## LYDIA BAZAN 2020 PORTFOLIO

# UI/UX & Visual Designer

To view interactive color pdf online, visit www.lydiabazan.com/pdf-portfolio

## Runway Proptech: Mobile and Desktop Software

September 2020 - Present

\*Disclaimer. This project is ongoing and is still within the design and prototyping phases. This information is only to be used for position interviewing/evaluation only and must not be shared with possible competitors and/or other persons that may seek to use these designs for any purpose.

#### CONTEXT

As a recently hired designer for Runway, a property technology software group based in Australia, I have been able to make significant contributions to the future look of their company. As a Design Assistant, I have been tasked with leading the redesign of their front-facing website "plug-in" that allows consumers to explore and design homes in newly formed communities. From choosing your home virtually, or exploring real-time available lots, Runway's goal is to innovate the homebuying experience.

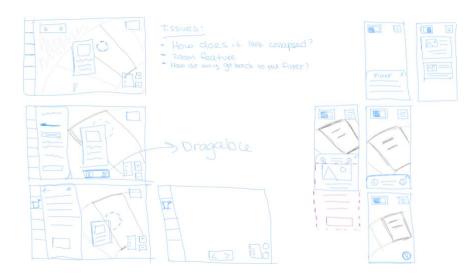
#### **MY ROLE**

As a Design Assistant, my role was to wireframe, design, and prototype a new consumer journey for mobile and desktop views. Early contribution of designs was completed by <u>Olivia Sun</u>.

## **IDEATION**

#### **INITIAL DESIGNS & BRAINSTORM**

When assigned to this project, I was given the initial draft designs in an Adobe XD file by Olivia Sun. By prototyping and re-evaluating her designs, I was able to identify user experience holes that I took into consideration when drafting my designs. One of the main goals was to maximize our map tool as much as possible on the available screen so that our users can interact with the tool easier, especially on mobile devices.



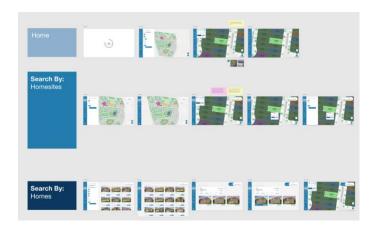
Desktop and mobile sketches

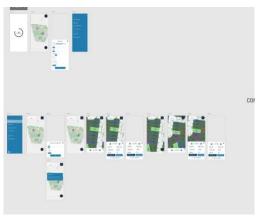
#### **HIGH-FIDELITY DRAFTS**

Although there is still much work to be completed in both versions due to expanding tools and user testing, I was able to design a possible high-fidelity draft of mobile and desktop views. My goals for my designs were to minimize as much as possible any unnecessary components and illustrations to least distract our users in the home buying process.

Mobile View: <a href="https://rb.gy/gyptqd">https://rb.gy/gyptqd</a>

**Desktop View:** <a href="https://rb.gy/1xn3pa">https://rb.gy/1xn3pa</a>





#### PROJECT CONTINUATION

As the final stages of creating our new UI, I will be creating and managing a full UI component library to use in future projects. I will also like to fine tune our designs by conducting user testing once a full prototype is completed. Other fine-tuning efforts will be performed by checking consistency in grid use and components.

## **Rental: Mobile Application**

September 2019 - December 2019



#### **CONTEXT**

As a part of my senior design studio at Texas A&M University, my team and I chose to design and prototype a comprehensive property management application between tenants and landlords.

#### **MY ROLE**

As Technical Lead, I managed and executed market research, application research, and wire-framing. My other contributions included app design, copywriting, and prototyping.

#### **TEAM MEMBERS**

Lydia Bazan, Courtney Stark, and Edie Terrell

#### **PROBLEM STATEMENT**

How can we improve the property management experience between landlords and tenants?

#### RESEARCH

#### **COMPETITORS ANALYSIS**

As the technical lead, I conducted research of who would be possible competitors of our mobile app. Although there are property management applications that already exist, I found that a majority of free applications were *exclusively focused on landlords and had dated designs* that were covered by multiple ads. Other more established applications *required payment upfront and focused on apartment complexes*, leaving a gap for landlords that only manage 1-5 properties. Possible competitors included: Appfolio, Rental Property Manager, Rentsum, and Apartment Assistant.

#### LANDLORD AND TENANT SURVEYS

In order to gain more insight of user needs, we decided it was best to conduct a survey using Google Forms that had two-person questionnaires, **one for landlords and one for tenants**.

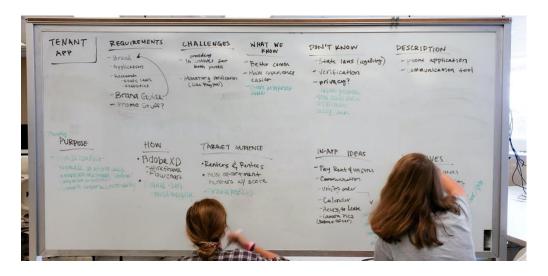
Although we initially envisioned this app to be used for apartment complexes as well as individual property owners, we quickly **pivoted our market focus**. Our results concluded that a majority of tenants that live in apartment complexes have their own property management portal; therefore, the **greater need was for individual property owners**. **View the Survey:** <a href="https://rb.gy/09mjcx">https://rb.gy/09mjcx</a>

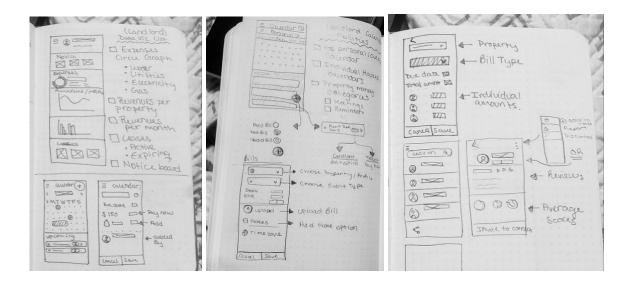


## **IDEATION**

#### THE BRAINSTORM

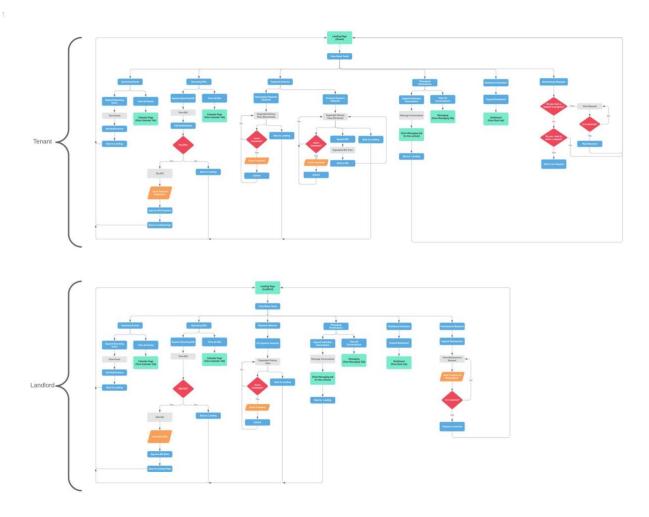
Our initial phases began with brainstorming with lists, mind-maps, and sketches. As a team, we aimed to target the most requested needs from our survey such as **work order requests**, **communication**, **in-app payment**, **and a landlord/tenant reviewing system**. We believed that both parties for renting are to be held accountable for living spaces and overall, should be a stress-free experience.

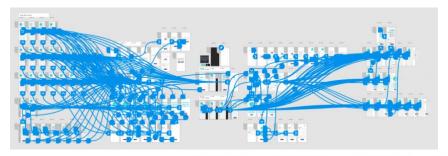




#### **USER FLOWS**

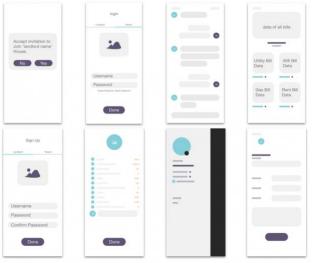
Alongside our sketching, I began developing user flows that involved decision trees to help better understand the journey of our users. This aided in the development of the app design as well as finding errors in our proposed designs.





#### **LOW FIDELITY**

As a baseline for our app design, Edie Terrell combined and illustrated a low-fidelity prototype of Rental.



# FINAL PRODUCTS

#### HIGH FIDELITY

High Fidelity designs were produced by myself and Edie Terrell.

#### **Landlord App:**

https://rb.gy/p0dwbn

#### **Tenant App:**

https://rb.gy/geii59













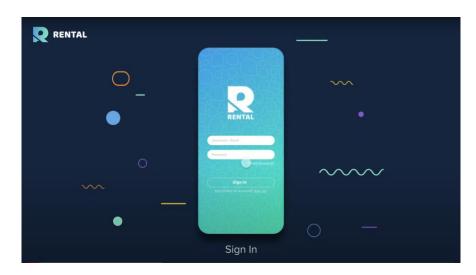




#### **APP WALKTHROUGH**

App walkthrough video by Courtney Stark.

Video Link: https://rb.gy/mvne9a



#### **RENTAL MOTION GRAPHIC**

Rental Motion Graphic by Courtney Stark.

Video Link: <a href="https://rb.gy/mva1mt">https://rb.gy/mva1mt</a>



#### **PROJECT BOOK**

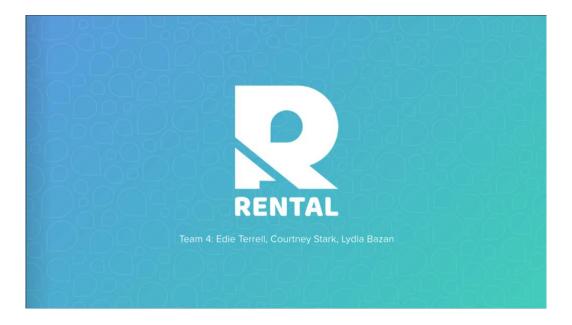
For the Rental project book, I assisted with print layout and a majority of the copywriting.

**Book Link:** https://rb.gy/wtm9zw



#### **PROJECT PRESENTATION**

https://rb.gy/yjesz8



## **LAUNCH: Undergraduate Research**

August 2018 - Present (Contractor)

#### CONTEXT

In order to gain more experience in a workplace environment and strengthen my design skills, I applied for a student position at our undergraduate research department. Through them I was able to apply techniques from my courses in various ways.

#### **OVERVIEW**

<u>LAUNCH: Undergraduate Research</u> promotes, coordinates, creates, and assesses undergraduate programs involving creative scholarship, inquiry, and research in all academic disciplines at Texas A&M.

#### **MY ROLE**

As a Visual Communication Program Assistant, I assisted in assisted in social media management, website management, and any other creative projects that were necessary for the department.

## MOST NOTABLE PROJECTS

#### **CELEBRATE FIRST-GENERATION STUDENTS**

For this project I was challenged to create a reusable campaign for First-Gen Day that occurs every November while maintaining within Texas A&M Brand guidelines. This campaign included social media, a personalized photo booth, a Snapchat geofilter, event buttons, interactive photo boards, and a <a href="mailto:photo-book">photo-book</a> of past participants of the event.































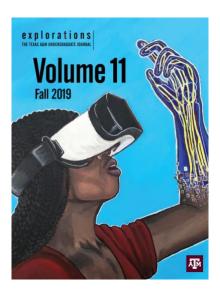






#### **EXPLORATIONS INTERACTIVE**

<u>Explorations: The Texas A&M Undergraduate Journal</u> is an interdisciplinary publication dedicated to fostering undergraduate research and scholarly work in all fields. Although this journal is mass printed annually, the department made it a goal to make the journal more accessible virtually through <u>Weebly</u>. For this project I translated the print journal into a web format with html editor blocks so that articles could easily be sourced if available online.



#### **CAMP MENTOR**

As a joint department under LAUNCH, the supervisor for LAUNCH: Learning Communities reached out to me to design their shirt for Camp Mentor. Due to issues of past designs and costs, they requested to have a single-color printed design around the theme of the Olympics.



#### VIRTUAL UNDERGRADUATE RESEARCH EXPO

My most recent project with LAUNCH as a contractor after graduation, I was asked to edit the student video series for their virtual expo. This included creating title cards, video editing, and sound editing.

View Video Series Here: <a href="https://sites.google.com/view/virtualugrexpo/day-1/gsir-series">https://sites.google.com/view/virtualugrexpo/day-1/gsir-series</a>

