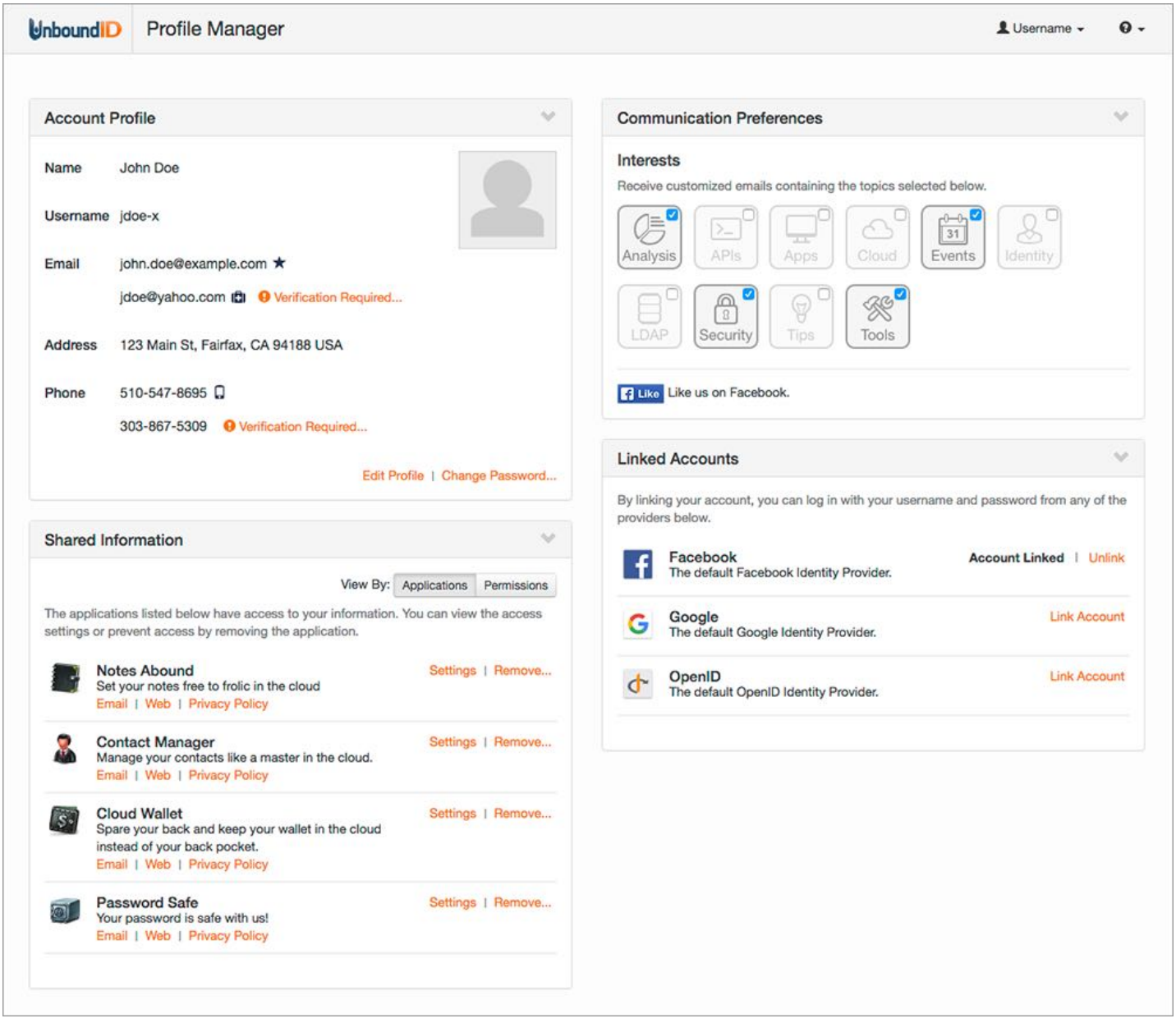
Activities: Flow Analysis, UI Design, CSS, HTML, Javascript and Visual Design



Profile Manager (2014)

UnboundID specializes in LDAP and identity management and needed a user account management web application to demo some of their platform's capabilities. The profile manager is a Bootstrap-based application designed for this purpose.

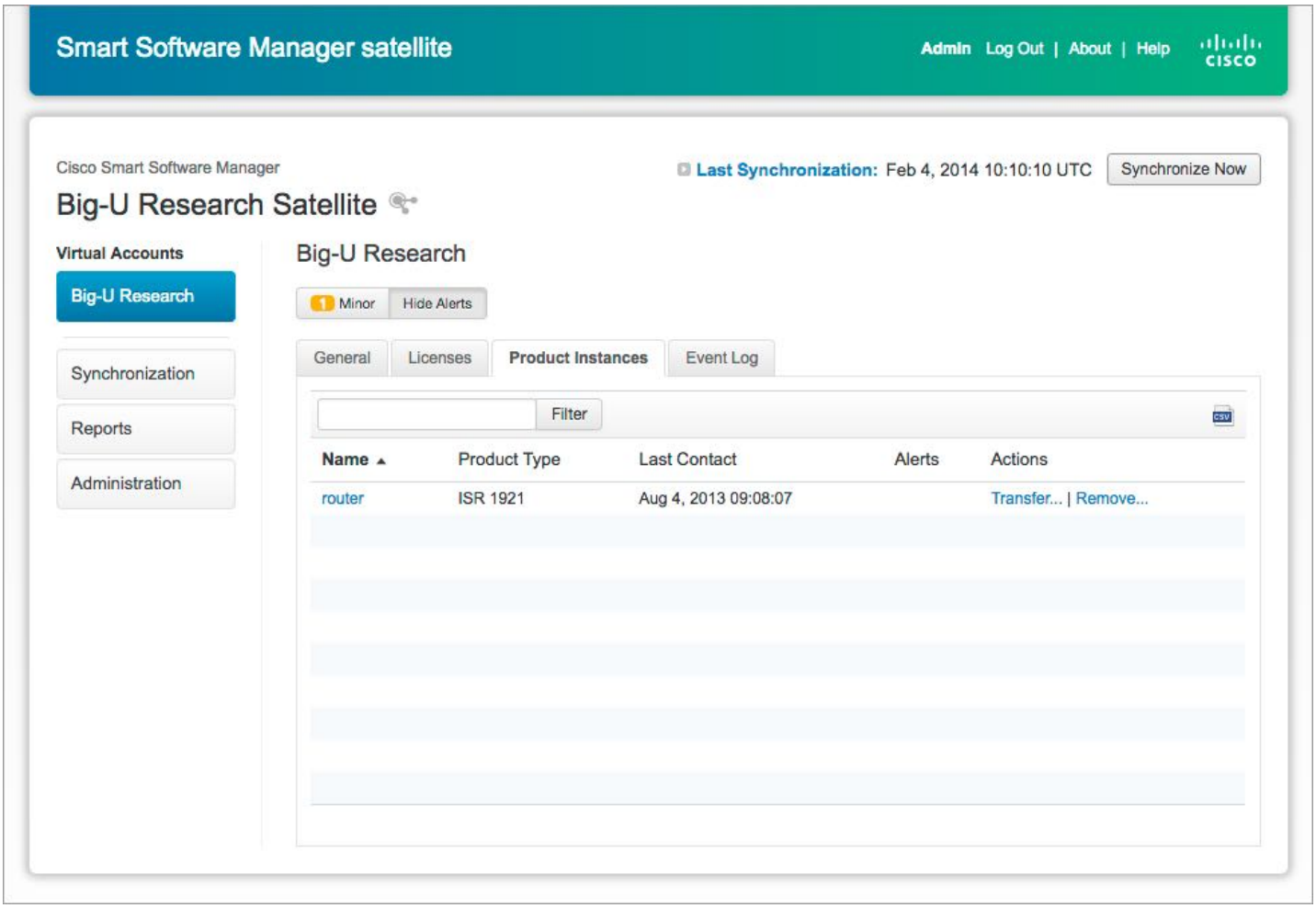
Activities: UI Design, CSS, HTML, Javascript and Visual Design



Smart Software Manager satellite (2014-2015)

As a part of the overhaul to their software licensing scheme, Cisco needed a web application that customers could install on-site to view and manage their Cisco product licenses. This application uses Bootstrap with the UI components themed to adhere to one of Cisco's UI design standards. Deliverables included wireframes, css theming and an interactive html mockup.

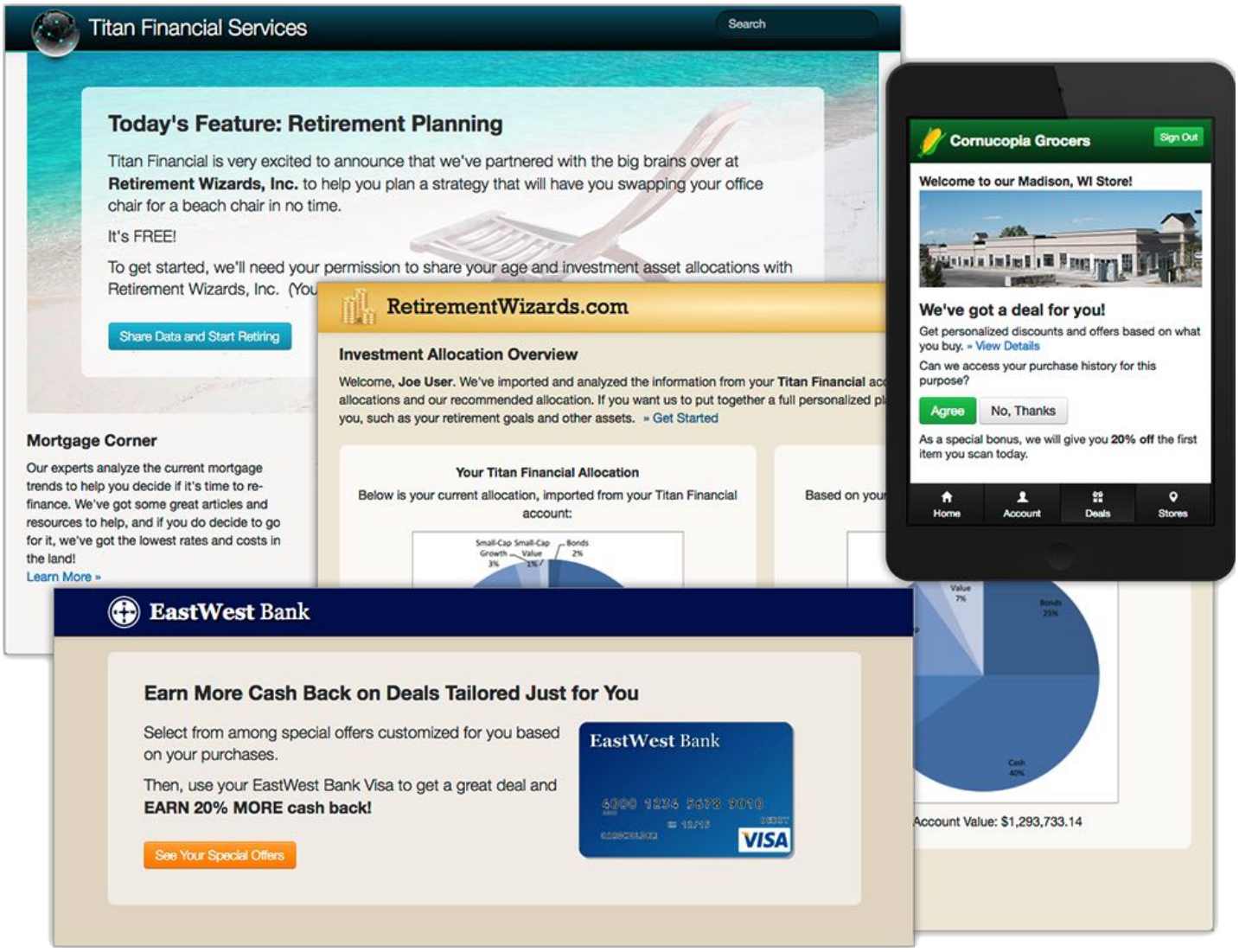
Activities: UI Design, CSS, HTML, Javascript



Identity Demo Apps (2013)

The sales and marketing team at UnboundID wanted interactive demos of their Identity Management platform applications to take on the road. They provided me with basic scenarios and asked me to come up with web pages for several fictitious companies to support the scenarios. I created the pages using Bootstrap which they then wired up to their backend systems for the demos.

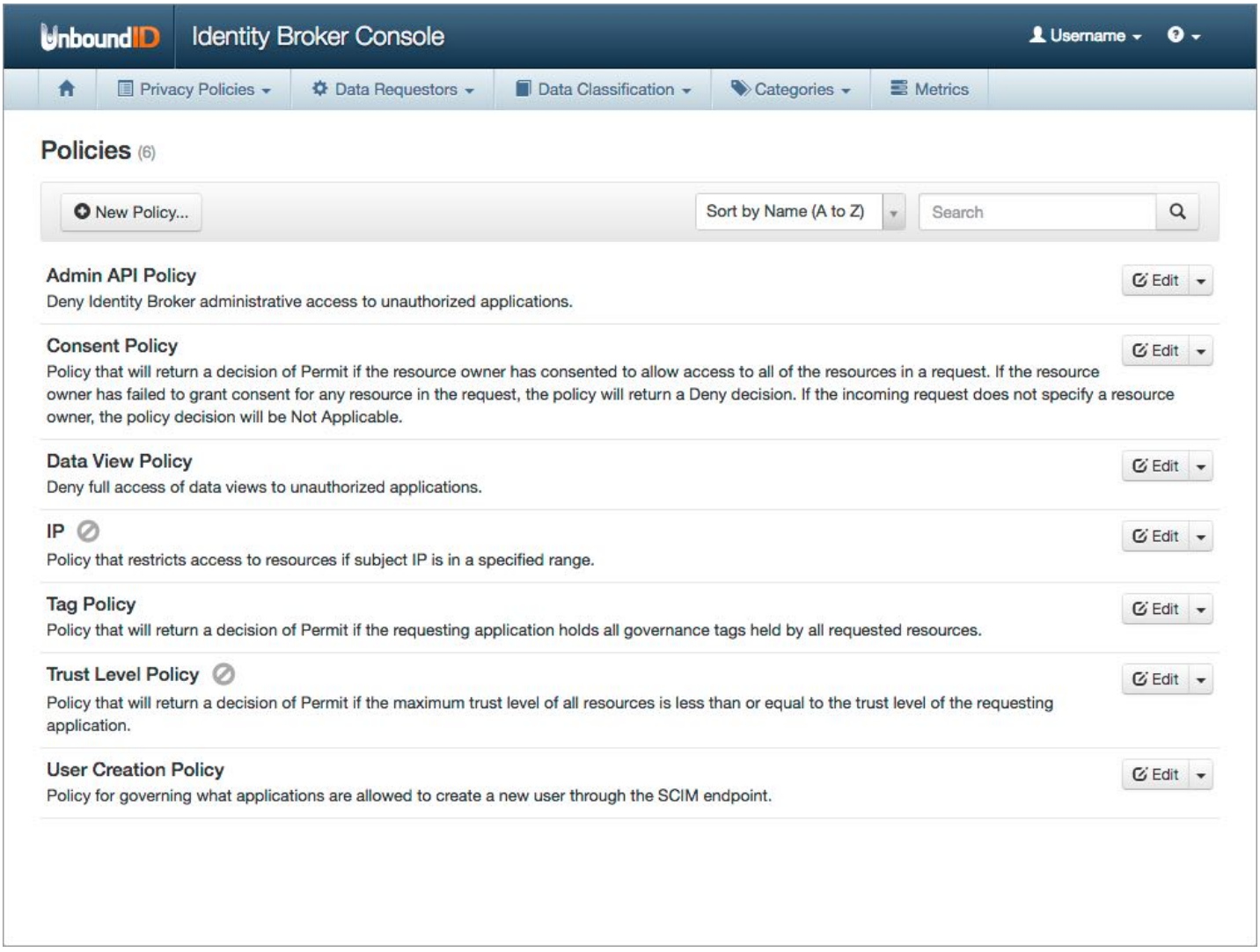
Activities: UI Design, CSS, HTML, Javascript and Visual Design



Identity Broker Console (2012-2013)

UnboundID was releasing a new product for managing and brokering user privacy settings and wanted a browser-based management console to support it. I worked with architects, developers and product owners to create several iterations of the design, working our way up from wireframes to interactive mockups using Bootstrap, which were eventually used as the basis for the implemented UI.

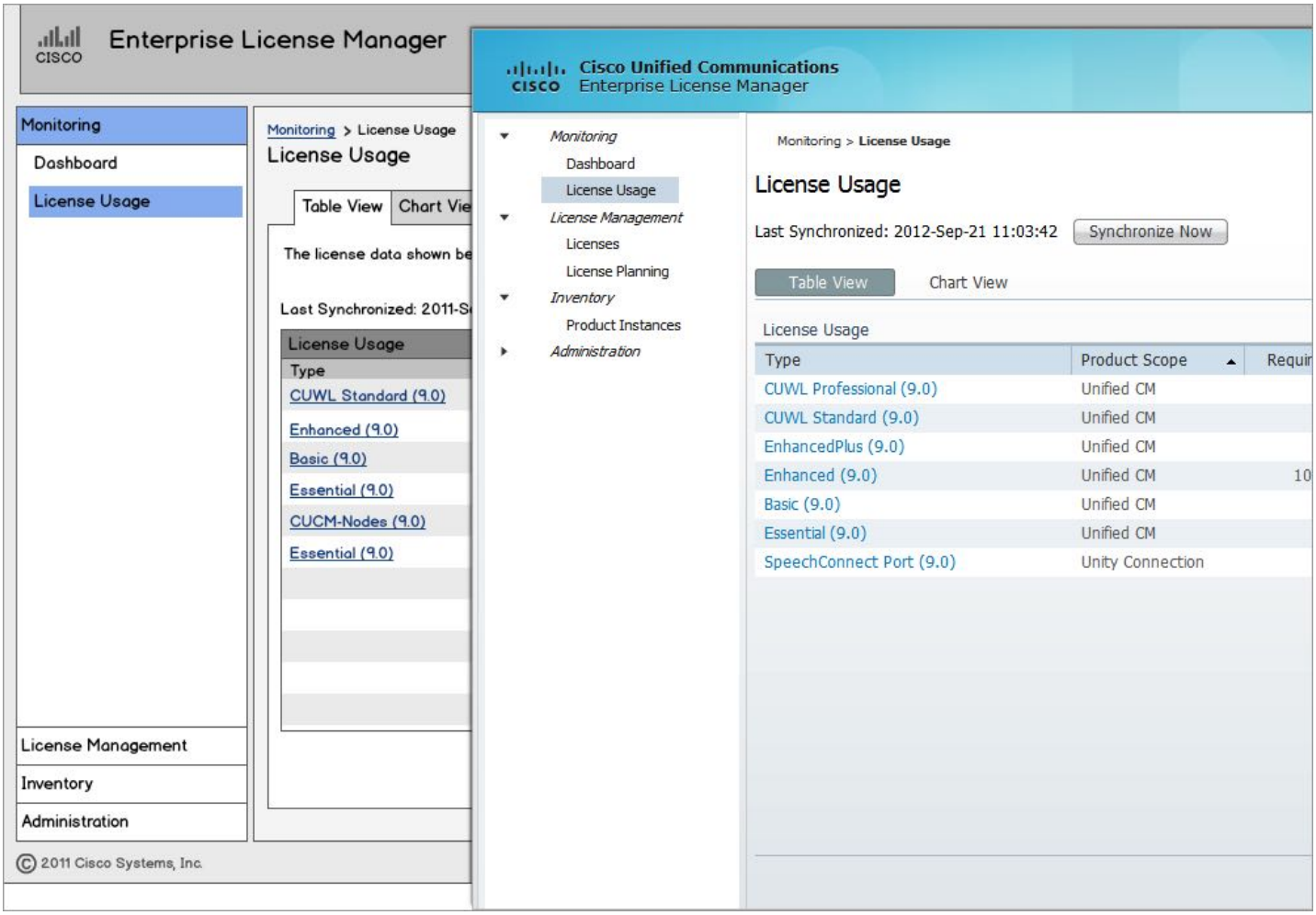
Activities: UI Design, CSS, HTML, Javascript and Visual Design



Enterprise License Manager (2011-2012)

Licensing of large-scale enterprise Cisco products was identified as a customer pain point, so a centralized license management architecture was proposed to improve user experience. I worked with a cross-functional team of system architects, product owners and developers to come up with a UI to manage that architecture. We met on a regular basis to review and revise wireframes, which I then turned into semi-interactive mockups for usability testing and eventually a specification for the product UI.

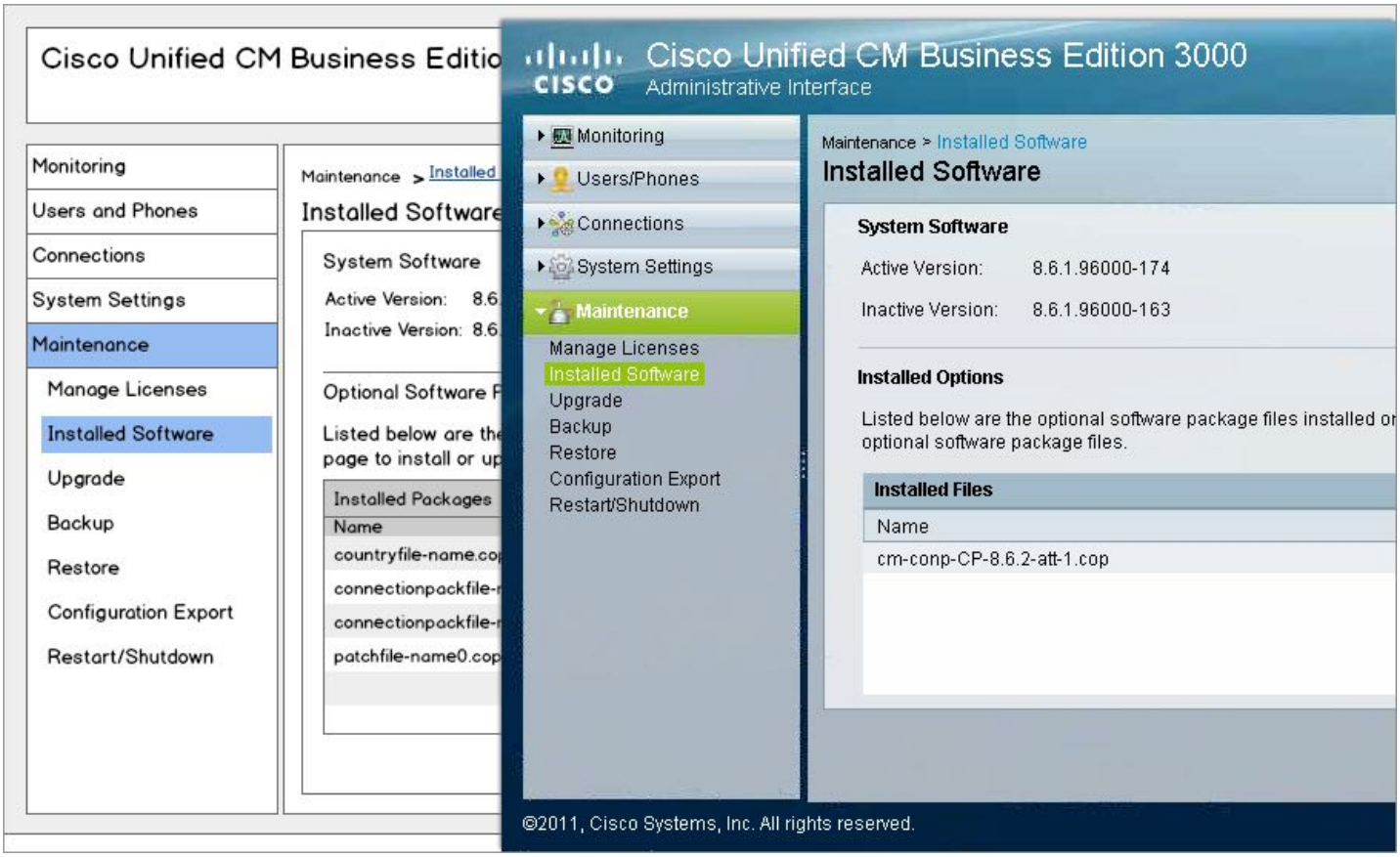
Activities: UI Design, Wireframes



Business Edition 3000 (2010-2011)

In an attempt to move into the mid-sized business telephony space, Cisco decided to scale down a successful enterprise-scale telephony product into a simplified one to be shipped as a hardware appliance. Once the concepts and requirements were identified, I worked with a cross-functional team of system architects and product owners to review and revise wireframes for the browser-based UI, which was eventually implemented using one of Cisco's design standards.

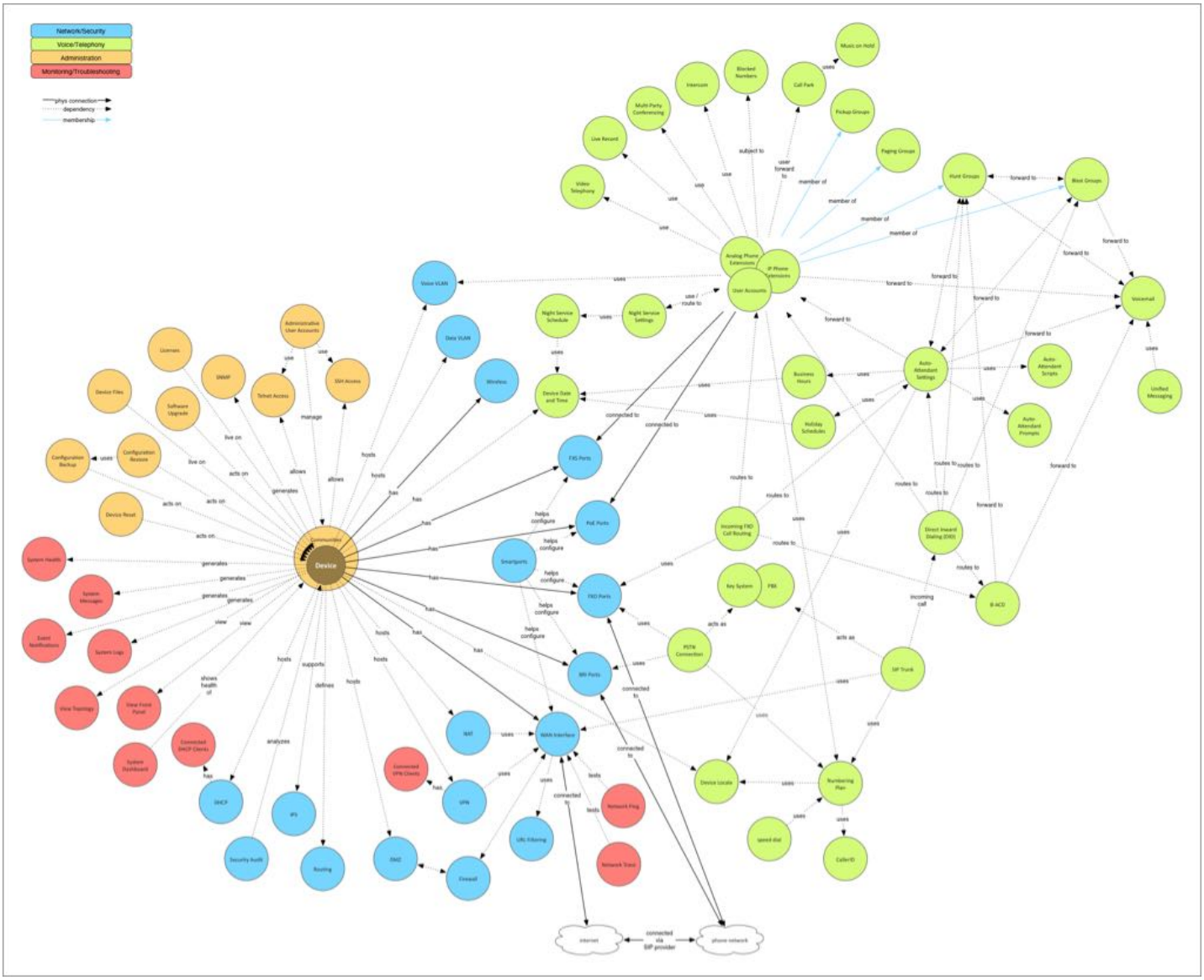
Activities: UI Design, Wireframes



BE3K Concept Diagram (2010)

In an attempt to move into the mid-sized business telephony space, Cisco decided to scale down a successful enterprise-scale telephony product into a simplified one. One of the first steps in the process was to map out the subset of features, objects and relationships to be included in the new product so that the navigation could be designed. I worked with the product owners and system architects to identify these features and then diagrammed them.

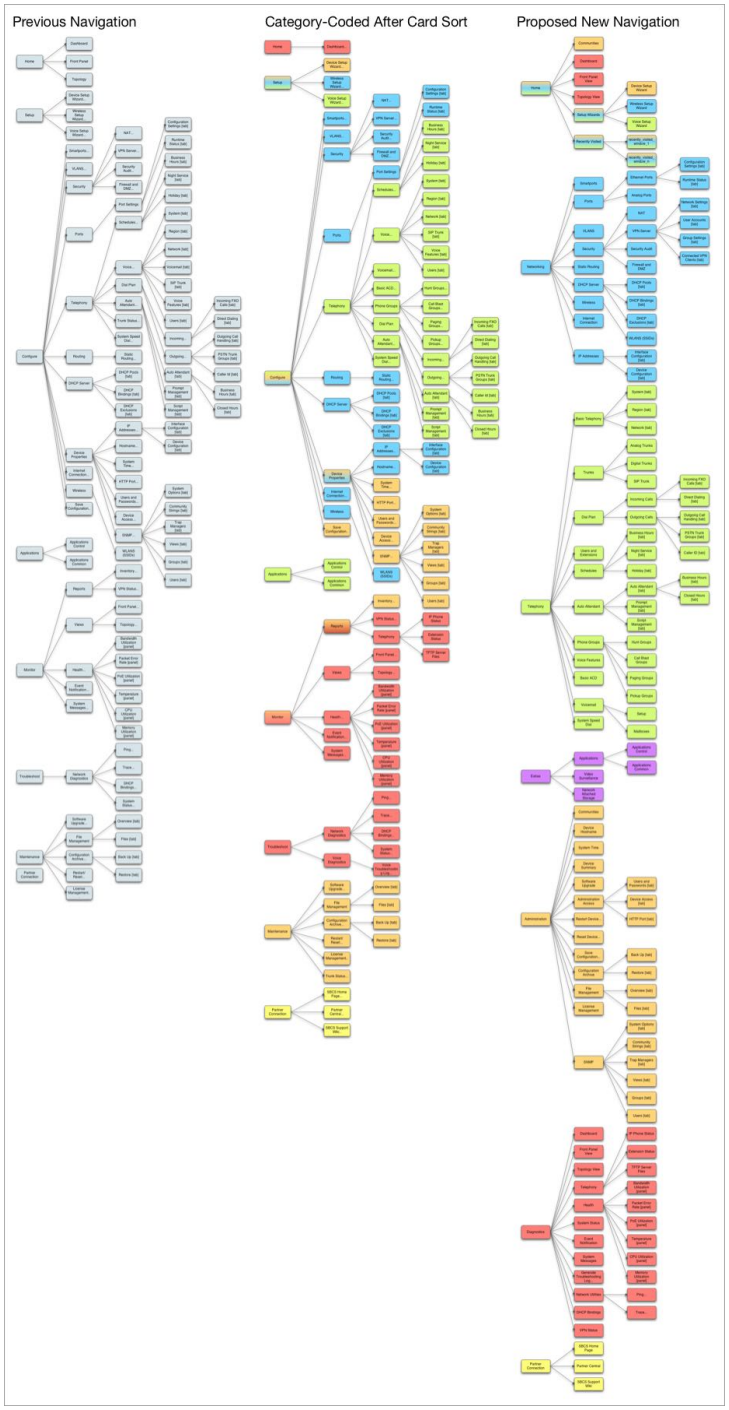
Activities: Concept Mapping



CCA Navigation Project (2009)

Cisco Configuration Assistant was a Java-based desktop Application for configuring an appliance that provided networking and telephony services for small offices. It had been developed without UI support for several years and usability testing revealed that users had difficulty locating functionality in the accordion-based navigation scheme. To improve the navigation structure I mapped the existing navigation, ran a card sort study and then used the results to propose a new scheme.

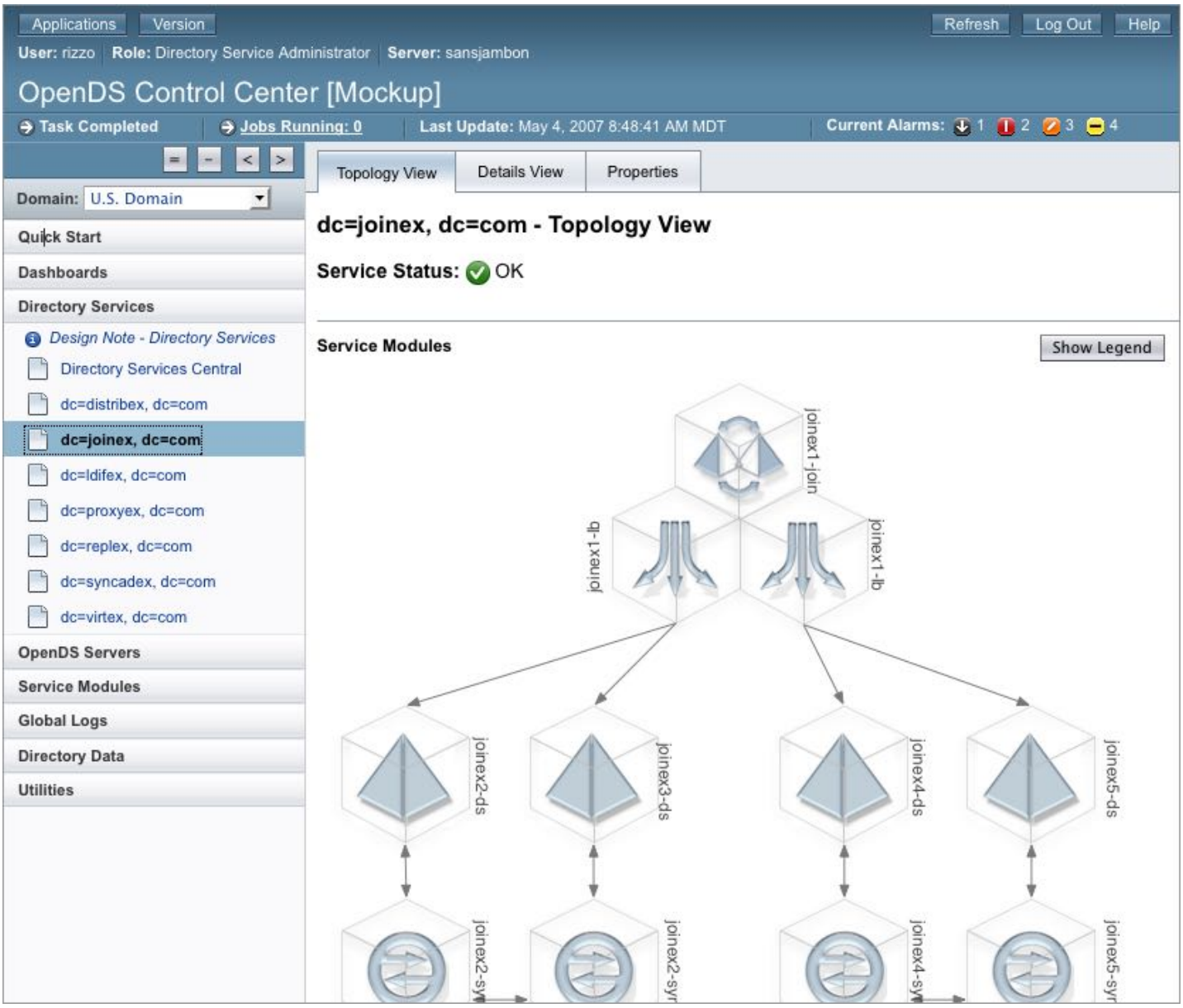
Activities: Card Sort, Usability Research



OpenDS Control Center (2007-2008)

This is a design for browser-based administration utility for remotely managing topologies of OpenDS instances. The mockup, which shows the Sun WebApps v4 look and feel, was created with html and uses css and javascript to specify interaction. Since OpenDS was an open source project, you can visit the Interactive Mockup link above to see the full design.

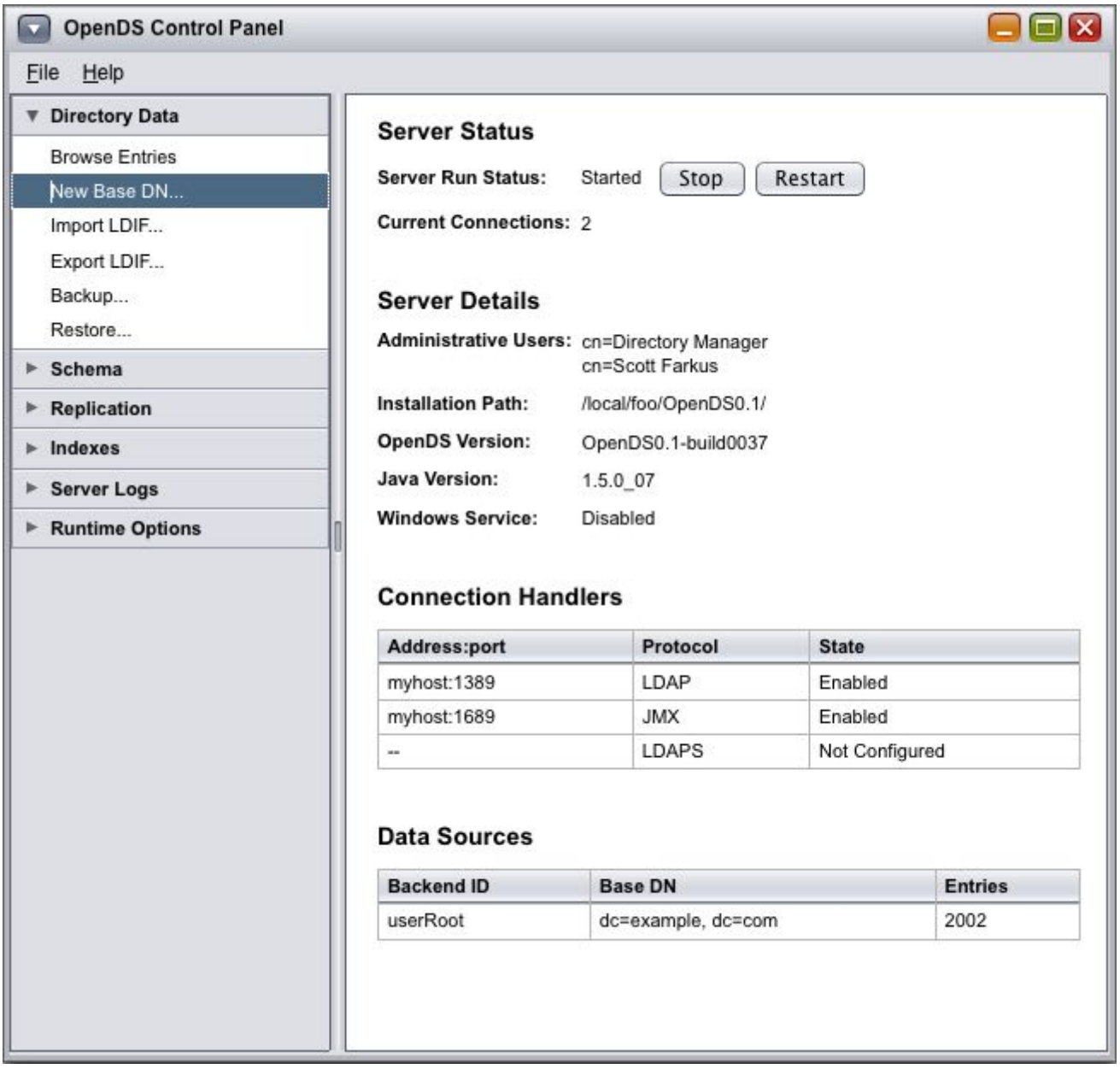
Activities: UI Design, CSS, HTML, Javascript and some Visual Design



OpenDS Control Panel (2007-2008)

This is a design for Java Swing based utility for for managing local OpenDS LDAP directory server instances. The mockup, which shows a Java look and feel called Nimbus, was created with html and uses css and javascript to specify interaction. Since OpenDS was an open source project, you can visit the Interactive Mockup link above to see the full design.

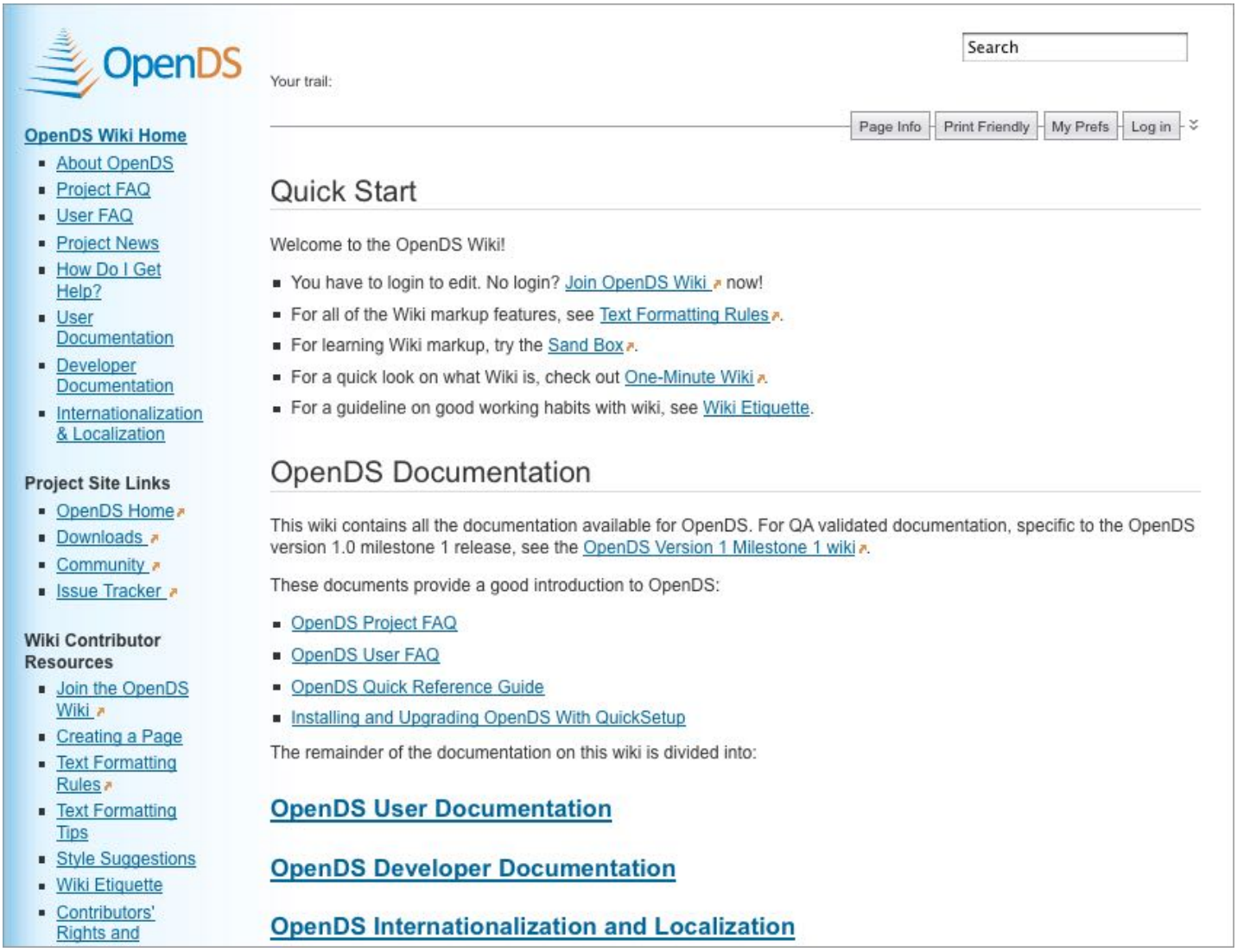
Activities: UI Design and CSS, HTML and Javascript used to specify design



OpenDS Wiki (2006-2007)

The OpenDS project decided to use jspwiki for their documentation wiki platform and so this project involved reskinning the default jspwiki look and feel to fit with the OpenDS branding scheme.

Activities: Visual Design, CSS Editing, and Light jsp Editing



OpenDS QuickSetup (2006-2007)

This is a design for Java Swing based utility for installing and doing initial configuration on an OpenDS LDAP directory server. The mockup, which shows a Java look and feel called Nimbus, was created with html and uses css and javascript to specify interaction. Since OpenDS was an open source project, you can visit the Interactive Mockup link above to see the full design.

Activities: UI Design, CSS, HTML, Javascript and some Visual Design

Directory Service Control Center (2004-2005)

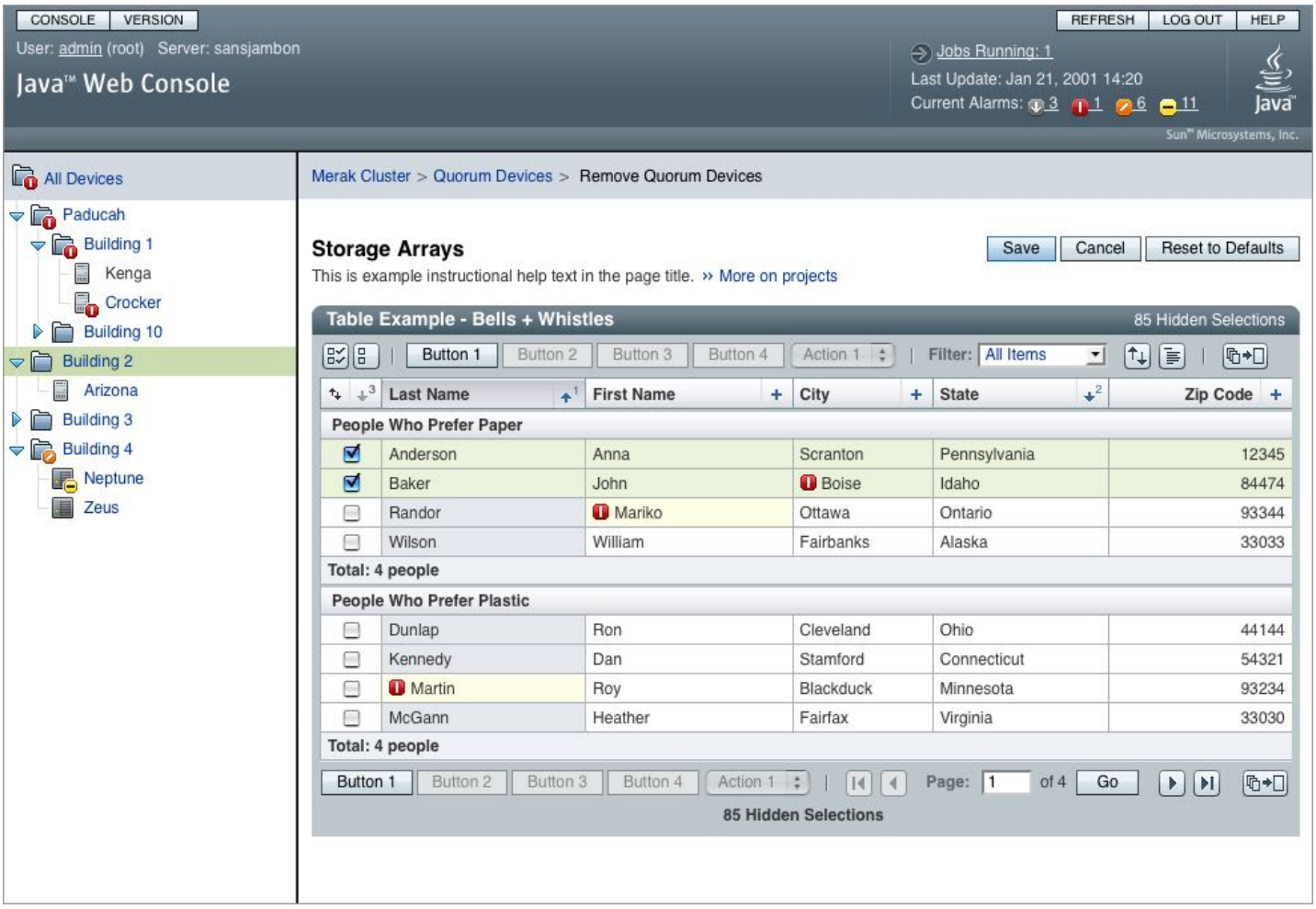
This is a design for browser-based administration utility for remotely managing topologies of LDAP Directory Servers and Directory Proxy instances. The mockup, which shows the Sun WebApps v3 look and feel, was created with html and uses css and javascript to specify interaction. The mockup, when finished, specified design for over 200 pages.

Activities: UI Design, CSS, HTML, Javascript and some Visual Design

Sun WebApps v3 (2003-2004)

It turned out that the branding scheme that the v2 Sun WebApps look and feel was based on was short-lived. Another one emerged and my role was to implement the new brand, which was substantially different than the prior one, by specifying all new css, html, and javascript for the development team implementing the UI components.

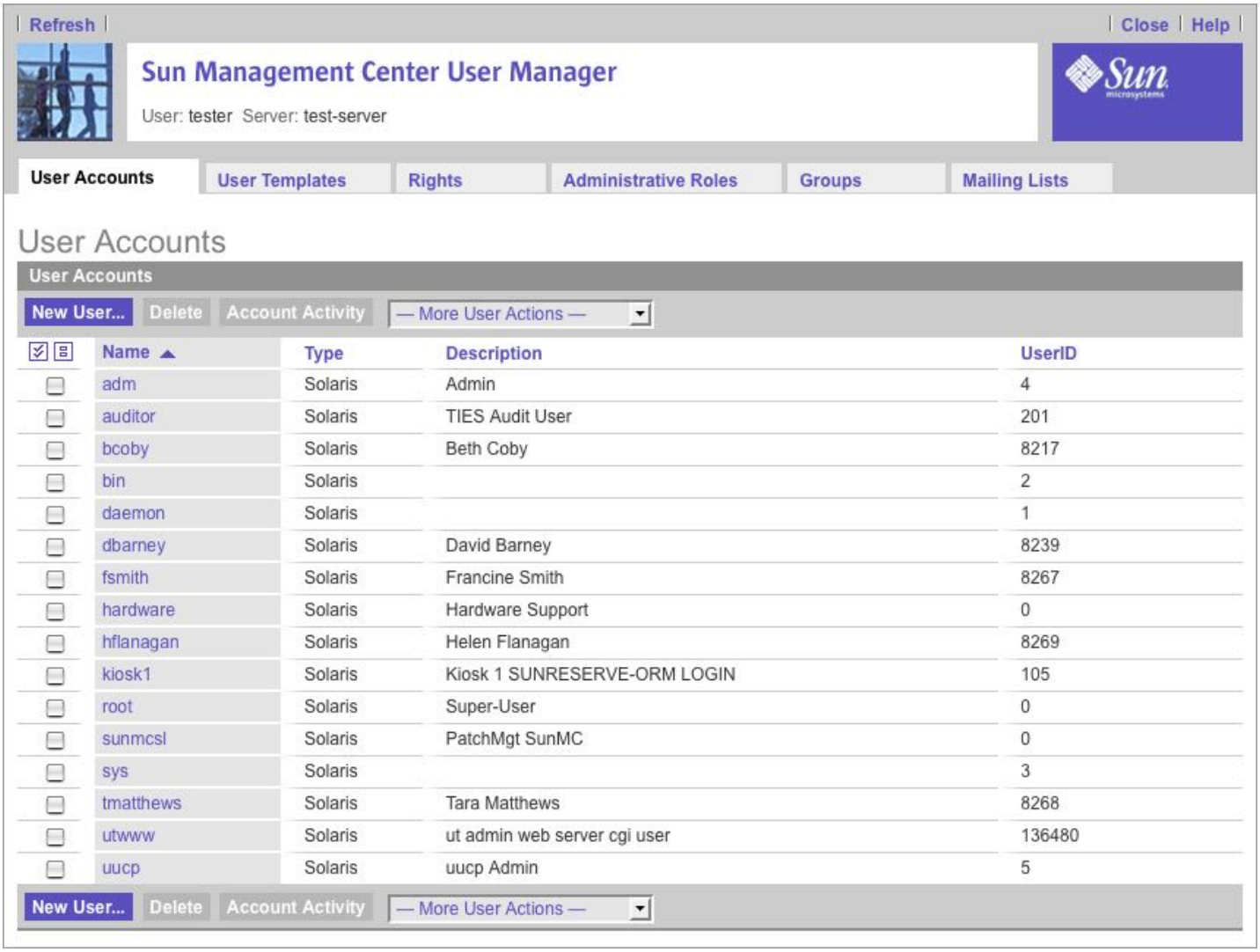
Activities: UI Design, CSS, HTML, Javascript and some Visual Design



Sun WebApps v2 (2002-2003)

The group that was working on Sun WebApps guidelines and common UI components was making headway and so it was decided to hire an outside firm to re-brand the 20 components we had come up with. My role was to implement the new brand, which was substantially different than the prior one, and specify all new css, html, and javascript. At this point a development team was formed to turn our designs into jato components that could be embedded into webapps.

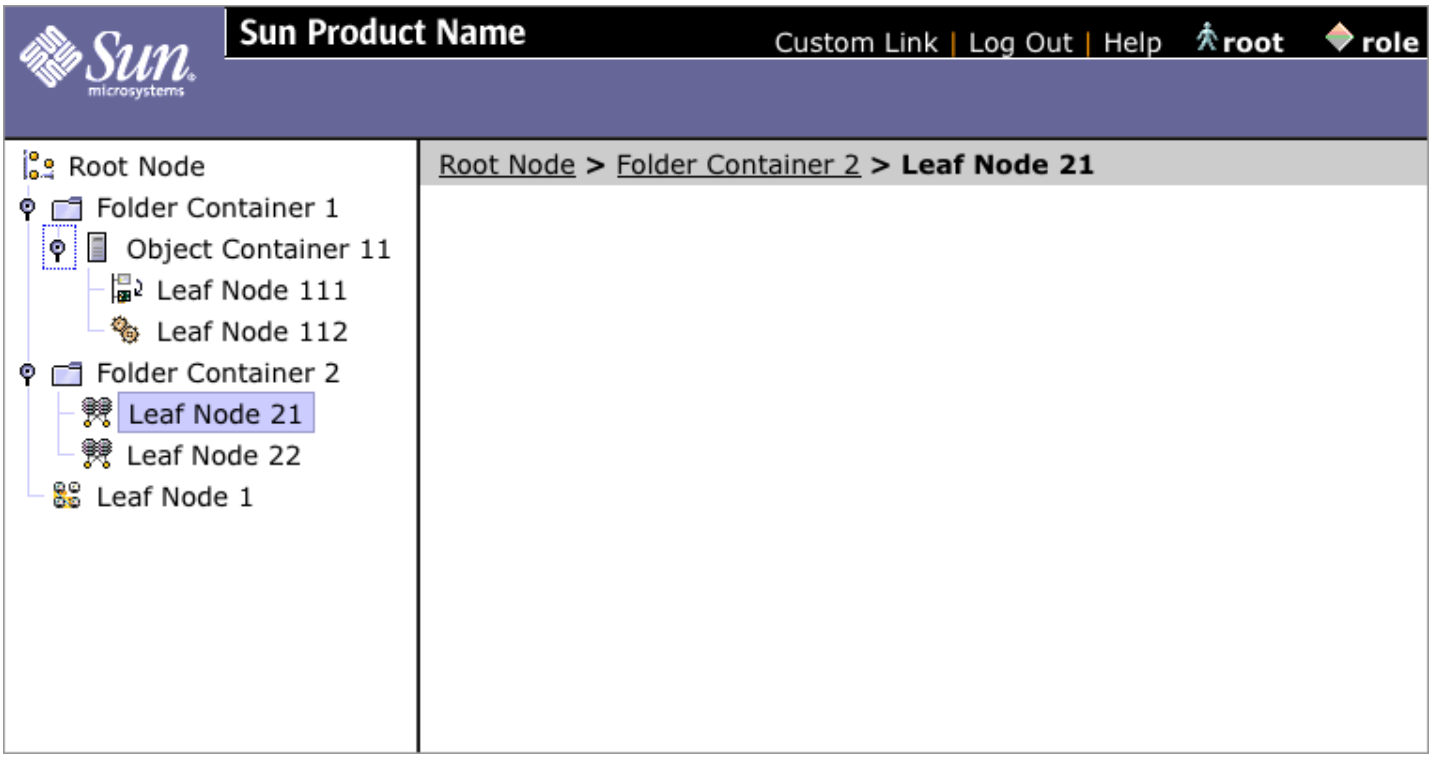
Activities: HTML, CSS, some Javascript and some UI Design



Sun WebApps v1 (2001)

A group of designers formed in 2001 to create design guidelines and a standard look and feel for Sun's systems administration applications. A few of us were responsible for coding the html and css for these designs. This effort continued through several generations, this one was based on the 2001 sun.com look.

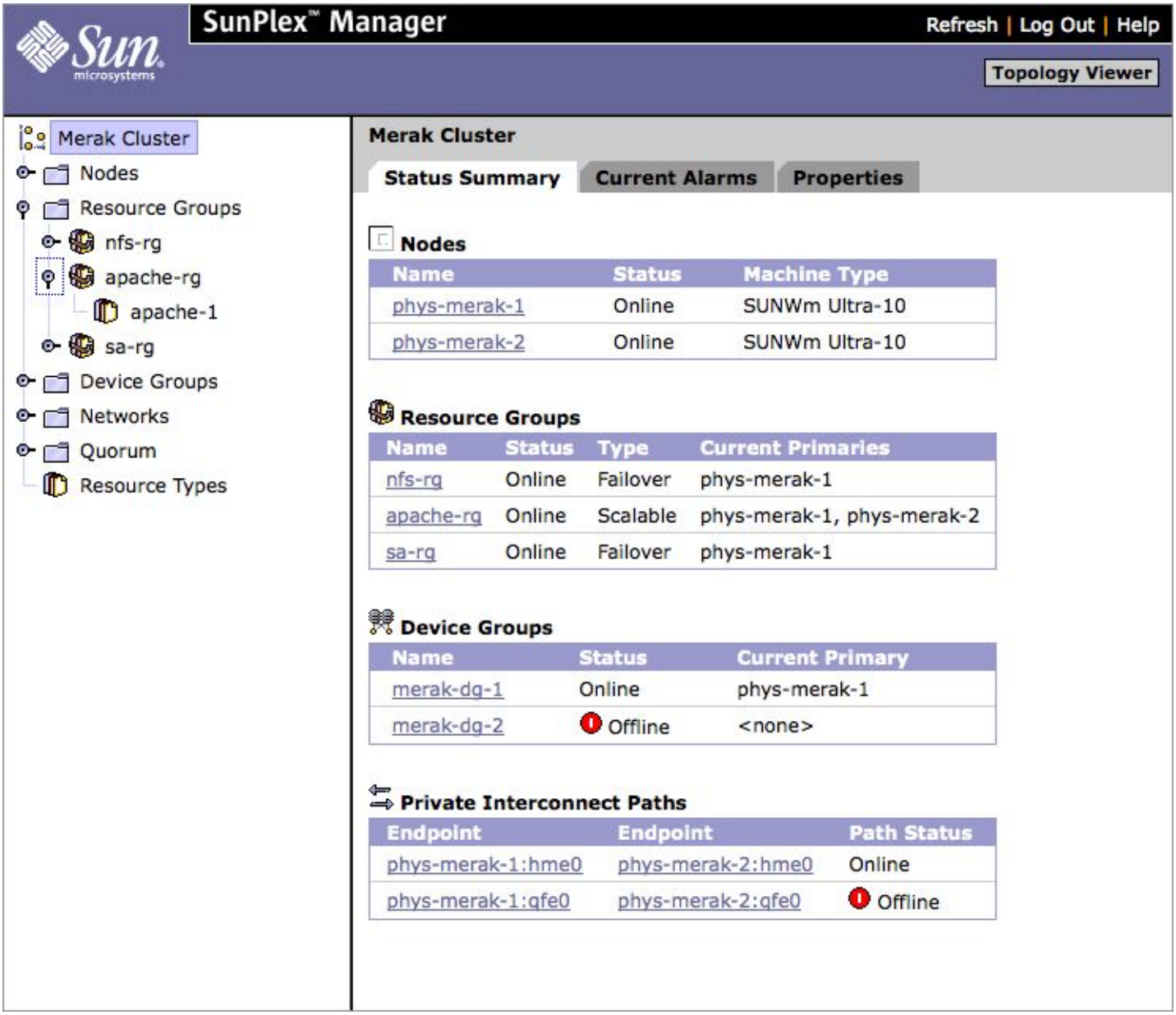
Activities: UI Design, CSS, HTML, Javascript and some Visual Design



SunPlex Manager (2000-2001)

The Sun Cluster team decided to make a browser based UI for managing clustered systems. I designed a UI and created an interactive mockup of the SunPlex Manager UI. The mockup was a quite complete representation of the final tool, at over 100 html pages. The tool, when coded by the team, used the css files I provided and used perl to generate the html specified in the mockup.

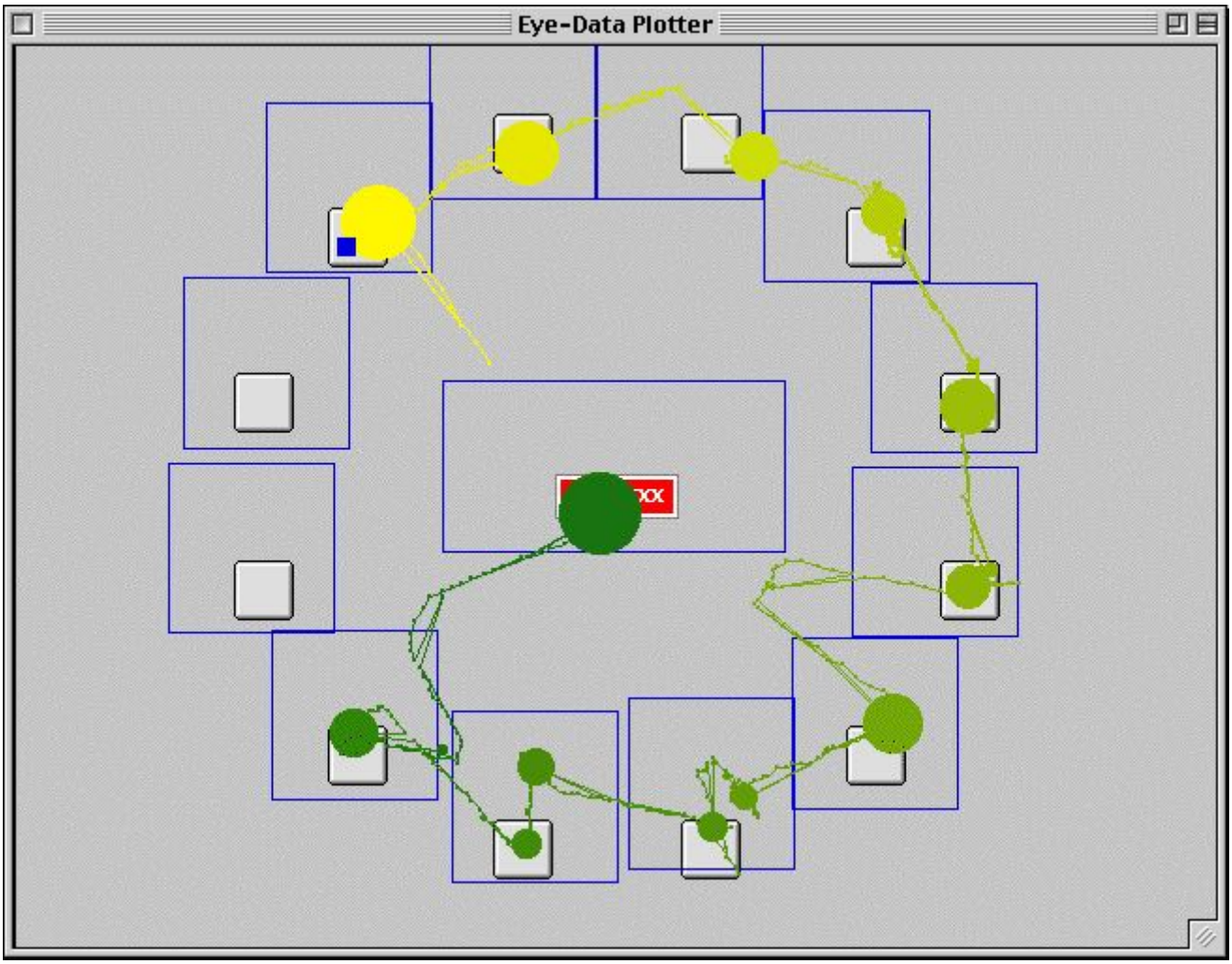
Activities: UI Design, CSS, HTML, Javascript and some Visual Design



Eye Tracker Plotter (1999)

For my dissertation I collected eye tracking data from subjects as they learned the locations of buttons on a text editor type of tool. This plotter shows the pattern and dwell of eye movement for a task trial. The colors go from green to yellow as time passes, and the larger circles mean longer dwell time.

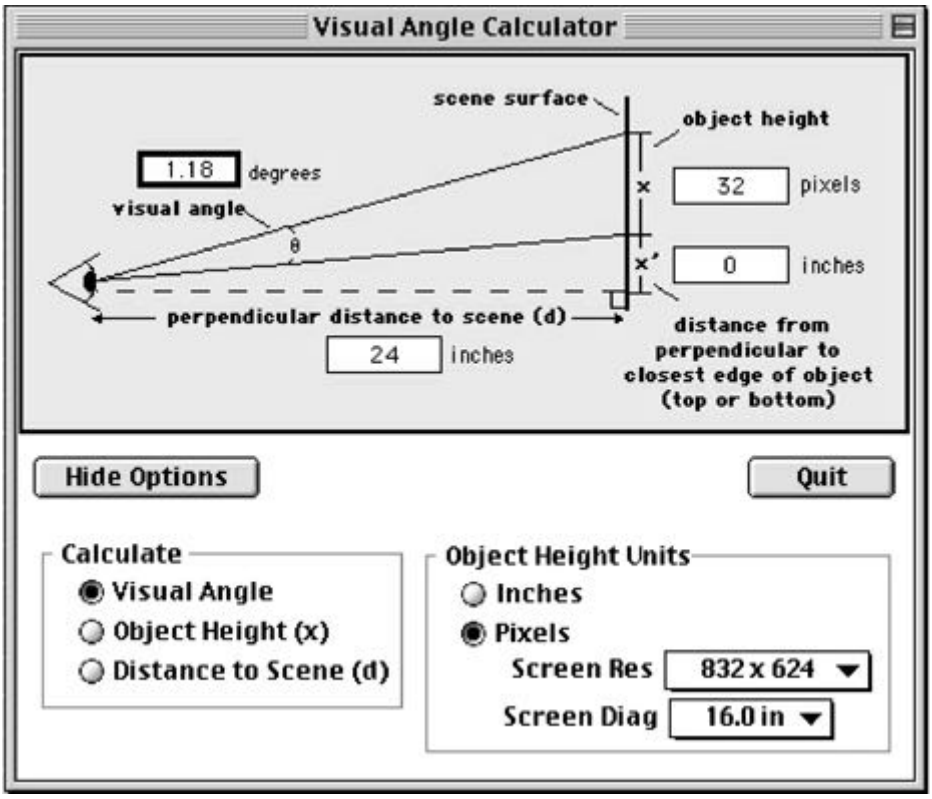
Activities: UI Design and Coding



Visual Angle Calculator (1998)

We got an eye tracker in the ARCH Lab at GMU for conducting research on perception and cognition and so we needed to be able to calculate the visual angle subtended by objects our subjects were looking at. I coded this application in Macintosh Common Lisp to do just this.

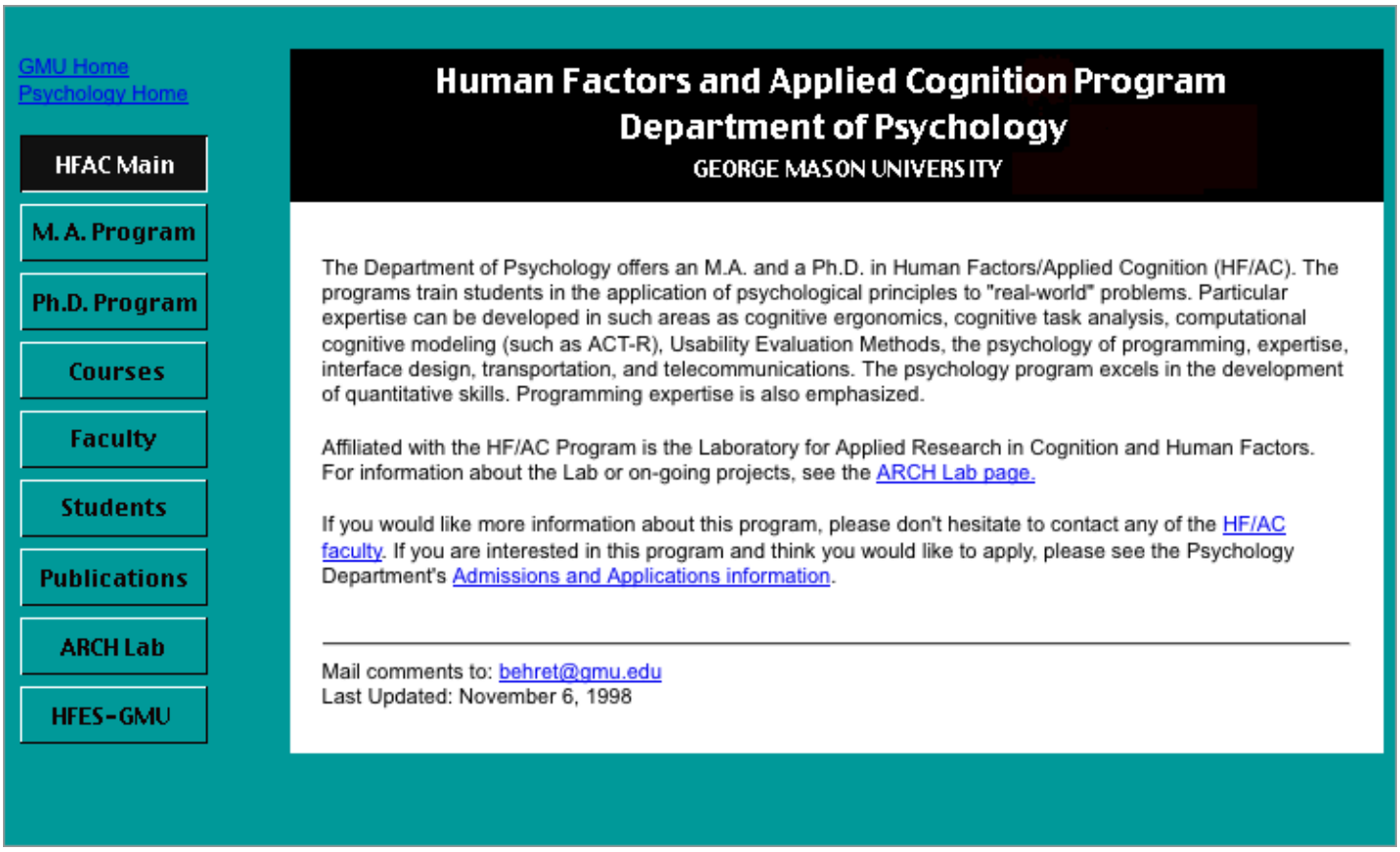
Activities: UI Design and Coding



Program Website (1998)

Our Human Factors and Applied Cognition program at George Mason wanted its own web site and server and I got tasked with doing it. Not a thing of beauty, but hey, it had snazzy rollover buttons.

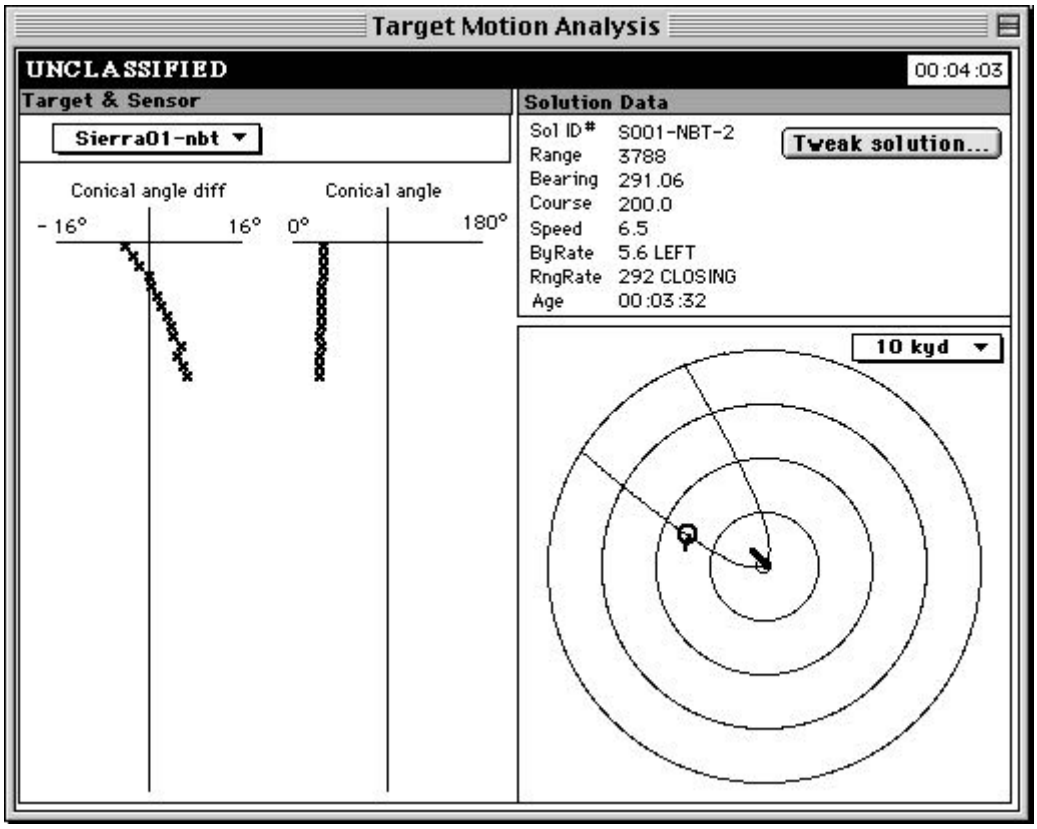
Activities: UI Design, CSS, HTML, Javascript and Visual Design (such as it is)



Submarine Simulator (1996-1997)

This is one of the ten displays from Ned, a low-fidelity submarine simulator based on one we were using in research on a grant with the U.S. Navy. We used it to collect data from sub commanders and then to create an ACT-R model of submariner situation assessment. It was written in Macintosh Common Lisp.

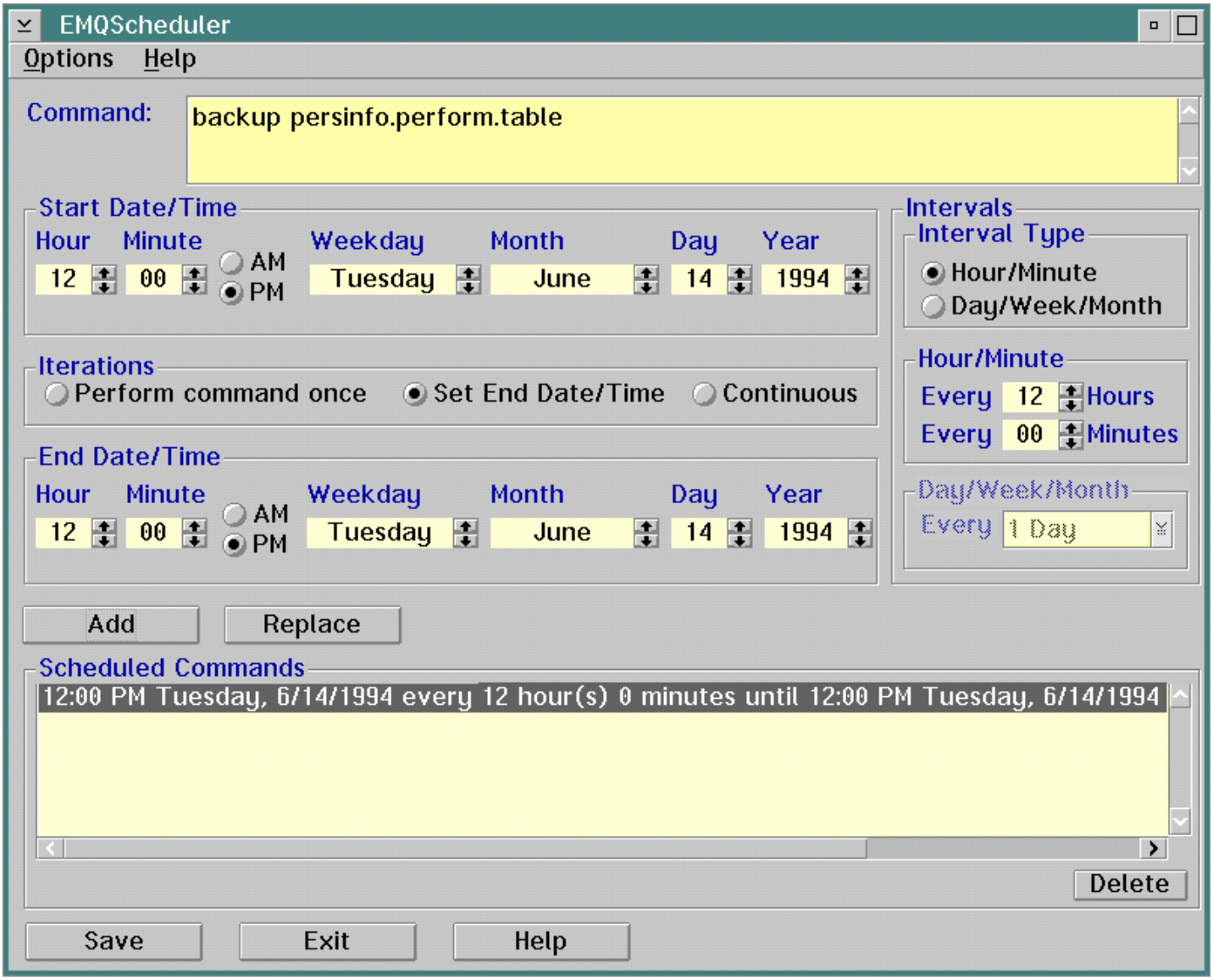
Activities: UI Design and Coding



EMQ Scheduler (1994)

I created this prototype for a database job scheduler in REXX using a tool called Dr.Dialog while on my internship at IBM. The look and feel is OS/2. We used this in a round of usability testing.

Activities: UI Design and Coding



DataHub Mockup (1993)

Created this prototype for a database management application in REXX using a tool called Dr.Dialog while on my internship at IBM. The look and feel is OS/2. We used this in a round of usability testing.

Activities: UI Design and Coding