

Portfolio Deepak V Asokan

UX

Designer

UX

Developer

Design Process

1 Identify

The design process starts with understanding your brand, needs, business objectives and goals for your website, and developing an appropriate timeline and project plan.

4 Content Strategy

Working collaboratively with the client, to determine what content is necessary and useful for the business as well as where it should be placed for maximum impact.

2 Research

Conduct extensive research on your industry, competitors, audience, and interview internal stakeholders to construct a tailored digital strategy and design.

5 Design Development

Designing graphics and visual elements needed to bring the project to life.

3 UX/UI

developing a sitemap and wireframe of the project. This helps to define the key features, functionalities, and structure and allows that to inform design.

6 Quality Assurance

Before launching the project, will assess how optimised it is, how easy to use it is for the clients, and whether its code is valid. Also, ensure that it gives the client value for your money and passes high-quality assurance standards for all digital business development needs.

Samples

1 User Journey

http://webee.im/samples/UJ-SETU-App.pdf

http://webee.im/samples/Old-UJ-MCOC.pdf

http://webee.im/samples/Optimized-UJ-MCOC.pdf

Wireframes

http://webee.im/samples/Wireframe-SETU.pdf

http://webee.im/samples/Wireframe-MCOC.pdf

3 Highfidelity Screens

http://webee.im/samples/HF-Screens-SETU-App.pdf

http://webee.im/samples/HF-Screens-MCOC.pdf

4 MSc. Digital Media Final Project DOC

http://webee.im/samples/MSc-Digital-Media-Final-Project.pdf

http://webee.im/samples/Style-Guide-SETU.pdf

1. App Design

This was a Research project as a part of my Masters studies.

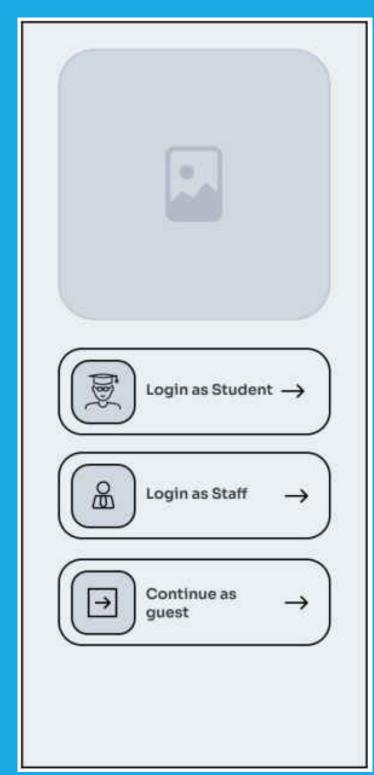
The shown are sample wireframes and high final mokeups of the project with a working prototype link

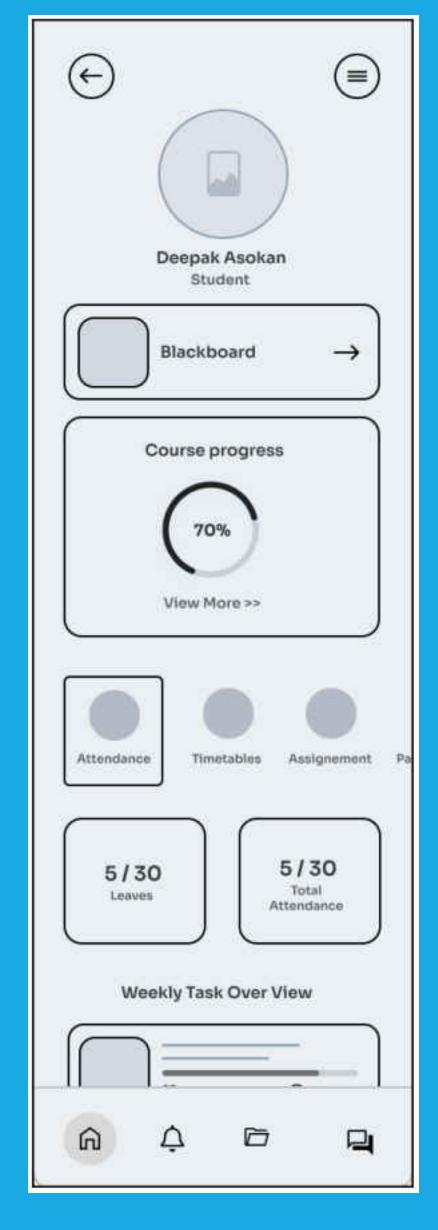
The purpouse of the project was to develop a mobile social media platform for university students with which they can access the university services anytime.

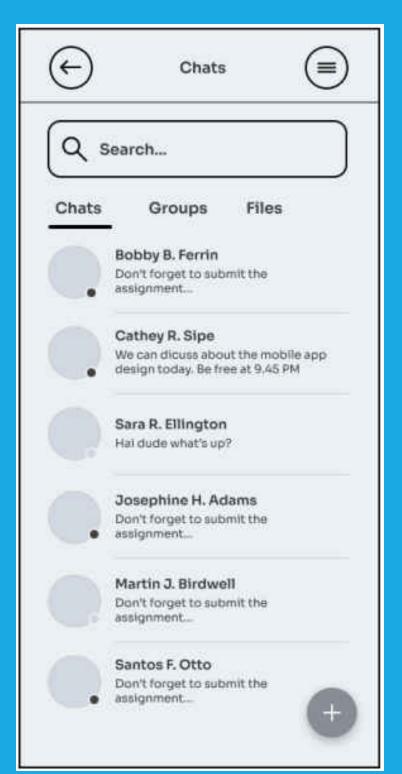
There are almost 60 screens in the live prototype.

SETU Connect



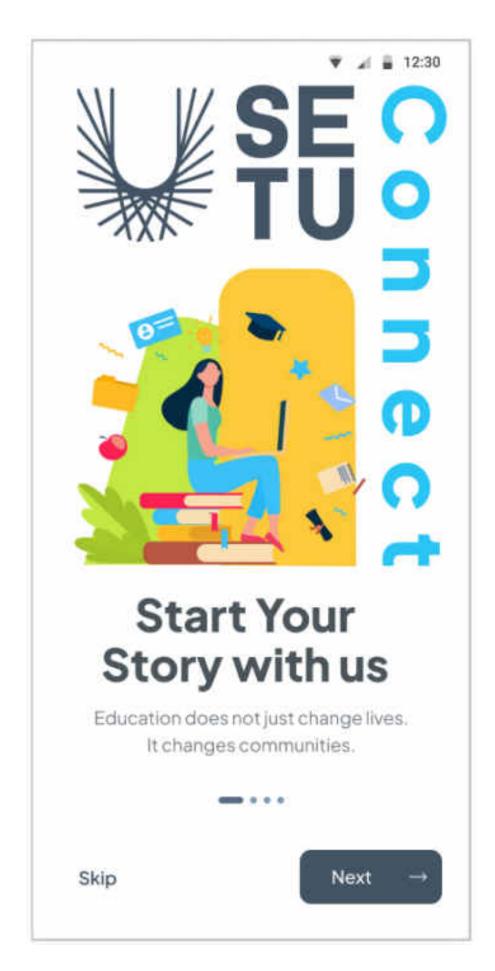


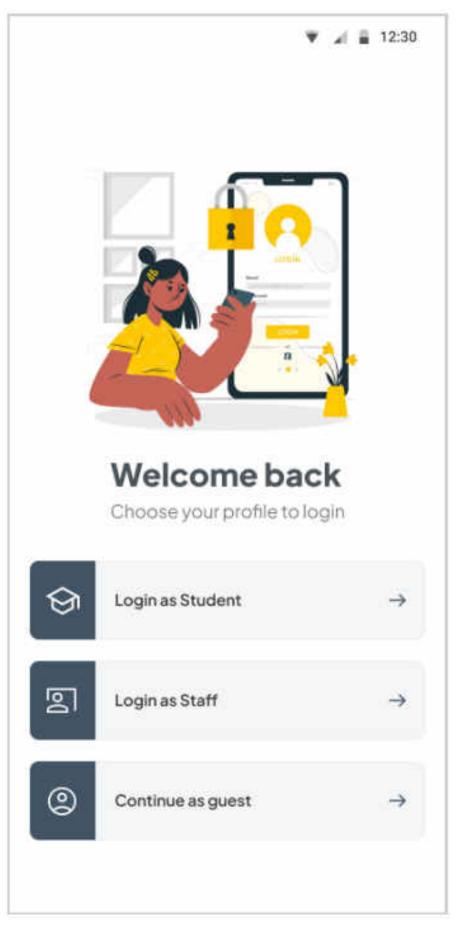


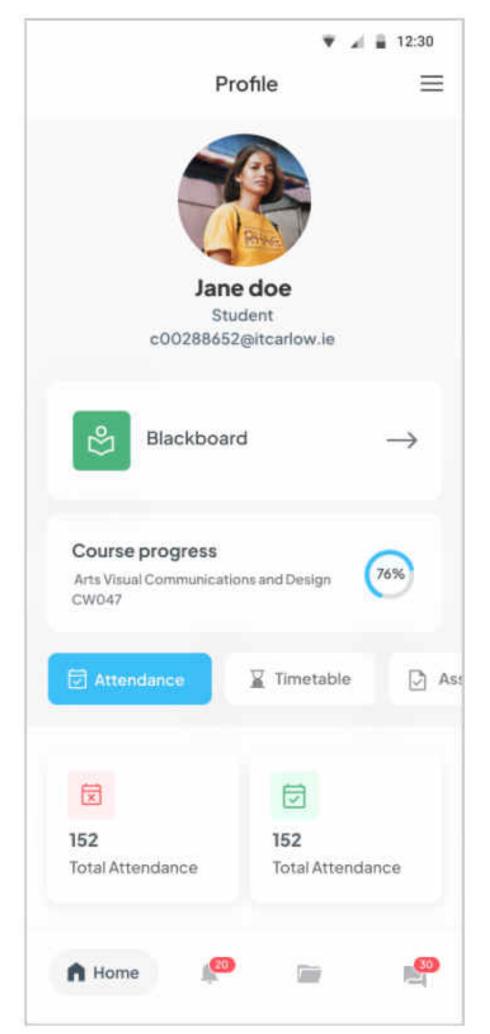


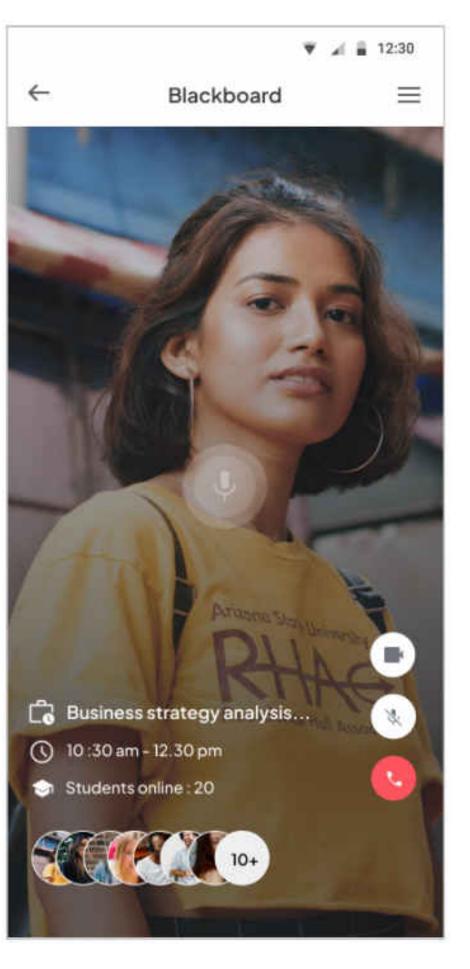
1. High Fidelity Screens

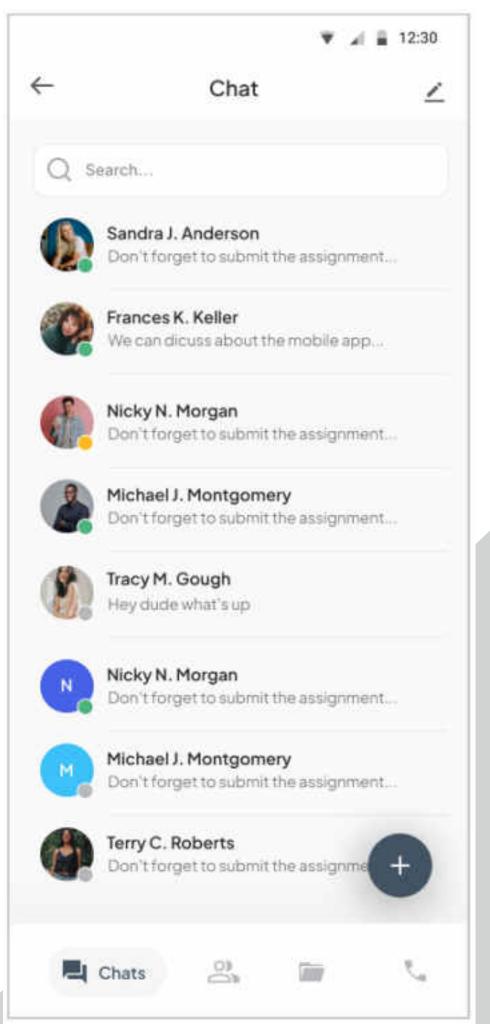
https://www.figma.com/proto/8CF37kqmzXY64O7zsVT66e/SETU?node-id=173%3A20&viewport=5937%2C-1108%2C1&scaling=scale-down&starting-point-node-id=173%3A20











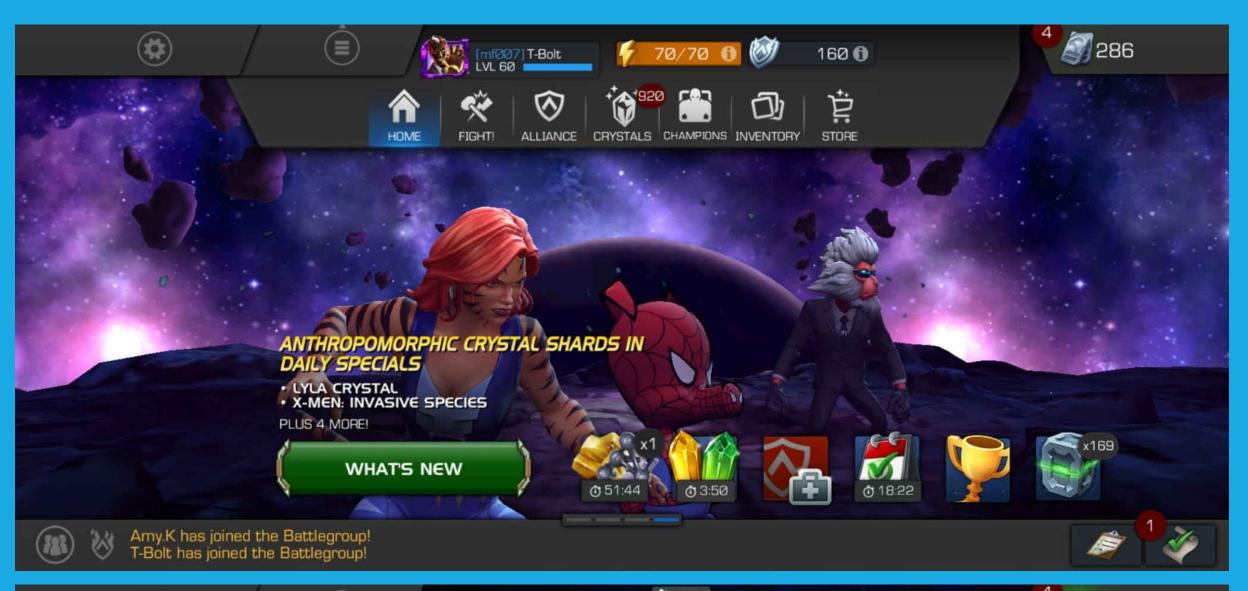
2. App Optimization

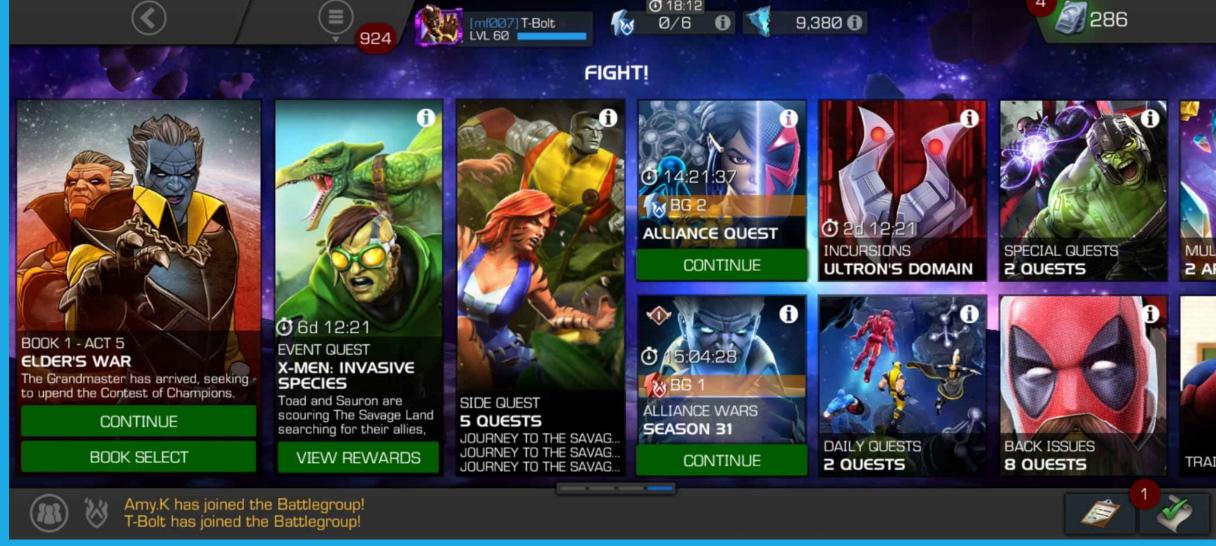
This was a Demo project as a part of my Masters studies.

The two screens shown are the existing view of the Contest Of Champions App from Marvel. The design was old model and there are user retention issues. The App is losing players because of the poor organization of play modes.

The optimized screens are focused on easy and well-directed game progression. The design is more simple and easy to understand.

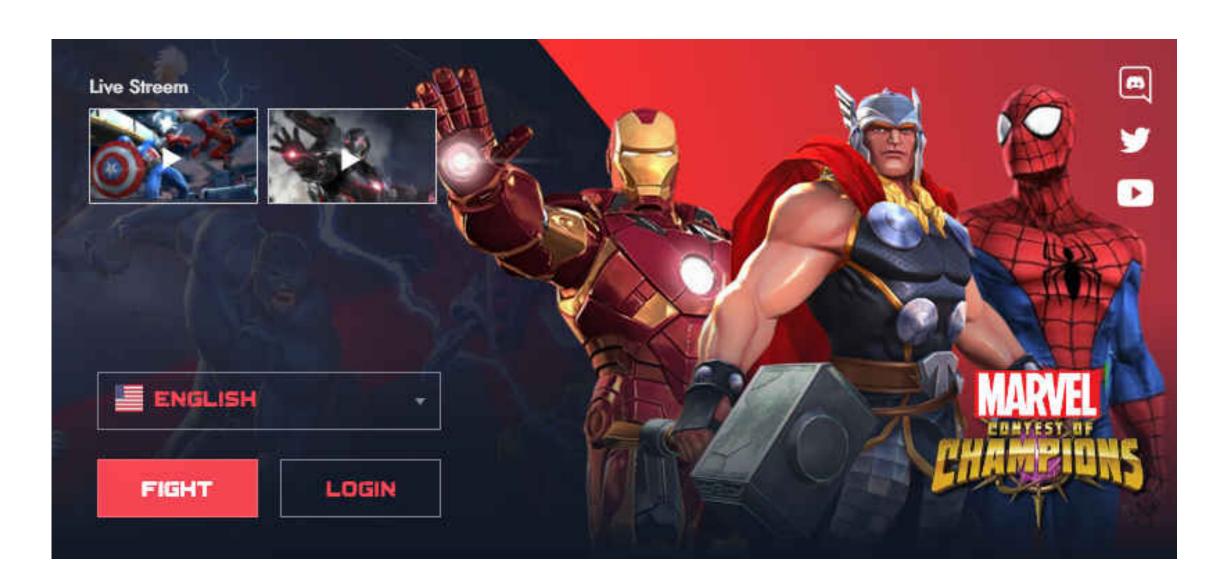
Marvel Contest Of Champions

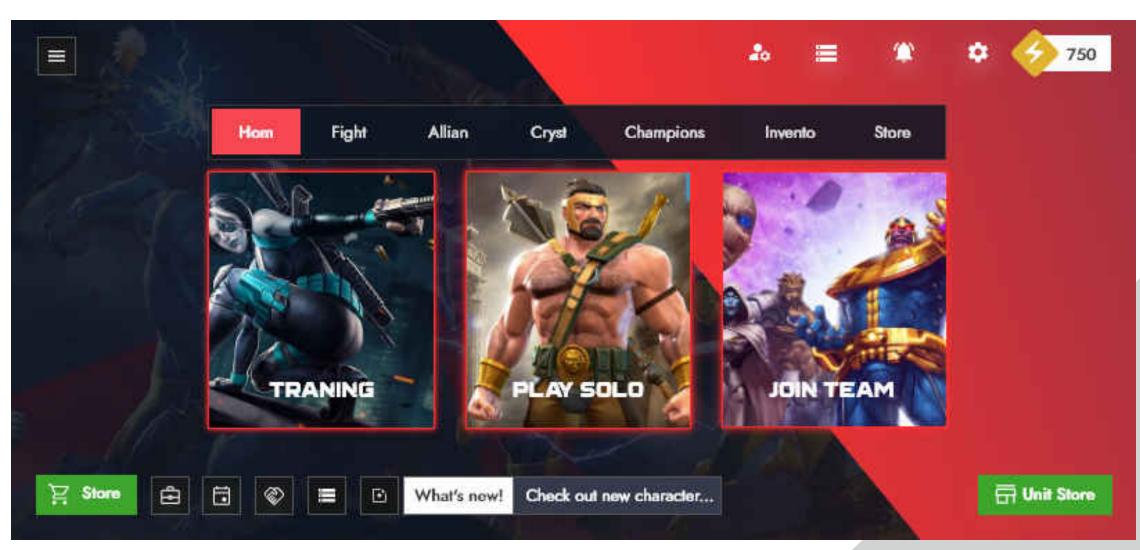


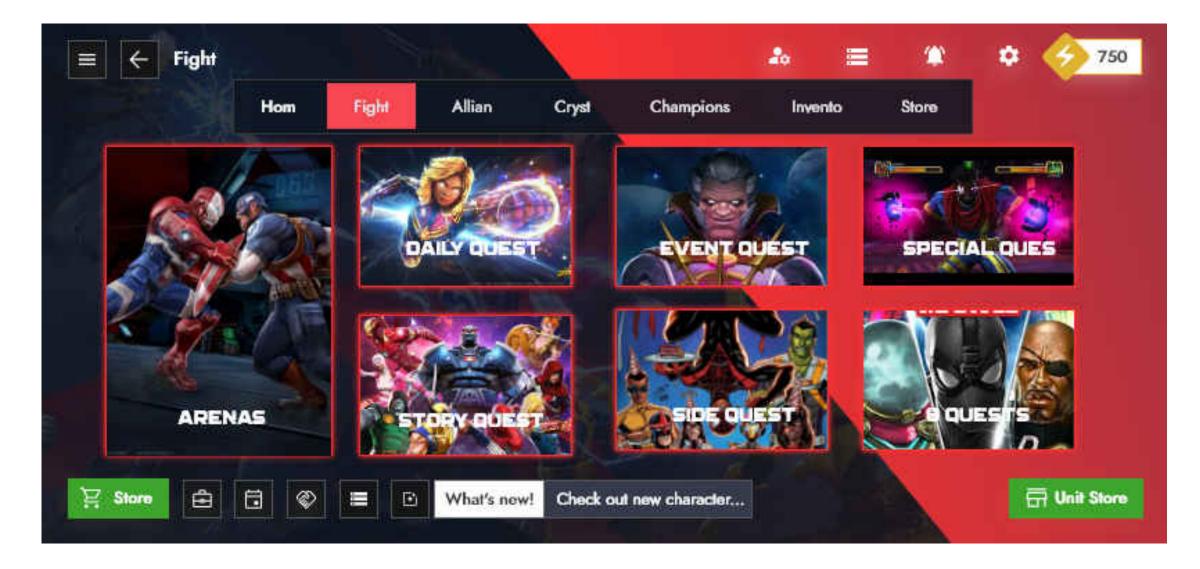


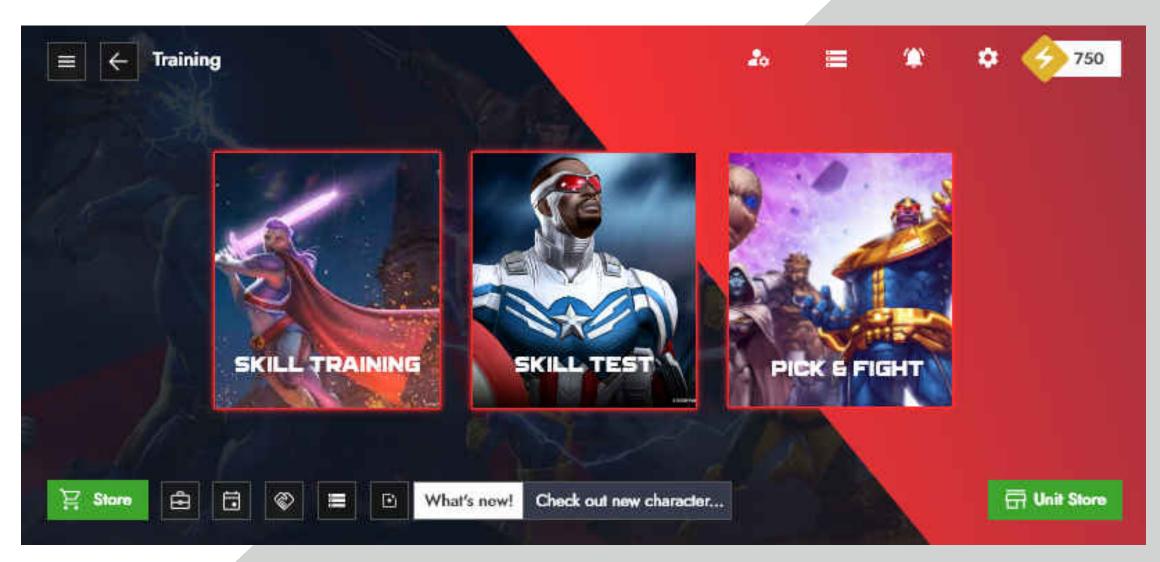
2. Optimized App Screens

https://xd.adobe.com/view/4ebe55ce-c266-404d-aab4-b1ecc7e821ac-1bed/









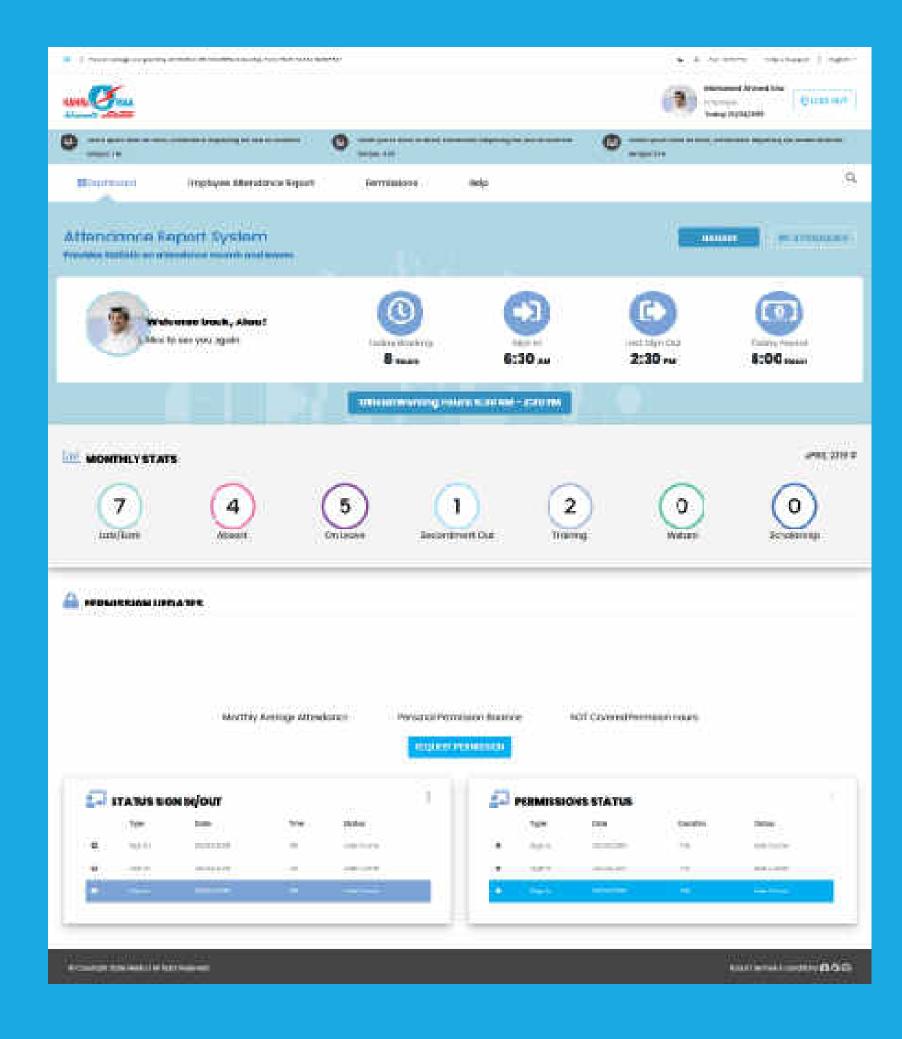
3. Web Design & Front-End Development

This was a project for Qatar Government. The Electricity and Water Department staff's attendance system.

My responsibilities were Front-End Designing & Development from a given wireframe.

12 pages are there in the live link.

Attendance System



http://webee.im/projects/Attendance System/pages/

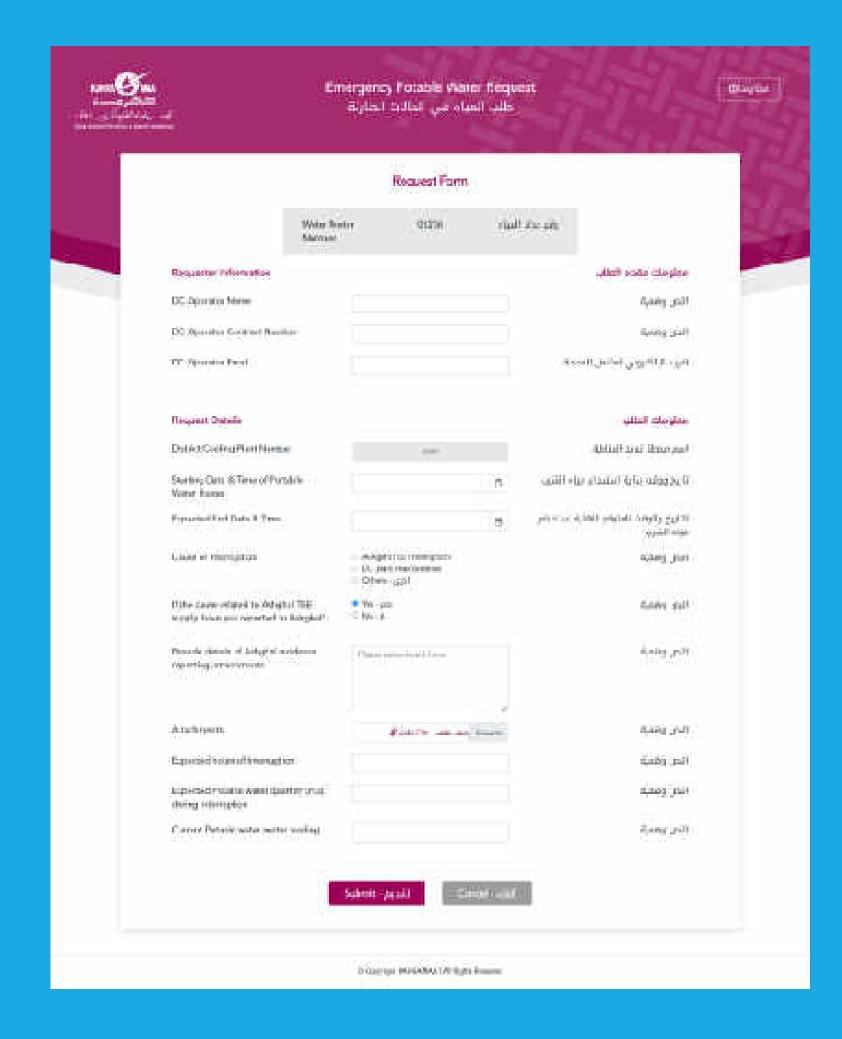
4. Web Design & Front-End Development

This was a project for Qatar Government. The Water Supply Department request system.

My responsibilities were Front-End Designing & Development.

6 pages are there in the live link.

Portable Water Request System



http://webee.im/projects/DC-new-Complete-html/

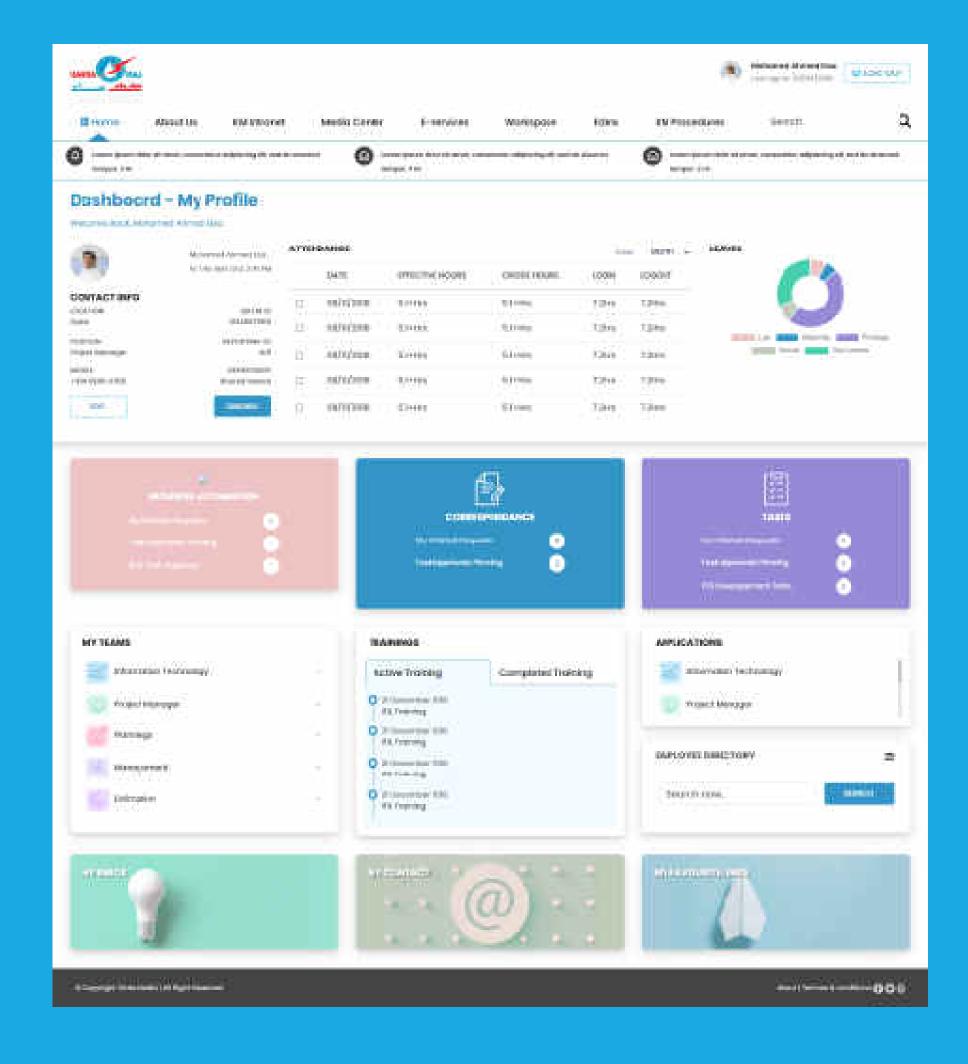
5. Web App Design& Development

This was a project for Qatar Government. The Kahramaa Team Website for staff.

My responsibilities were Front-End Designing & Development.

3 pages are there in the live link.

KM Team Site



http://webee.im/projects/Team_Site/pages/

6. Web Design& Development

This was a Demo project as a part of my Masters studies.

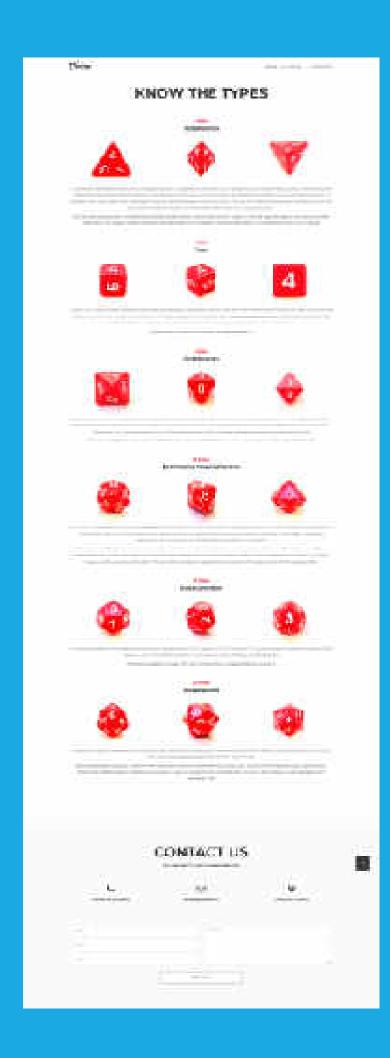
The task was to create a Digital work of any kind.

Topic was Everyting About One Thing

Roller Dice was my choice.

2 page website

Roller Dice



http://webee.im/dice/

Project Thumbnails

https://dvaker.blogspot.com/