# JAMISON WIESER

USER EXPERIENCE DESIGN



#### IN A NUTSHELL

- freelance UX designer since 2009
- designer since 2000 where I started at InfoSeek designing mobile apps for the Palm VII
- web app and mobile app design (mobile web, iOS, and Android)
- experience in a wide range of industries and markets
- design workshops, activities, exercises
- user research, information architecture, interaction design
- Interactive prototyping

## CLIENTS

AOL

Hot Studio

Sutter Health

Autodesk

Intuit

Tangible UX

Blurb

LiveJournal

Ubisoft

Climate Corp.

Netscape

U.S. Bank

• GE

Six Apart

Yahoo!

HP

Punchcut

Western Union

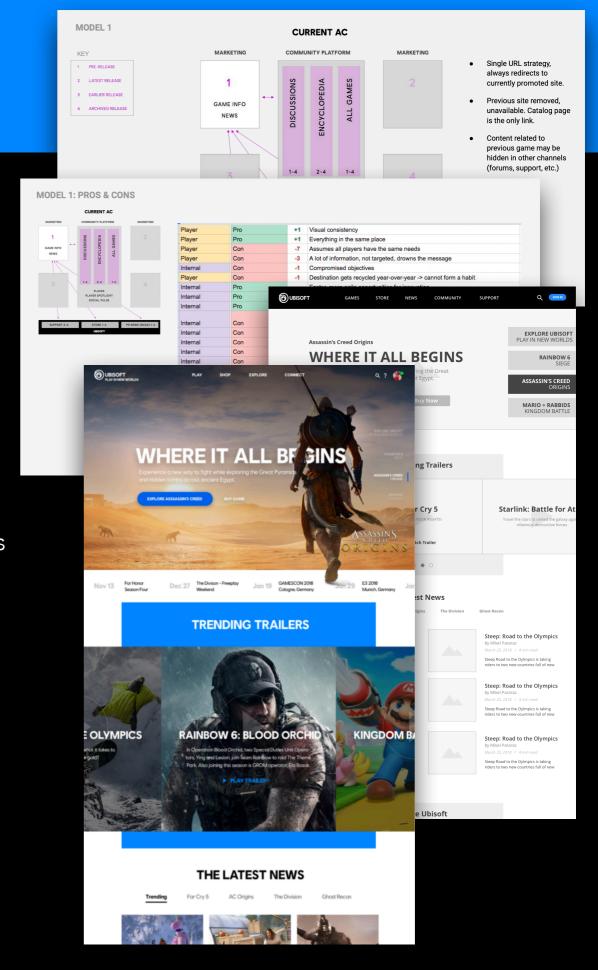
# UX PORTFOLIO

SELECTED PROJECTS, MORE AVAILABLE UPON REQUEST

## UBISOFT.COM

Leading game publisher Ubisoft did not have a home page showing their range of games, instead forwarding visitors to the featured game. This had significant SEO issues and often confused players as to where they were.

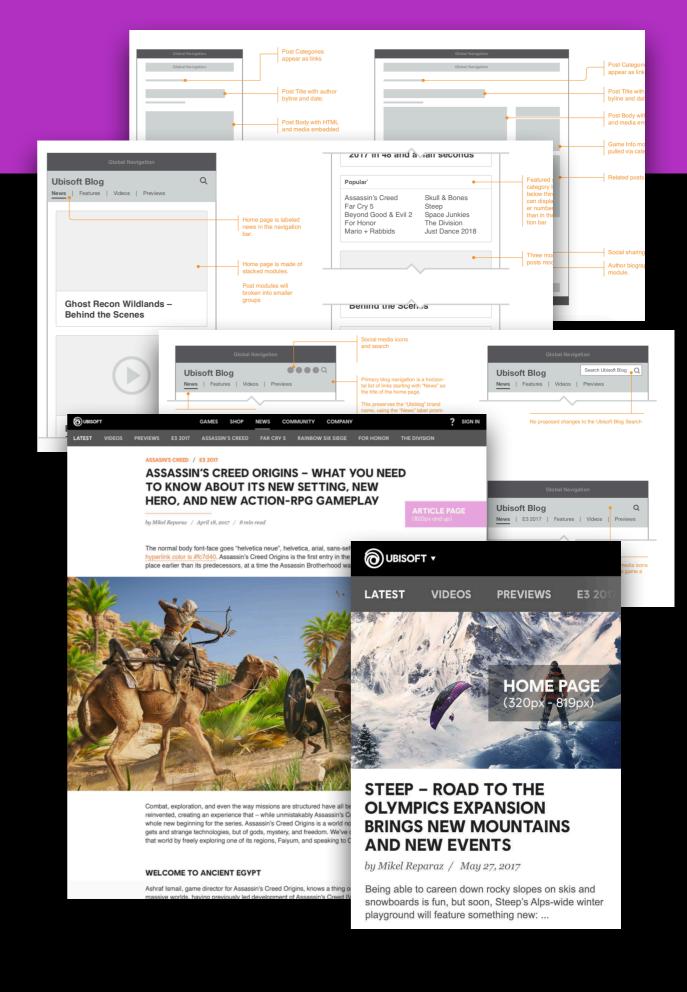
- UX design lead for entirely new web site to promote games promote games and support players.
- Beginning from scratch. research included stakeholder and customer interviews, competitive audits, surveys.
- Designed cross-site global navigation system
  - Developed a modular and flexible architecture for game promotion sites which can support online gameplay components (team planning, character customization)
- Conducted pre and post testing to validate designs



## UBISOFT NEWS

UbiBlog started small, but had become an important channel for the company and players.

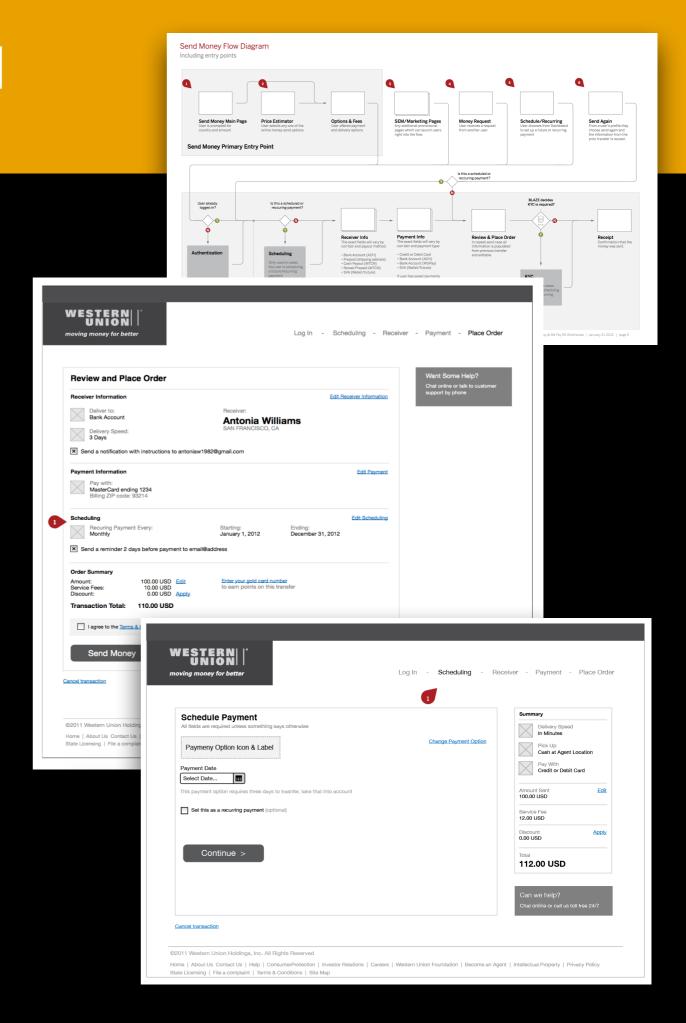
- Design lead for entirely new site to and serve as the template and navigation for the game company's network of sites
- Stakeholder interviews, help develop goals and requirements, identify opportunities
- Recommended repositioning UbiBlog as "Ubisoft News", the video game company's primary news channel
- Research, concepts, wireframes, and visual design
- Responsive design from day one, worked with developer creating animation/effects



#### WESTERN UNION

UX lead for redesign of the web site and only money sending process for the world's largest transfer service.

- Reduced the process of sending money between 200 countries to a consistent fourstep process.
- Research studies and usability testing
- Customer interviews and stakeholder workshops with high level manager
- Creation of highly-detailed task flows accounting for multiple security layers and techniques.
- Concept creation and wireframes
- Coordinated a small team of designer working on account management an usability testing

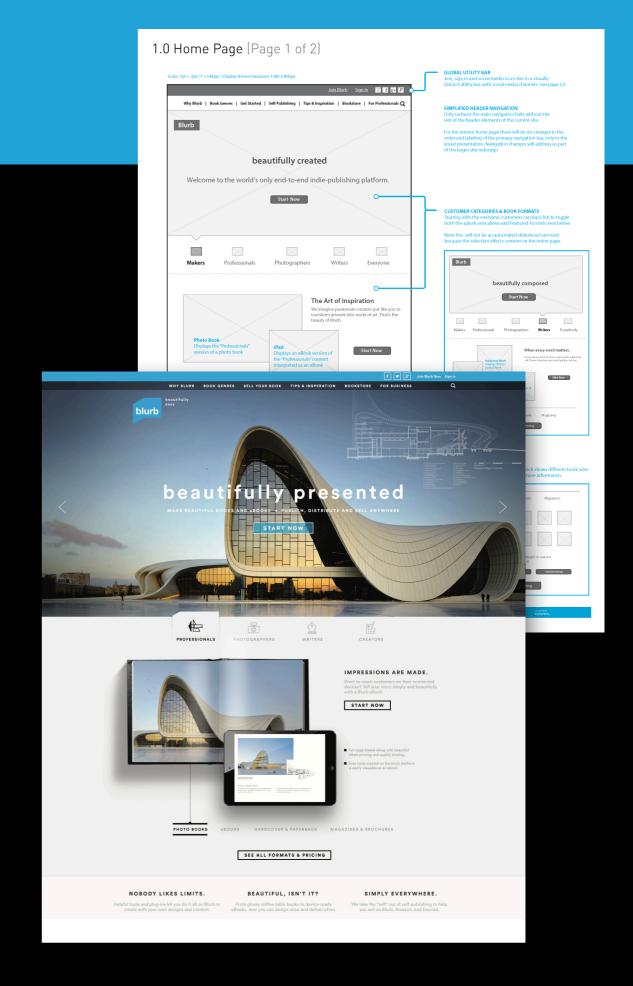


## BLURB.COM

Blurb allows customers to self-publish high-quality print books.

The company websites needed a complete revamp to reflect an updated line of products, services, and incorporate a blog for inspiration and ides.

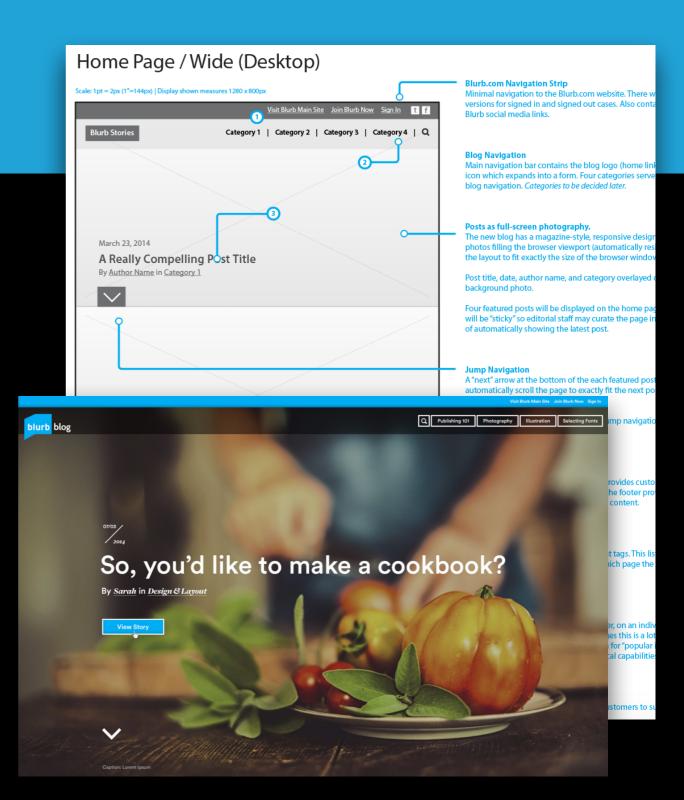
- Stakeholder and customer interviews, surveys and analysis
- Researched customer journey and how the website fit into the process of creating and ordering a book.
- Worked closely with visual designers and developers
- Responsive design considered from day one



## BLURB BLOG

Tasked to redesign an aging blog to be an inspirational and instructional site for existing and new customers with how-to posts.

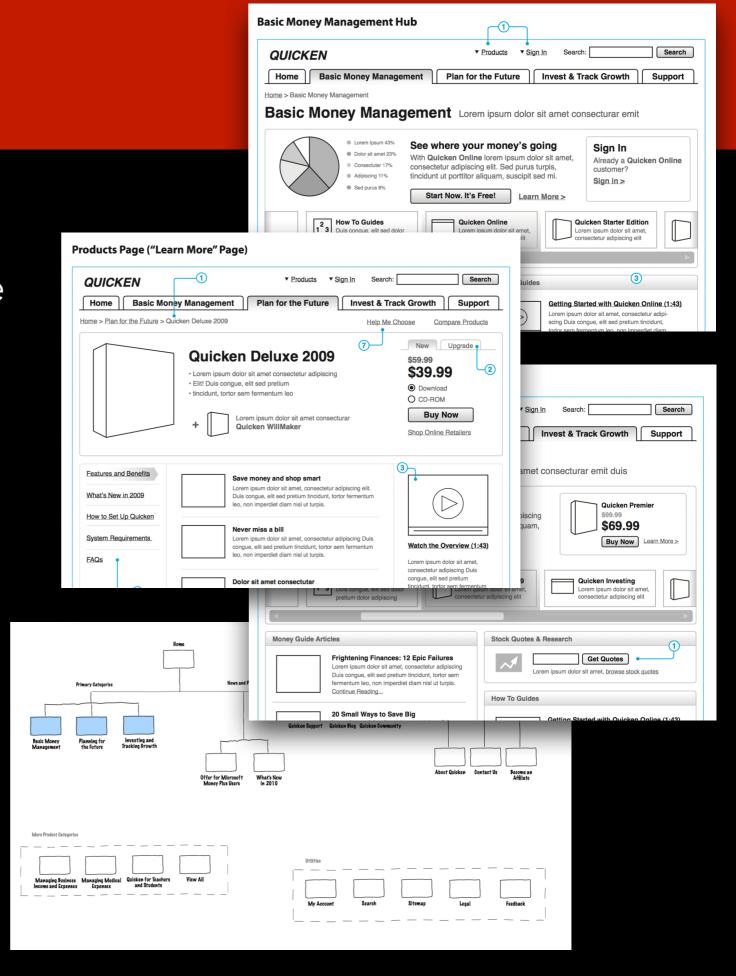
- Conducted stakeholder interviews
- Customer surveys
- Collaborated with content, photography and developer teams to create a sustainable solution for editing, posting, and maintaining content
- Responsive design considered from day one
- Worked closely with design director to develop "magazine" design concept



#### QUICKEN.COM

Redesign of aging Quicken marketing site and online store to address declining sales.

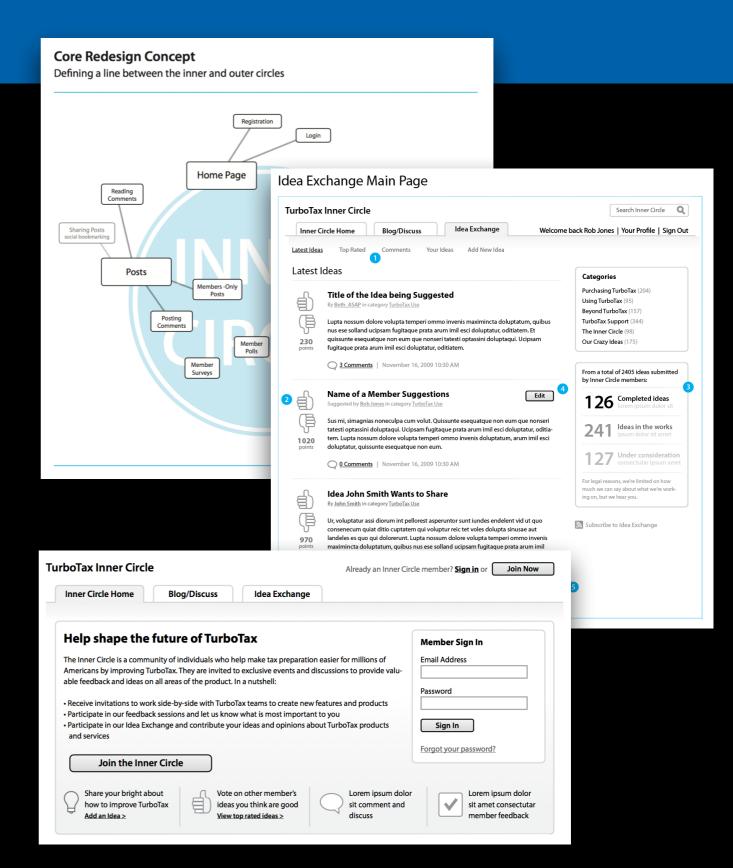
- Usability tests, customer surveys, and interviews
- Stakeholder interviews and workshops.
- Product strategy
- Concept design and new site architecture around activity hubs
- Wireframes
- Reduced barriers to purchase
- New design increased sale



# TURBOTAX / INNER CIRCLE

Create an idea suggestion tool for an invite-only community of long-time users. The existing forum allowed surveys, but not free-form suggestions or member voting.

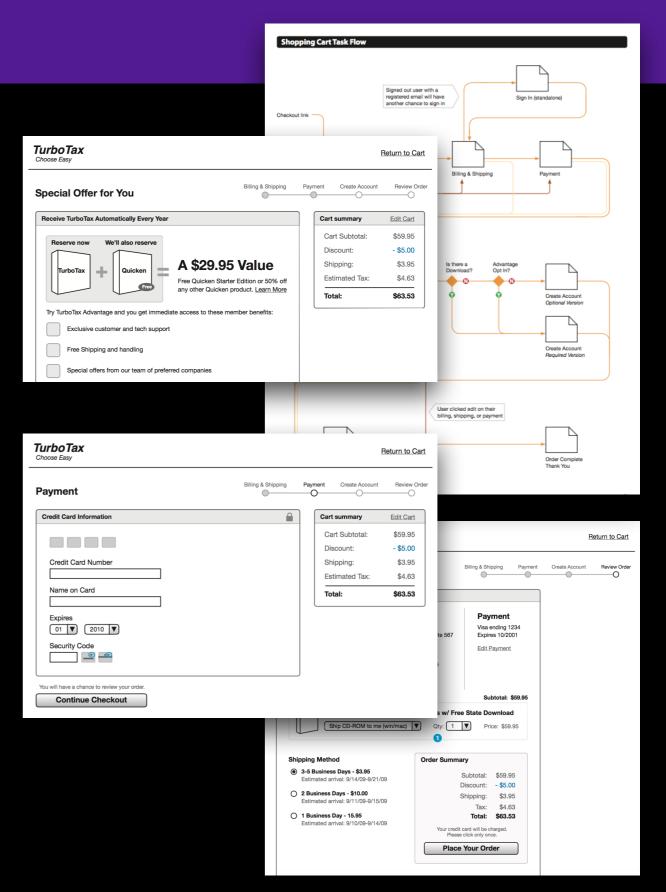
- conducted stakeholder interviews and workshops
- concept and strategy
- wireframes and specs



#### TURBOTAX / ORDER CHECKOUT

Redesigned shopping cart, account creations and checkout process for Turbotax and Quicken Online Stores

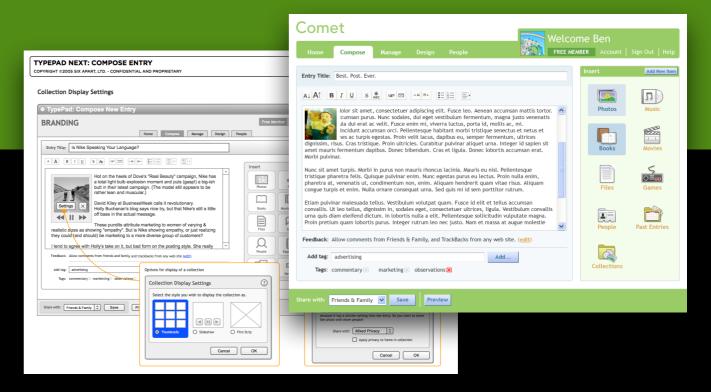
- Conducted stakeholder interviews, surveys
- Worked with product team to identify drop off points and the reasons
- Created checkout flow, wireframes, and specification documents

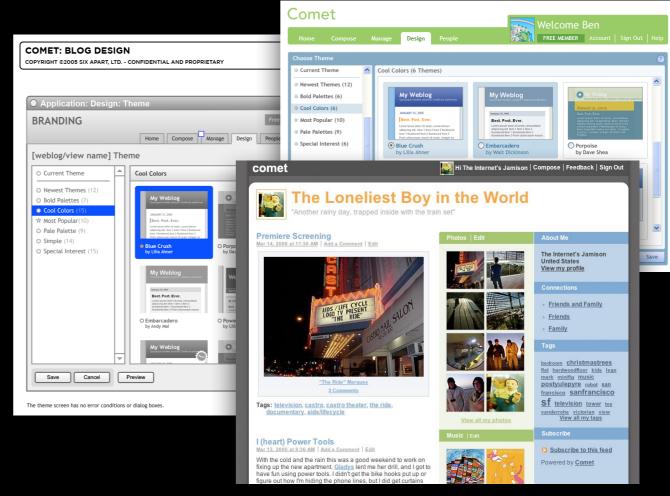


#### VOX.COM

# Design of a new hybrid social network and blogging service

- Participated in all stages of the project working with team members across entire company
- Customer and stakeholder interviews, surveys, and usability testing
- Developed flows for all aspects of user needs registration, set up, customizing the blog, creating, editing, and managing posts. (the backstage)
- Design work also included the reader and commenter experience (the frontstage)
- Worked closely view visual design team to create customizable templates
- Visual design for many of templates and creation of several dozen themes

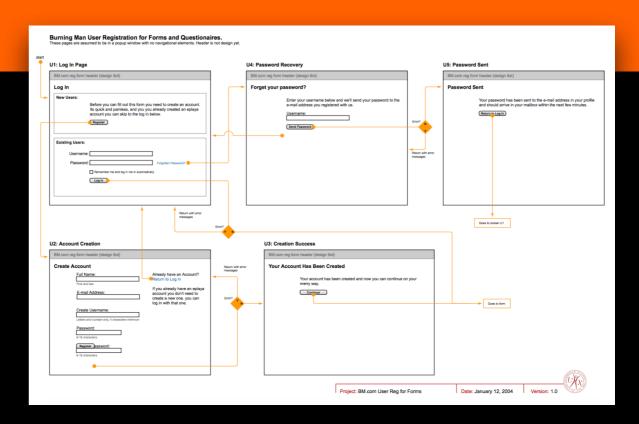


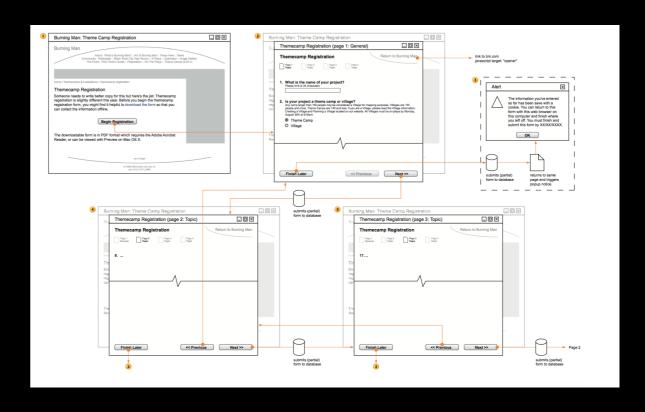


# BLACK ROCK CITY, LLC

Created a new process for registering Burning Man theme camps, villages, art installation, and mutant vehicles to replace an unmanageable systems of email threads and spreadsheets that the organization had outgrown

- conducted stakeholder interviews
- Worked closely with development team as we built a system from the
- sitemap, taskflows, wireframes
- designed registration and interfaces for both end user and organization staff





#### CONTACT

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