Portfolio Presentation

Mohanraj Sivamani
Lead UX/UI Designer

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Lead UX/UI Designer

Lead UX/UI Designer I **TekLeaders Inc** I 2021-present

Senior UX Designer I **Fusion Global Solutions LLC** I 2013 - 2021

Master of Arts in Public Administration, India Annamalai University (2000 2002), India.

Master of Commerce, India from Annamalai University (1999 2001), India.

Bachelor of Commerce from Bharathiyar University (1996-1999), India.

Diploma in Web & Multimedia Foundation (WAM – Q), India.

Sketch I Figma I Adobe Suite I Invision I HTML I CSS I Bootstrap I Agile

www.msmohanraj.com

Web Application Designs: Enterprise (Internal, B2B and B2C) I Responsive (Mobile, Tablet and Desktop) I WCAG and 508

User-Centric Designs I Visual Designs I Human Computer Interaction Designs

www.linkedin.com/in/mohansivamani

My Role

Business Users

Me

Engineers

UX

- Personas
- Information Architect
- User Flows
- A/B Testing
- Consumer Research
- Customer Analysis
- Competitor Analysis
- Qualitative and Quantitative Analysis
- Design planning and Analysis

Sketch I Figma I Adobe Suite I Invision

UI

- Wireframes
- Hi-Fidelity mockups
- Color Theory
- Typography
- Iconography
- Design Systems
- Visual Branding
- Interactive Design
- Responsive Design
- Mockups

HTML/CSS I Bootstrap

Agile UX

Agile UX is based on the timing of deliverables. If focuses on user research done at the start of a project to determine the path of design and code development.

Welcome changing requirements, even late in development. For gauging the effectiveness of a product, Agile UX rely on user testing (such as A/B Testing).

Our highest priority is to satisfy the customer through early and continuous delivery of the product.

My Process

Discover

- Identifying the Users
- Research via **interviews**, observation and questionnaires
- Understanding the **user goals** and pain points
- Customer and **Competitor Analysis**
- Design Planning

Define

Story board: A visual narration

Journey Map: a diagram of the user's journey and what they experienced during the process

Task Flow: A single flow by all user roles for a specific action.

Ideate

After understanding users and defining the problem based on research synthesis, the ideation process begins!

This is interactive and **collaborative** to explore all the possible solutions.

Prototype

Produce Design Solutions

Wireframes act as blueprints for each part of an interface, showcasing how it works.

Prototypes allow designers to test functionality for a product before we translate them into a hi-fidelity mock-ups

Test & Iterate

While the process here was described linearly, there's nothing that says that designers won't cycle backward to redesign and continue testing

Most designs go through multiple iterations before they are finalized, and these changes are backed up along the way and **handed-off to developers**

Lean UX

Lean UX design focuses on delivering an MVP and then improving it using iterative design process based on ongoing feedback. It focuses on creating products user want, need and use right away. The team can release usable and quality applications rapidly which saves time and cost of a project.

The core principles are:

- Collaborate
- Act as one team
- Solve the problem
- Flexible

My Recent Projects

Jan ‘2022 - Present

Marsh McLennan

Collaborate with product owners and stakeholders. Evaluate requirements and create workflows, demonstrate the prototypes with clickable navigation. Iterate the design process until signed off by the stakeholders. Translate the hi-fidelity prototypes into an interactive functional design and hand-off the design code to the engineering team for development.

- **Projects**: Cyber Self-Assessment and Brokerage Dashboard Analytics
- **Design System** used: LINQ DS
- Sketch I Figma I Invision I Agile

Click here for Case Study

Insurance

Oct ‘2020. - Jan ‘2022

Kaiser Permanente

Interact with the product or business team in an agile fashion. Evaluate the requirements and create workflows to demonstrate the prototypes with clickable navigation. Ideate and iterate the design process until the final sign-off from users. Influence them is design decisions. Adhere to industry standard design principles and client’s approved branding “Design System”. Hand-off the final design and it’s assets to the IT team for development. Translate my final design into a functional design using HTML/CSS.

- **Projects**: Storage Health and Block Dashboards
- **Design System**: Carbon Design System
- Framework: Embedded Kibana dashboards in HTML
- Figma I Kibana I HTML/CSS I Bootstrap

Healthcare

Nov ‘2019 - Oct ‘2020

Conduent

Worked closely with product owners and captured the user interface requirements based on their user acceptance criteria. Created hi-fidelity interfaces which served as a strong visual aid for Business and Engineering team. As this assignment is hugely a data driven, more we focused on the information architecture and sitemaps. Managed and mentored a group of other UX designers in maintaining the design standards across the team while using a third party custom assets for design system

- **Projects**: CP, HSP
- **Design System**: Custom
- Sketch I Adobe XD I Axure RP I Zeplin Agile I Adobe Suite I HTML/CSS

Healthcare

My previous Projects

May ‘2019 - Oct ‘2019

TMHCC

- **Projects**: Portal for World Wide Travel Insurance purchase
- **Design Deliverables**: Lead Angular team while driving the UX works in the client location.
- https://www.world2cover.com.au/

- Prime NG I Adobe XD I HTML/CSS I Bootstrap I CMS SiteCore I Sketch

Travel Insurance

Nov ‘2018. - Apr ‘2019

Conduent

- **Projects**: KidStar, ECS (Electronic Child Support), Expert Pay, SDG (State Disbursement Group)
- **Other Deliverables**: Style guides, Use-case document and Integration testing
- Prime NG I Adobe XD I HTML/CSS I Bootstrap I Axure I Sketch

Payment and Card Services (State)

Nov ‘2017 - Oct ‘2018

DBHDD/HCSC

- **Projects**: IDD Program and Small Group Renewals
- **Design System**: Prime NG
- Responsive Web Design using custom media queries for supporting all devices mobile, tablet and desktop
- Sketch I Adobe XD I Axure RP I Bootstrap Agile I Adobe Suite I HTML/CSS

Healthcare (State)

My previous Projects

May ‘2014 - Sep ‘2017

AAFES

- **Projects**: Exchange Credit Program for Military Personnels deployed across the world. Payment Gateway for credit card payments.
- **Testing:** System Integration Testing, WCAG and 508 compliance
- www.myecp.com
- Visual Studio I CSS pre-processing SASS I HTML/CSS I Bootstrap

Finance (B2C-Federal)

Jan ‘2013. - Apr ‘2014

T-Mobile

- **Projects**: eService Transformation project is an eCommerce portal for consumers to shop mobile devices from wide range of selections online.
- Responsive Web i.e.,Mobile-First Design
- CMS project
- Adobe CQ5 I HTML/CSS I Bootstrap

Telecom (B2C)

Jan ‘2012 - Dec ‘2012

Cisco

- **Projects**: Hierarchy Management Platform
- **Design System**: Custom
- Adobe Suite I HTML/CSS I Agile

Network (internal)

Credit Suisse | 2011

Sony Pictures Entertainment | 2010

Medco Health Solutions | 2009.

Trading Bell | 2008

DS1 Technologies | 2007

eBiz Global Corp | 2005

My Career Overview

Mohanraj Sivamani

- As a UX/UI Designer, I’am passionate about solving complex problems and making digital products that are easy and intuitive to use.
- Has around 18+ years of experience in providing innovative enterprise solutions for Web-based and Windows applications by evaluating the best User Experience.
- Designed and developed applications for various domains which includes Retail, Healthcare, Media, Finance, Manufacturing and Telecom Industries
- Distill complex user workflows, data and use cases into simple experience.
- Translate Hi-fidelity mockups into a functional Interaction Designs.
- Specialized in developing Responsive User Interfaces for mobile, tablets and desktop devices.
- Bridge the gap between the Business and IT team for end-to-end design solutions by designing, coding and testing complex use cases.
- Develop Intuitive, User-friendly, high-performing Interaction designs (HCI) for Business applications.
- Adhere to branding guidelines or Design Systems and integrate visual elements into the final mockups in terms of colors, buttons, icons & typography for branding.
- Influence in Design decisions and communicate great design to the right stakeholders.
- Hand-off the final design to the developers for coding.
- Being part of a product design team - I have worked in a fast phase agile environment.

Thank you!