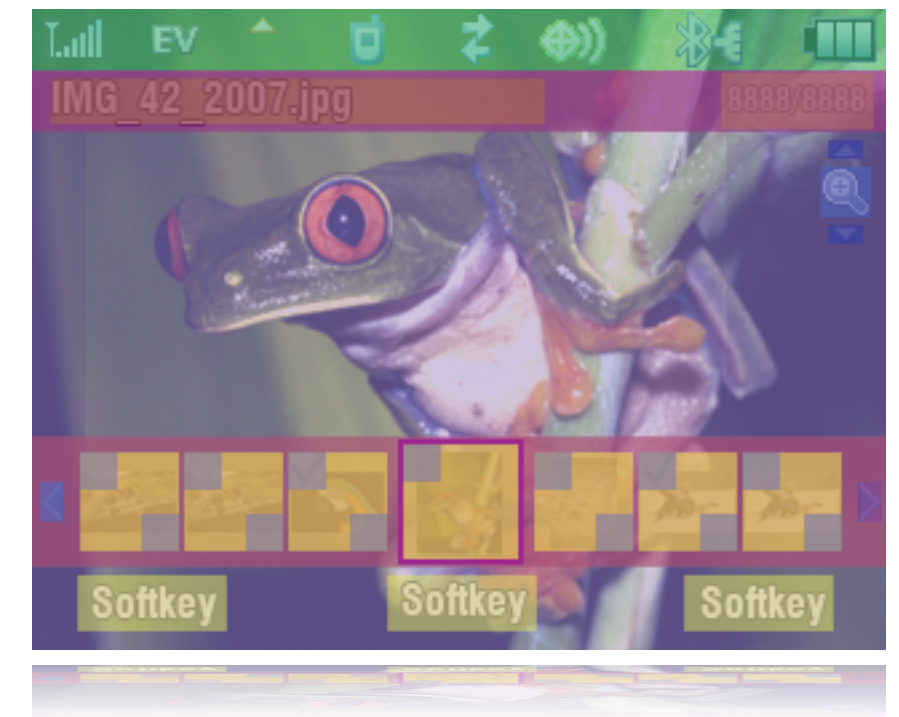


Phone UI screen layout and graphical asset placement

I was one of the leads on a major project for Motorola that had significant screen layout, User Interface, and Graphic design needs. My primary role was to capture look & feel requirements for the UI by taking wireframes and creating pixel-perfect layouts and associated documentation that could then be used by the software development teams.

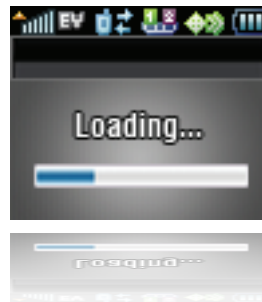
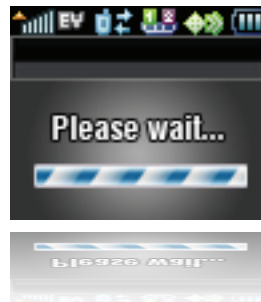
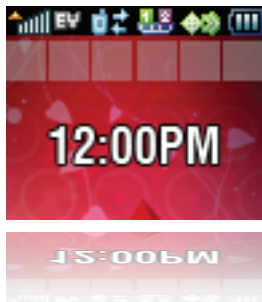
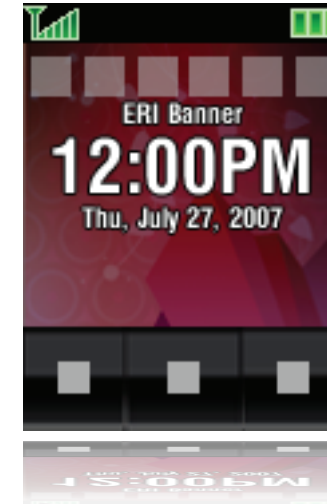
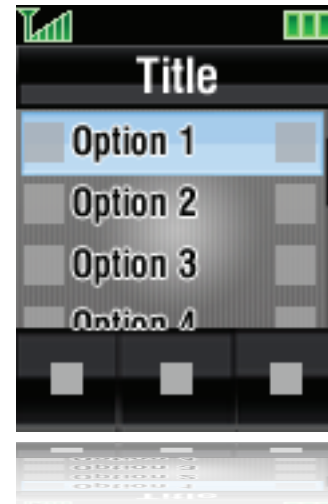
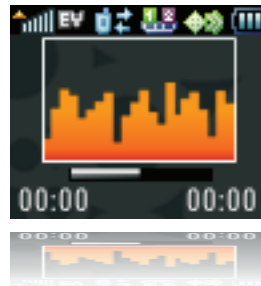
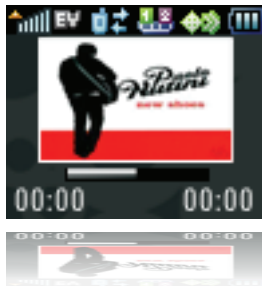
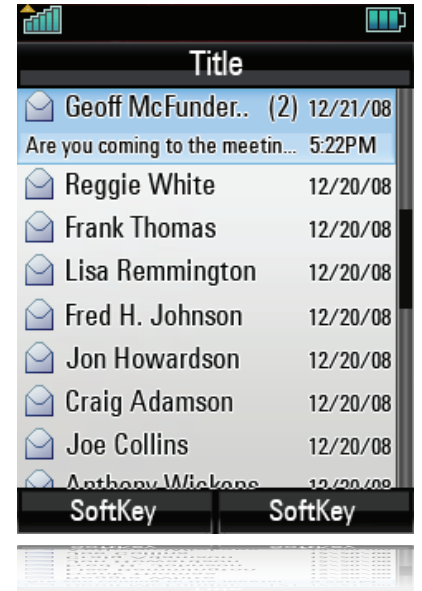
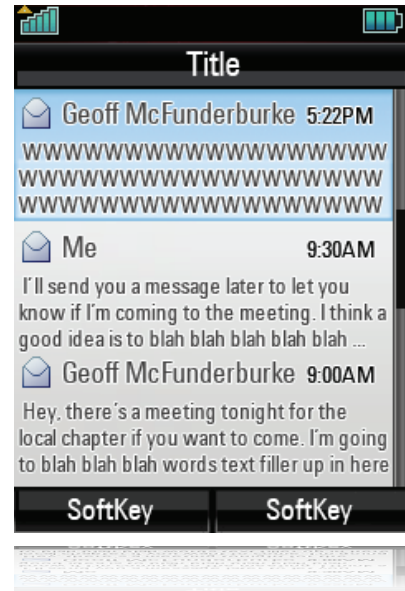
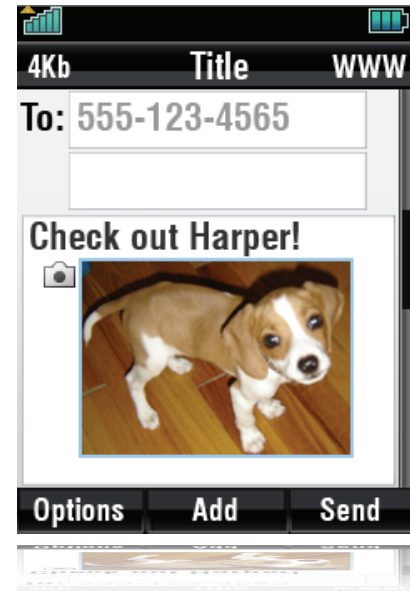
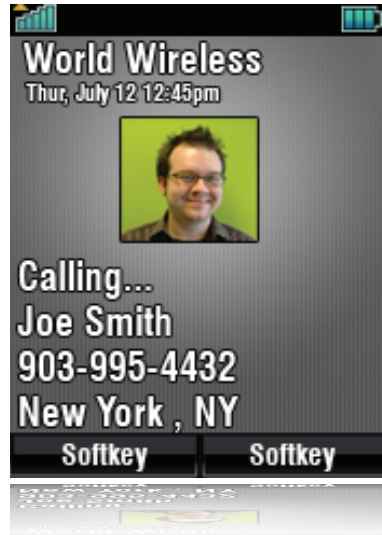


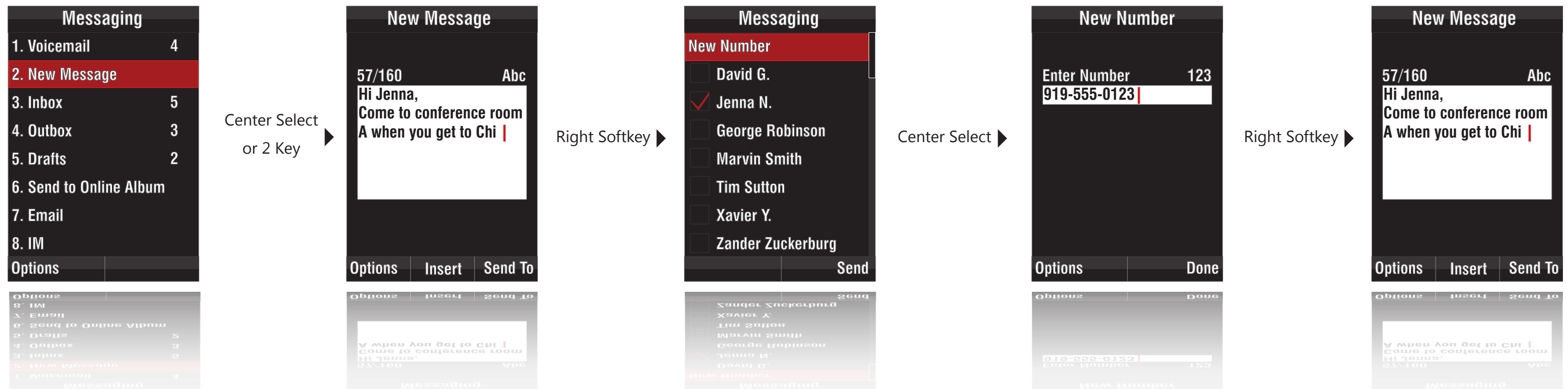


Phone UI screen layout and graphical asset placement

I was one of the leads on a major project for Motorola that had significant screen layout, User Interface, and Graphic design needs. My primary role was to capture look & feel requirements for the UI by taking wireframes and creating pixel-perfect layouts and associated documentation that could then be used by the software development teams.

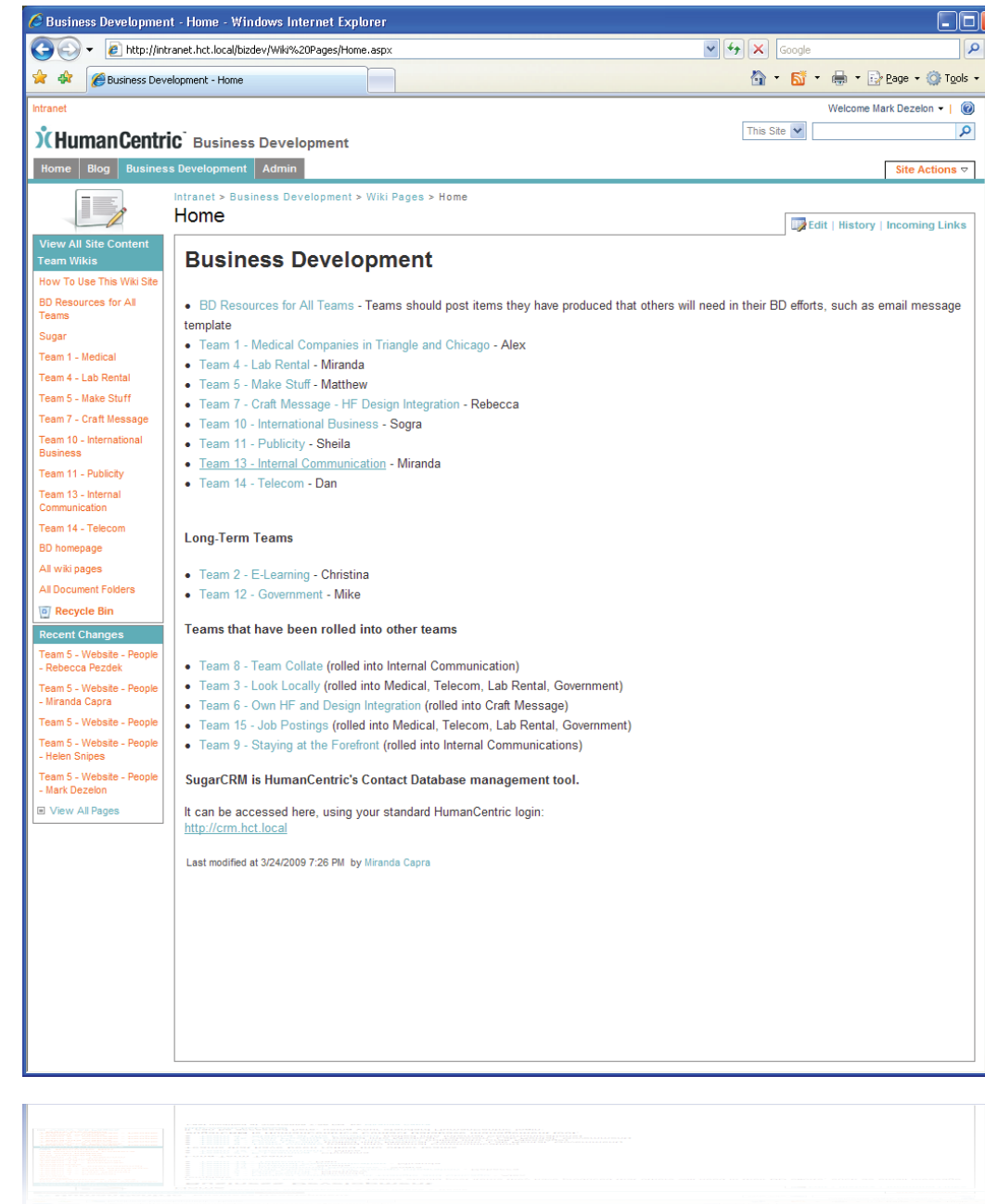
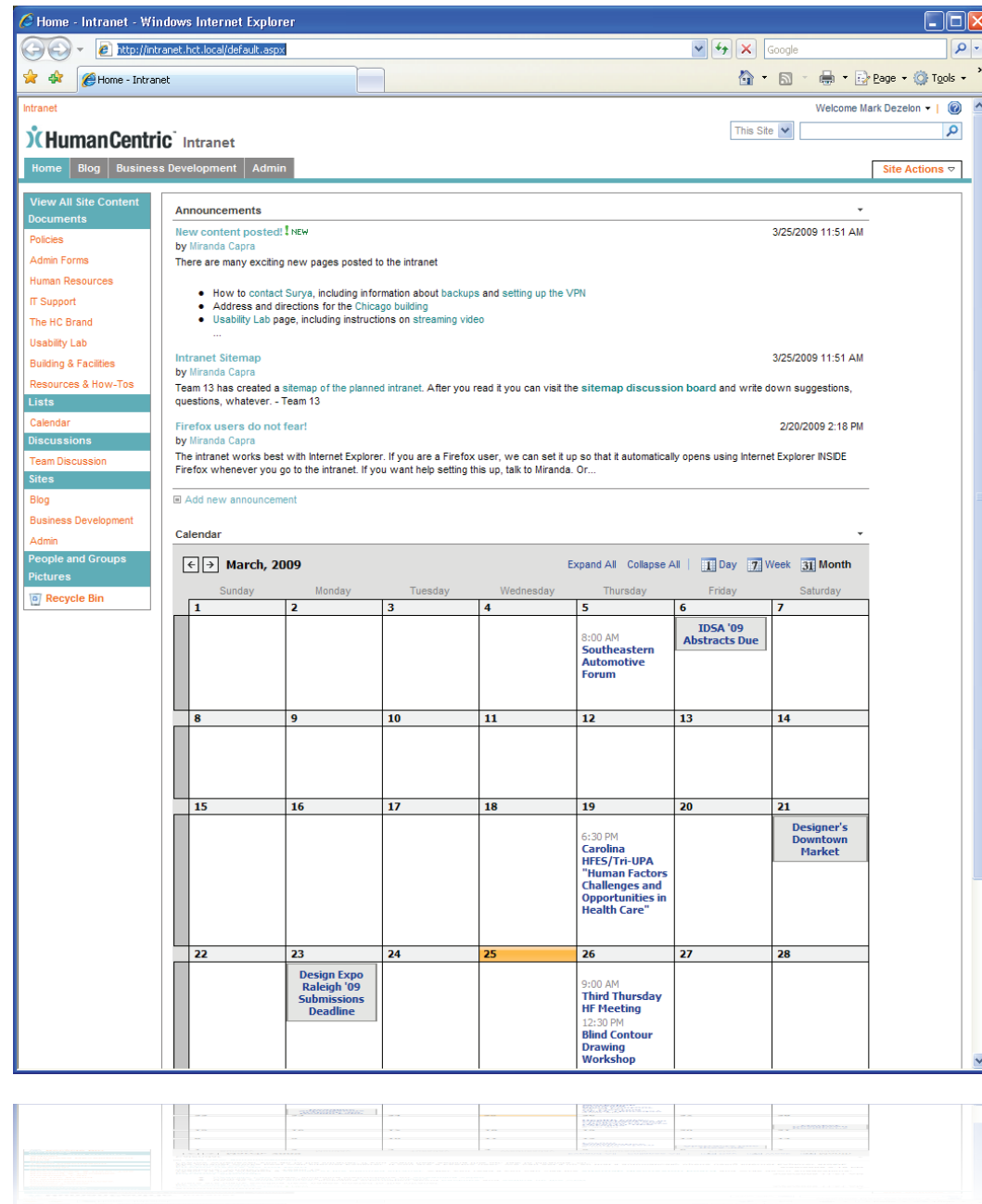






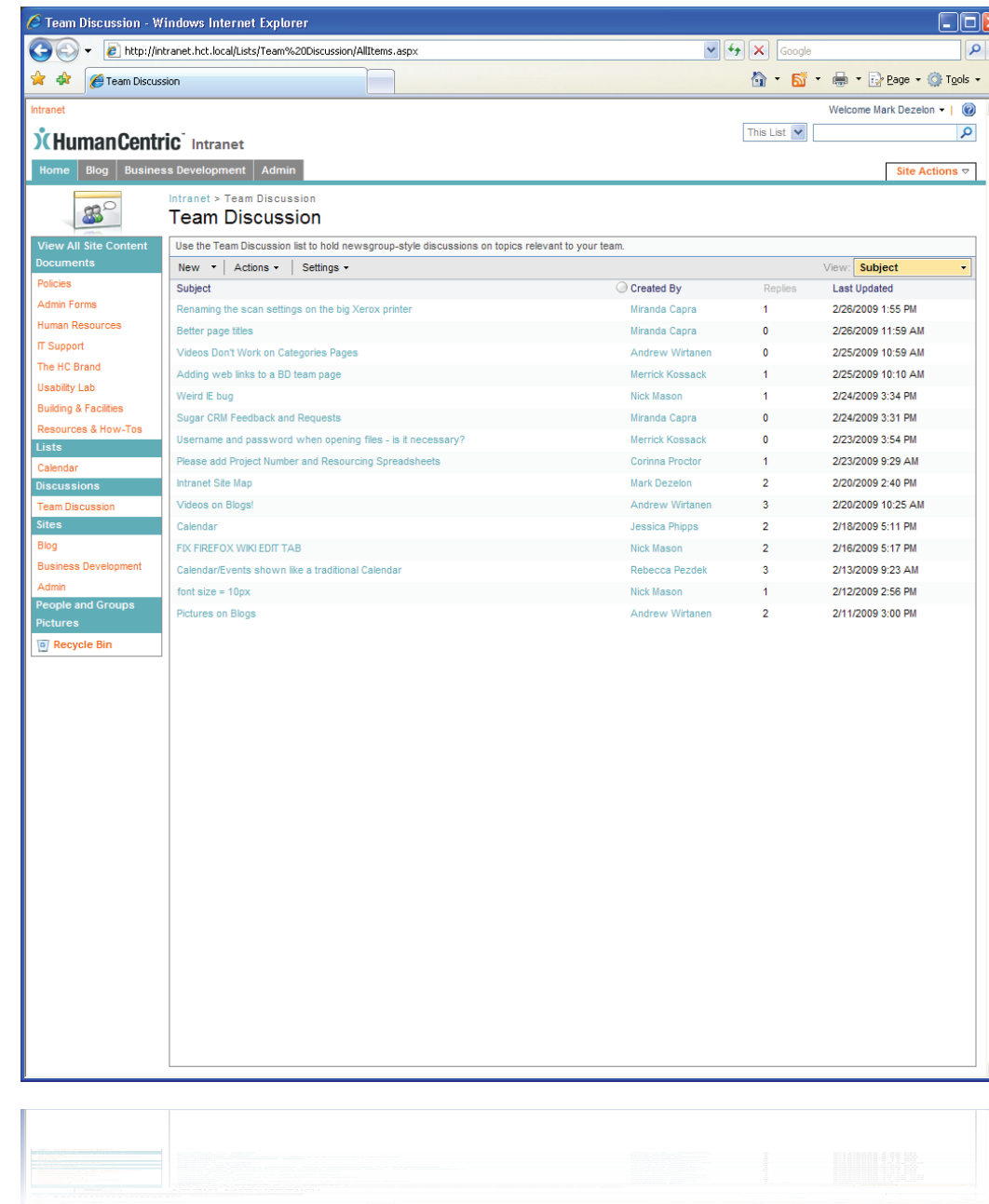
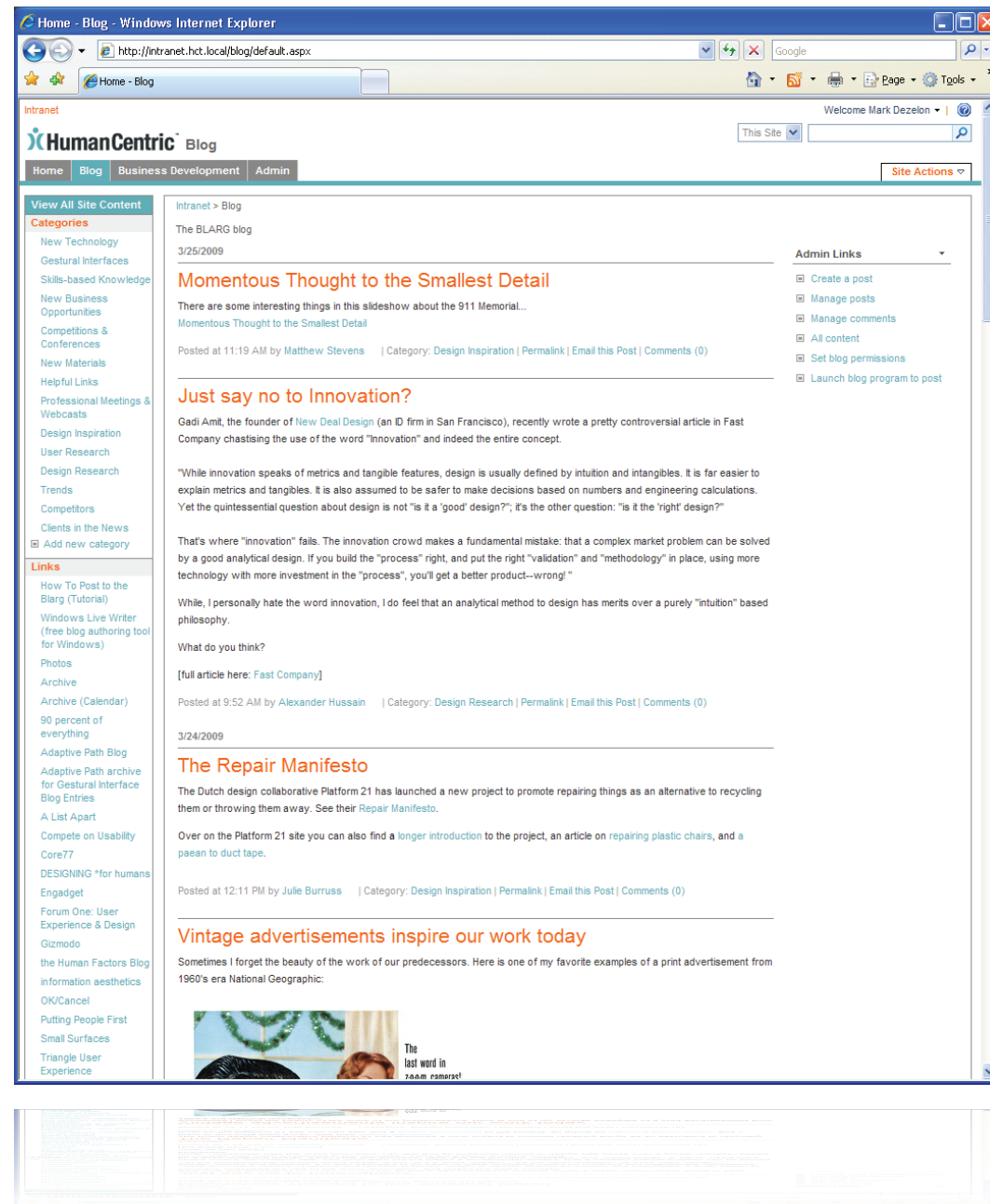
UI Flow - Sending a New message and adding a New number

This is the first set of screens in a conceptual User Interface flow developed for a major cellphone manufacturer. These screens were presented to carriers for final approval before implementation on the product line. I was tasked with taking existing wireframes and creating a compelling set of visuals to better illustrate the expected final product.



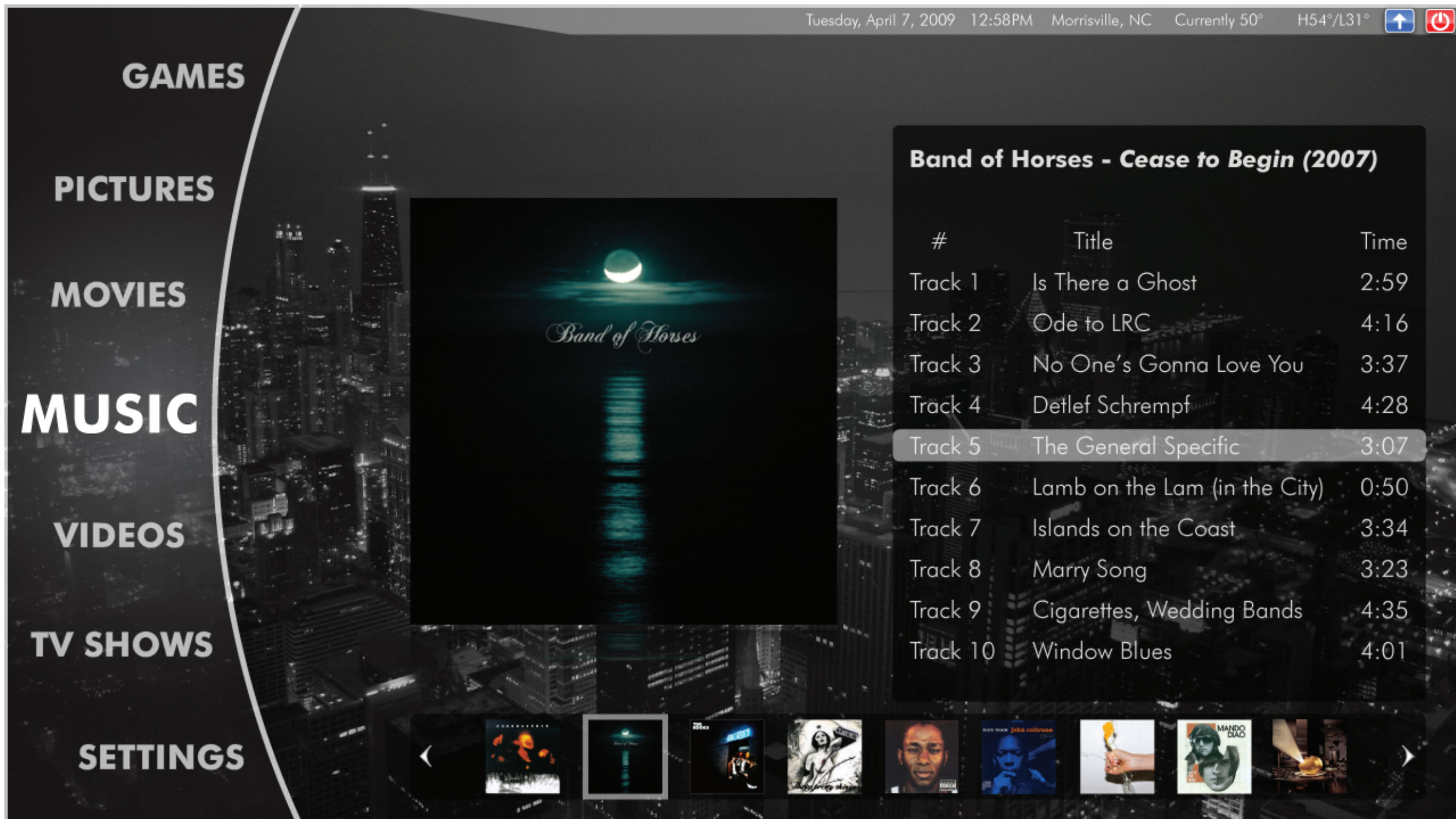
Intranet Design and Implementation

HumanCentric found that there was a significant need for an internal project space where employees could collaborate without constantly trading files back and forth. Being a multi-faceted design firm, there was also the need to have this Intranet site better fit the HumanCentric brand. I was tasked with editing the CSS and layout files to match the HC brand, as well as overall administration level duties.



Intranet Design and Implementation

HumanCentric found that there was a significant need for an internal project space where employees could collaborate without constantly trading files back and forth. Being a multi-faceted design firm, there was also the need to have this Intranet site better fit the HumanCentric brand. I was tasked with editing the CSS and layout files to match the HC brand, as well as overall administration level duties.



10' User Interface Design

This is the first screen I built for a conceptual skin to be used in the 10' User interface for the Xbox Media Center. This was a personal project.