PORTFOLIO SANDUN FERNANDO





ABOUT ME

I'm Sandun Fernando, "an artist who likes to make complicated things look easy". I have been appointed as a trade designer, bringing with me 13 years of working experience. I strongly believe that visual communication is one of the easiest ways to convey complex ideas.

The knowledge and experience I have gained through my professional education and past experience have led me to succeed in my present position and will continue to guide me in my future career development.

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TOOLS

- · Figma, Sketch
- Adobe Photoshop
- Adobe Illustrator
- Protopie, Principle
- Hotjar, Firebase
- · Slack, Jira, Confluence

SKILLS

- UX & UI design
- Design systems management
- Digital accessibility
- Information Architecture
- Interaction design (IxD)
- HTML & CSS

- Alignment with Business Goals
- User-Centered Vision
- Research & Workshop
- Roadmap Creation
- Leadership
- Long-Term Planning

RESPONSIBILITIES

Stakeholder management

- Negotiate requirements and designs with stakeholders to finalize the designs.
- Conduct workshops with clients to gather clear requirements.
- Addressing conflicts or disagreements among stakeholders to maintain the scope and the momentum.
- Plan design priorities with product owners, clients, project managers.

Team management

- Mentor and guide 8 designers across the APAC region. Peer review, one-on-one calls, scrum calls.
- Using JIRA to monitor daily progress and assist team members in problem resolution.
- Weekly design guild calls are conducted to maintain momentum within the UX, Dev, and QA teams.
- Establish visibility of work to higher management in the APAC region.

Designer responsibility

- Ensure the designs are completed with quality and delivered within the sprint.
- Plan and conduct user research to validate requirements or build requirements.
- Develop and maintain the design system based on the atomic design principle.
- Document design decisions on Confluence.



USER RESEARCH

Data analytics research

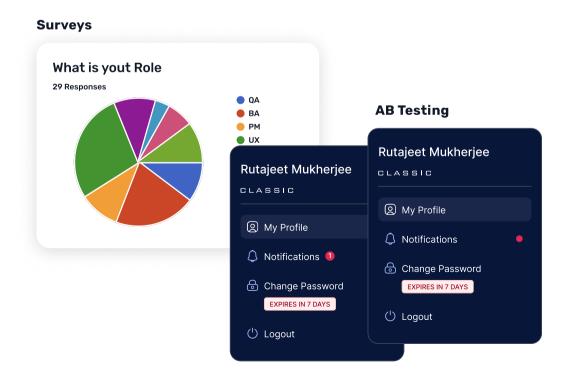
- This method is primarily utilized with offline records.
- Engage with the data analytics team to analyze data and gain insights into user behavior. Creating funnels and get an idea about the user journeys.

Bad journey Good journey

Note: The above funnels are simply illustrations. Unfortunately, due to company policy, I am unable to provide a screenshot of sensitive data.

Behavioral research

- Conduct surveys to gather quantitative data for measuring usage
- Conduct moderate and unmoderated user interviews to gather qualitative data for measuring usage.
- AB testing to design the usability.



DOCUMENTATION

Process Defining and Implementation

Decide which process to follow based on the customer and project requirements.



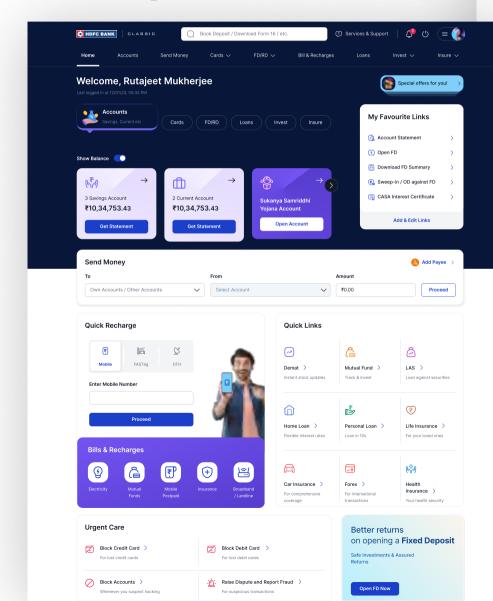
Design decision documentation

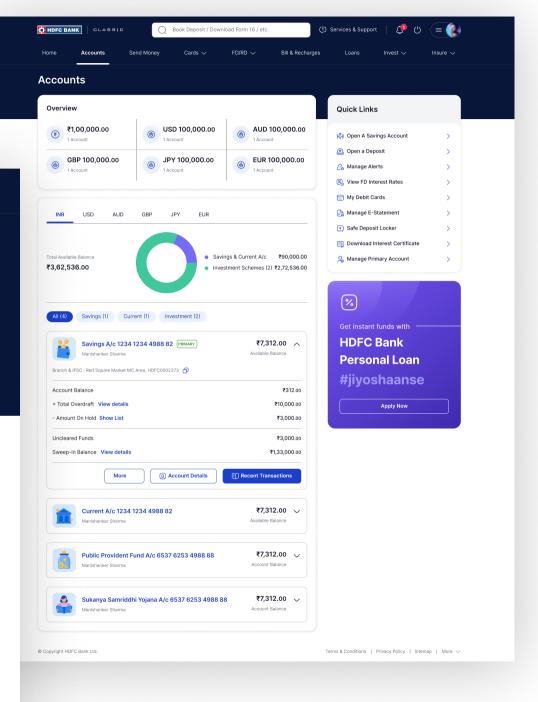
After a lengthy discussion with the customer, we have reached a final design decision. However, it's essential to document the decision to ensure that the rationale behind it is not forgotten in the future.





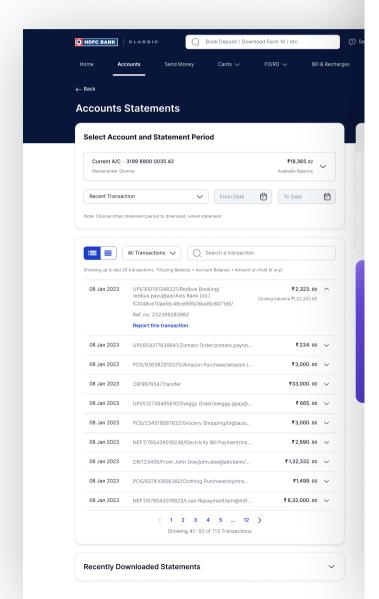
DESIGNS Desktop

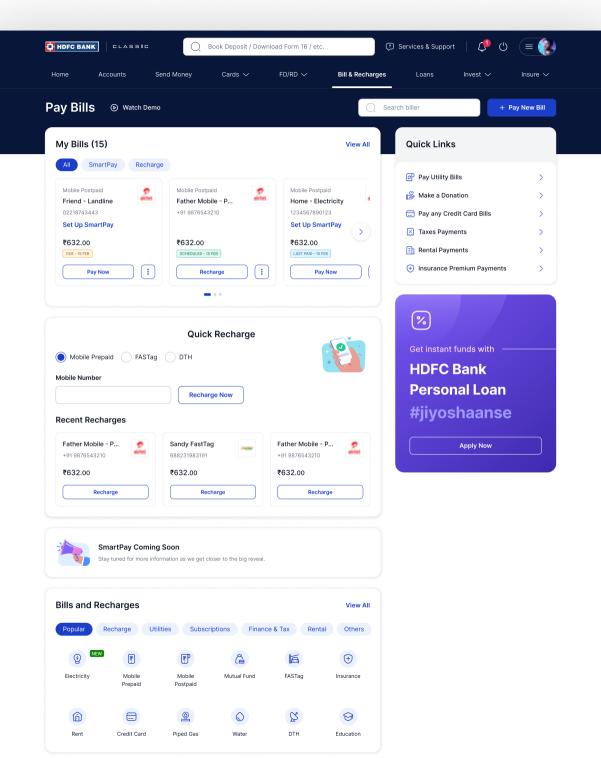






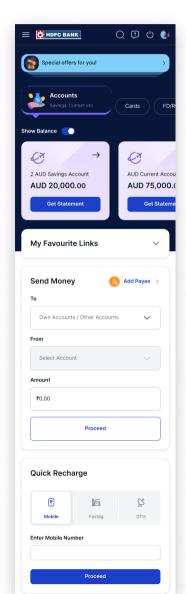
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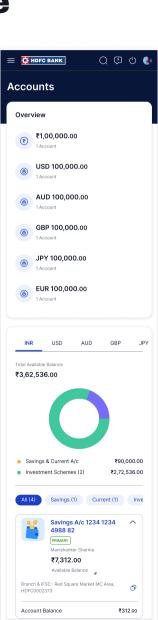


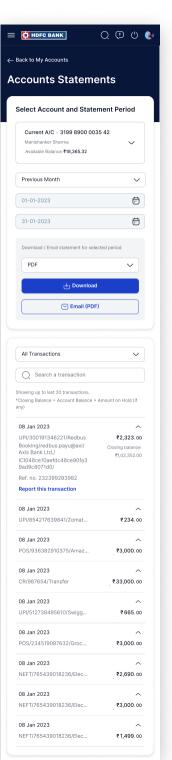


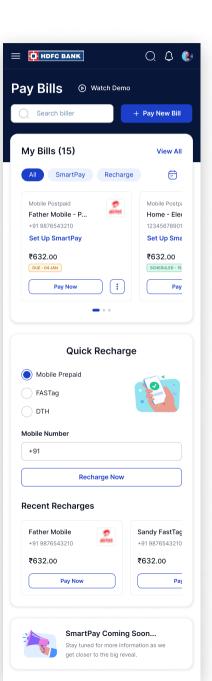


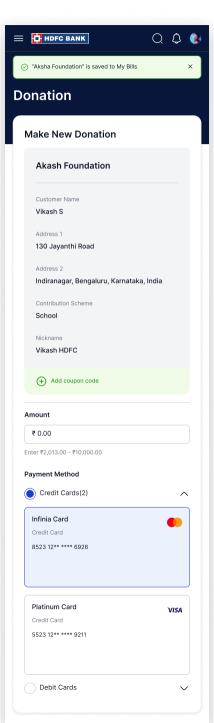
DESIGNS Responsive







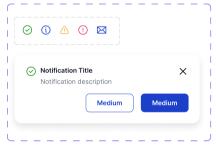


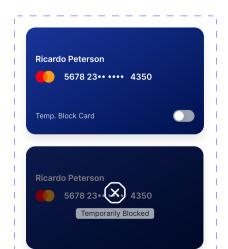


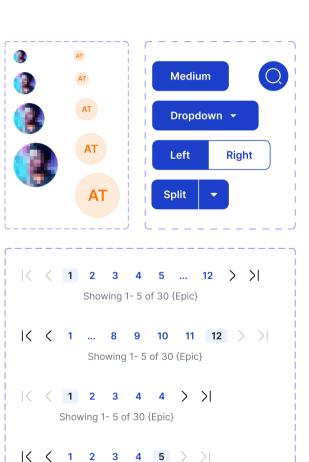


DESIGN SYSTEM MANAGEMENT





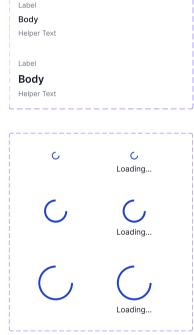


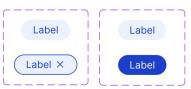


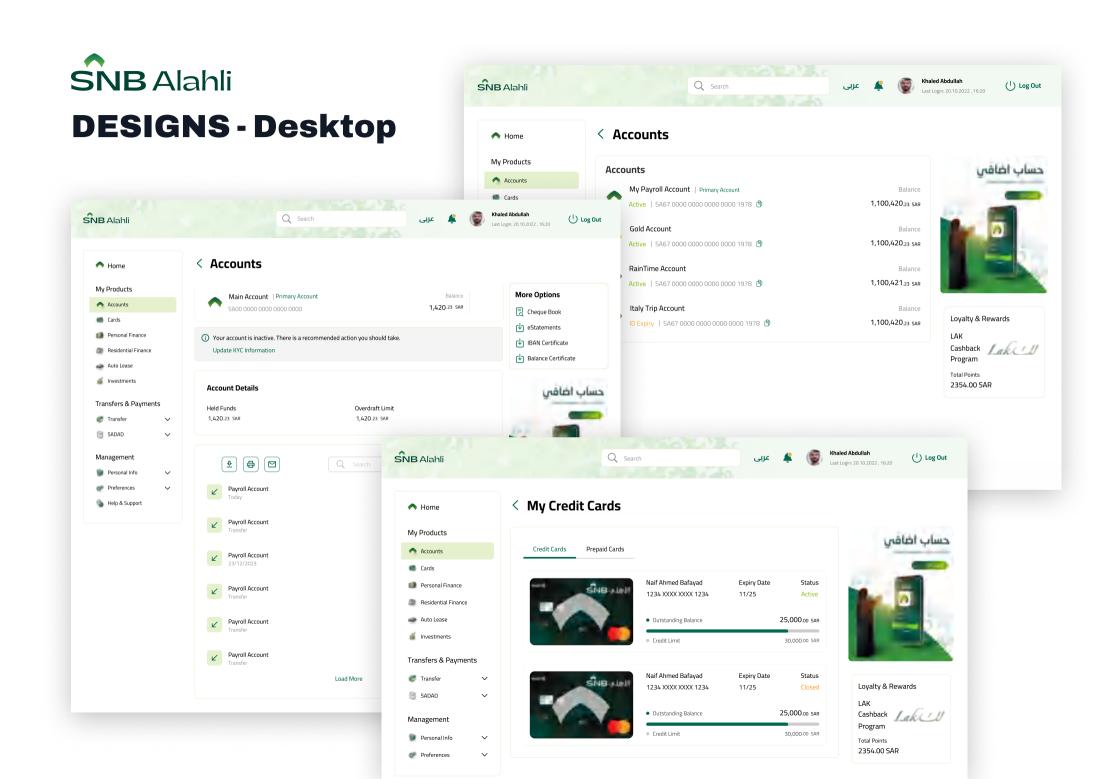
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THANKYOU

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