

hi

Anamoul Rouf

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About Me

Profile

I'm a Product Designer with more than 8 years of working experience building bridges between business, technology, and human.

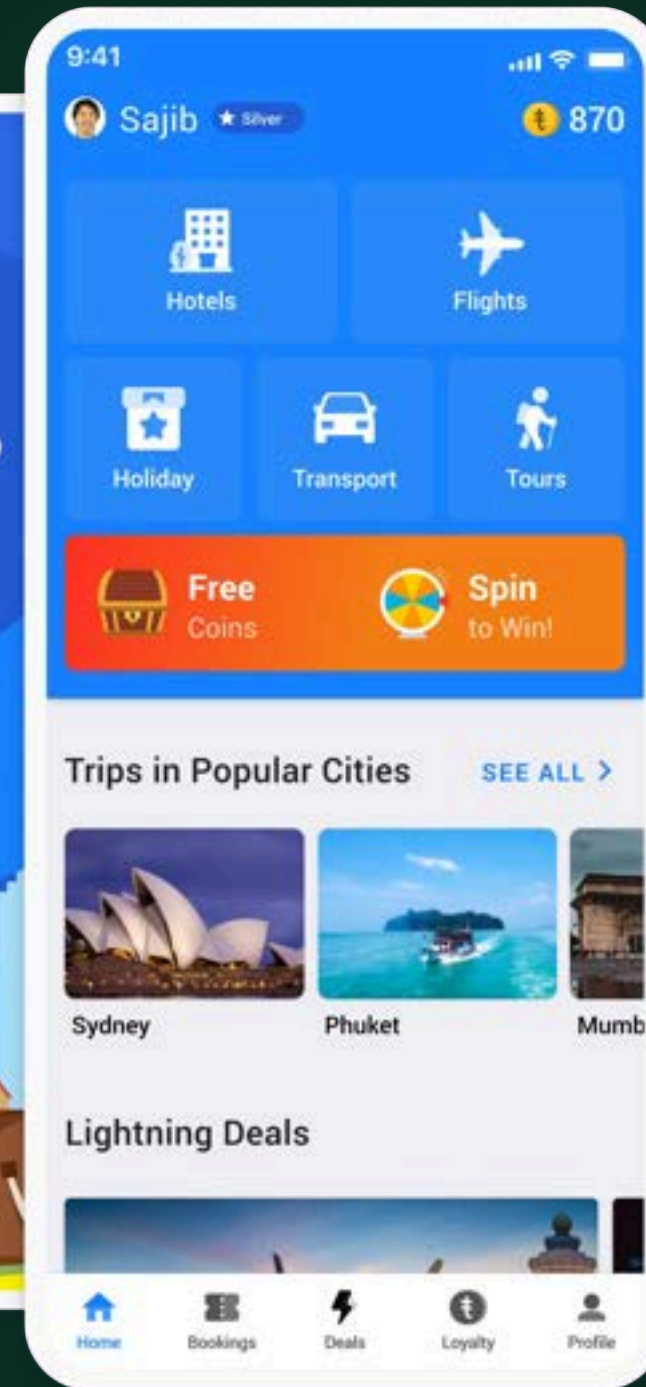
- I've helped startups and product-driven companies to build **8 mobile apps, 15 web applications**, and 35 websites.
- I believe in design practice that is data-informed and driven by empathy.
- I'm passionate about balancing complex business requirements, and user needs through a user-centered design process.

Sample of the products and companies I have worked with:



BANGLADESH







Designing Travel App Experience from Scratch

Project

ShareTrip Mobile Application

Timeline

October 2018 - March 2019

My Role

UX Research, UI/UX Design

Tools

Miro, Adobe XD, Zeplin, Figma, Notion.

Platform

iOS and Android.

Team Collaboration

Product, Marketing, Sales, Customer Support, and Tech.

Background

ShareTrip is the pioneer online travel aggregator (OTA) in Bangladesh. Initially, it was providing offline flights, hotels, and holiday package booking services.

Design Challenge

Our challenge was to design Android and iOS mobile applications from scratch, ensuring functionality, simplicity, intuitiveness, easy-to-use, conversion-friendly, and frictionless booking experience.

Outcome

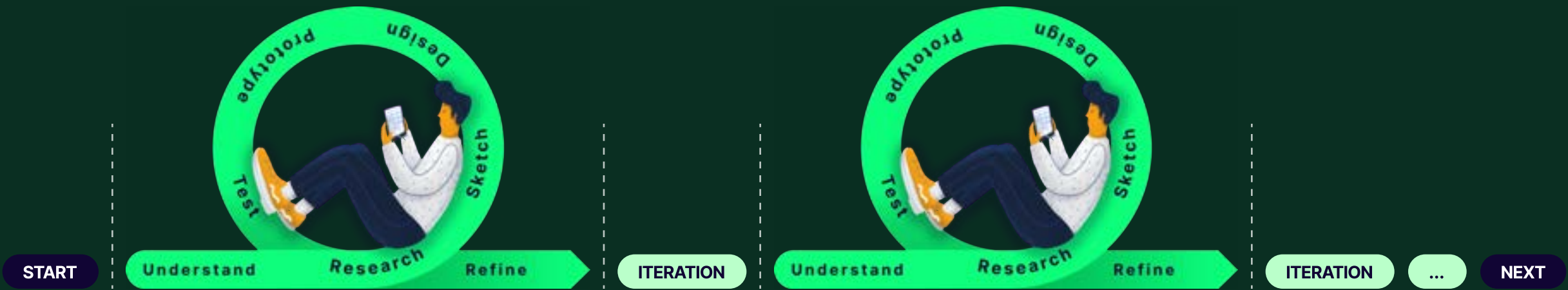
- The success rate was 76% in the booking experience.
- 55% of the users revisit.
- Our online booking was increased by 25%.



Process

Design Thinking & Lean UX Design

I help the team to choose a mixed approach of Design Thinking and the Lean UX design process.

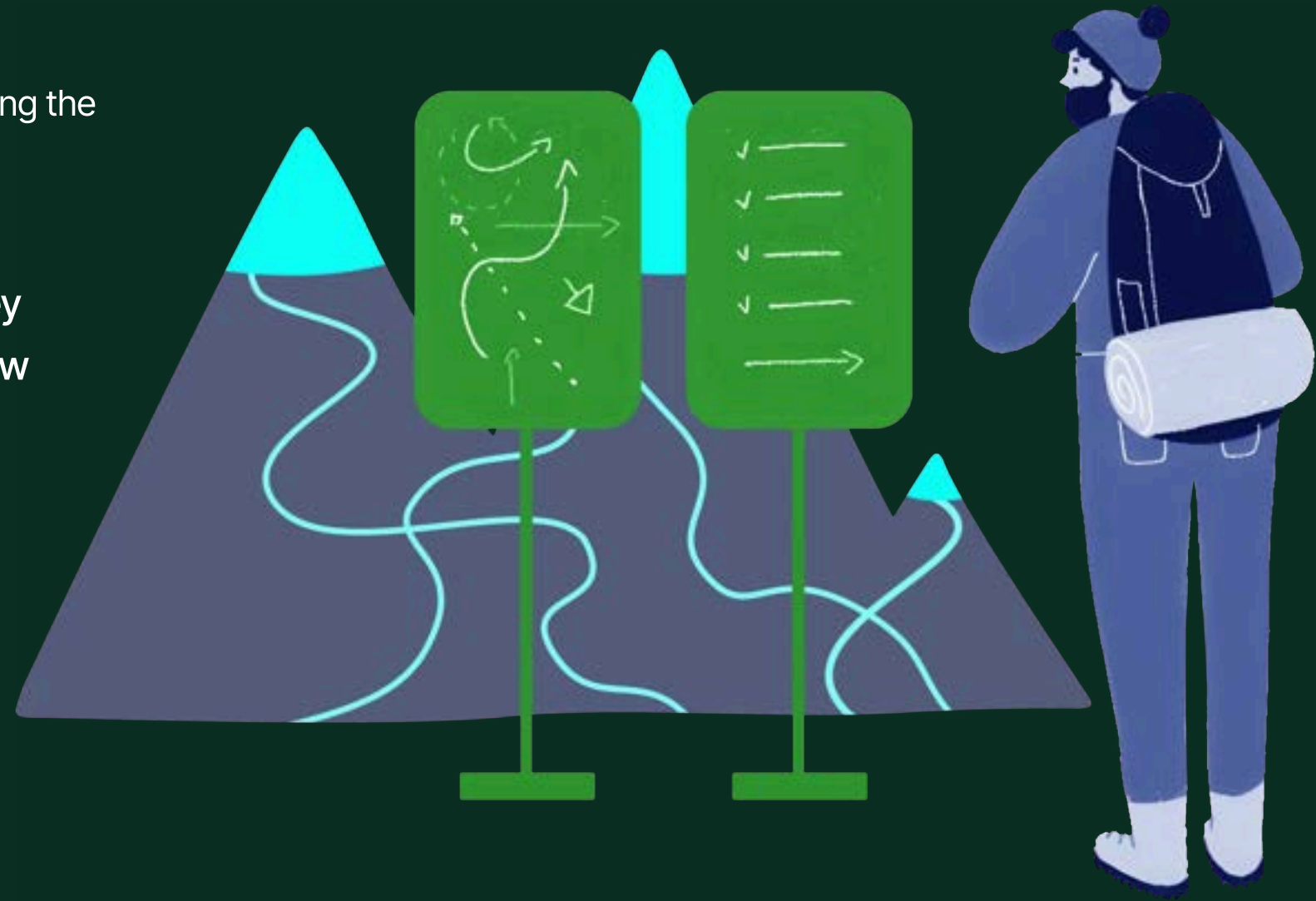


Understand

I have no ideas about the travel industry!

So I started seeking answers to my questions, understanding the end goal from users and business perspectives

- What does the product do?
- Who is the audience? Where they live, what they think, like & do? Where / When / How / Why /How often do they use it?
- What are the business goals?
- Do the business goals support the user goals?



UX Research | Understanding

Findings

I asked questions to 30 people of different ages, occupations, categories.

Out of which 48.5% were males, and 51.5% were females. They are mainly from **20-55 years of age**. Collaboratively I worked with our product, engineering, marketing, sales, and customer support teams.

The insights from the answers of those questions were interesting.



Findings

How often do you travel



- 1 time a year
- 2-3 times a year
- 4-5 times a year
- 5-6 times a year
- 6+ times a year

Age Groups



- 20-29 (40%)
 - 30-39 (16,7%)
 - 40-45 (23.3%)
 - 46-59 (13.3%)
 - 50-55 (6.7%)
- Participants varied in age which played a factor in some of the research results from the answers given

Main motivation for travelling



Age Group: 20-45

- Discovering New Places (38.7%)
- Business Trips (32.33%)
- To Get Away (12.9%)
- Rest & Relaxation (6.5%)
- Others (9.7%)



Age Group: 46-55

- Rest & Relaxation (30.8%)
- Discovering New Places (15.4%)
- Others (9.7%)

Findings

Do you think you would enjoy the experience of having a travel expert plan an entire trip for you? Why or why not?

Participant #5 | Age 32 | Male

Unlikely, I wouldn't mind receiving a plan from an expert. I would appreciate time to explore more on my own.

Participant #5 | Age 25 | Female

No, we like the freedom of planning our own travels and don't enjoy the constraints of a trip planned by someone else. It usually doesn't allow any spontaneity during the trip.

Participant #9 | Age 45 | Male

Yes, because they would have a lot more experience than me. It would save me a lot of time.

Mehedee Hasan



Age: 28 Years

Profession: Software Engineer

Family: Wife

Travel in last year: 2 times

Bio

He is not a very frequent traveler, but he looks for relaxing trips with family. He prefers to choose cheapest flights as well as the nearest hotel from the destinations. Also, make a comparison between offers he gets.

How often do you book flight and hotel?

1-2 times in a year

What do to look for while planning a trip?

- Recommendations for lowest fares (85%)
- Save money (75%)
- Comfort (70%)
- Clarity in information (100%)

Goal

- Find cheapest flight in less time
- Recommendation about hotel and places
- Easy to communicate

Frustration

- Got stuck while adding personal info
- No clear communication on meal, extra luggage, seat selection, etc.

Doing

- Asks his friends for recommendations.
- Reads reviews from other travelers.

Seeing

- Look at his favorite blogger's Instagram page for inspiration.
- His Hopper app alerts him that now is a good time to buy airline tickets.

Thoughts & Feeling

- How many vacation days do I have saved up? How much will a trip cost me?
- Do travel agents still exist?

Pains

- It's hard to coordinate my schedule and it takes me too long to plan a trip.

Gains

- I feel so refreshed and energized after vacation. I'd like to collaborate with someone to plan a trip. There are so many travel resources online that are helpful.

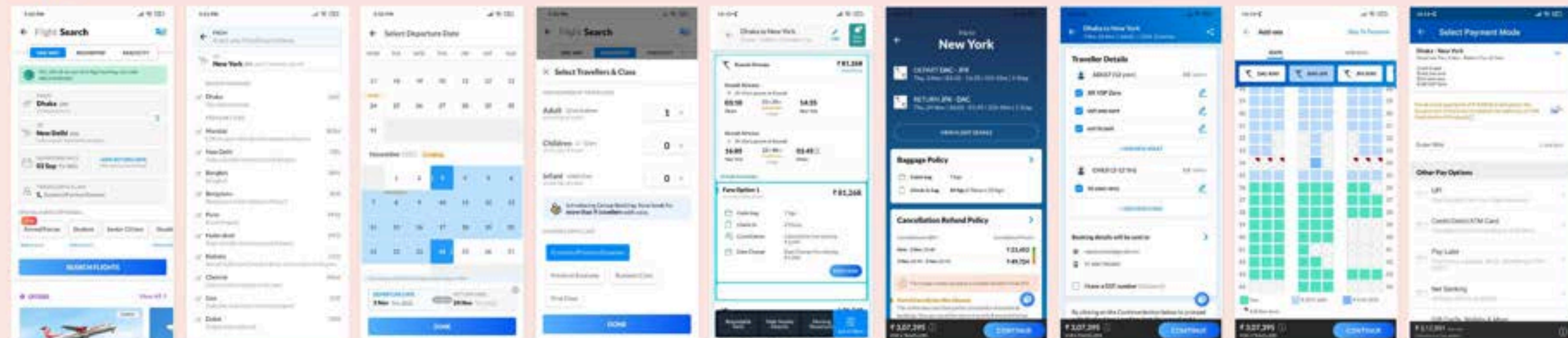
Competitors Analysis

I analyzed Make My Trip, Kayak, Agoda, Expedia, Booking.com, Rate Hawk, Hopper, Goibio, Airbnb, Skyscanner, and others popular online travel apps.

I explored their booking journey flow through platforms and visited Google Playstore, Appstore, and social media pages to know about their users.

[Learn More](#)





Flight Booking Journey

18	3	Yes	Yes	No	No	No	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes
----	---	-----	-----	----	----	----	-----	-----	-----	-----	-----	-----	-----	-----





Hotel Booking Journey

16	Yes	Yes	Yes	No	No	No	No	Yes	Yes	Yes	Yes	Yes	Yes	Yes
----	-----	-----	-----	----	----	----	----	-----	-----	-----	-----	-----	-----	-----

 MakeMyTrip Hotels, Flight, Bus
Ratings and reviews

Agoda
Ratings and reviews

 **Booking.com: Hotels and more**
Ratings and reviews

 **Expedia: Hotels, Flights & Car**
Ratings and reviews

Learn More

Hypothesis

To make the service more engaging to the users we build a Gamified Travel App system. We also introduced TripCoin, a virtual currency.

- We had used game elements and **Point Badge Leaderboard (PBL)** system.
- We came up with a wheel game, **Spin to Win** and **Treasure Chest**.



Must Have:

- Users should be able to do flight bookings.
- Users should be able to do hotel bookings.
- Users should be able to manage flight & hotel bookings.
- Users should be able to manage their profile.
- Users should be able to play games & earn TripCoins.
- Users should be able to redeem TripCoins as discount.
- Users should be able to make payments easily.

- Live Chat with customer care.
- Available seats, add extra baggage, seat selection, meal selection during flight bookings.
- Special request, room request during hotel bookings.
- Payment form after the booking is accepted.

... and more.



Information Architecture

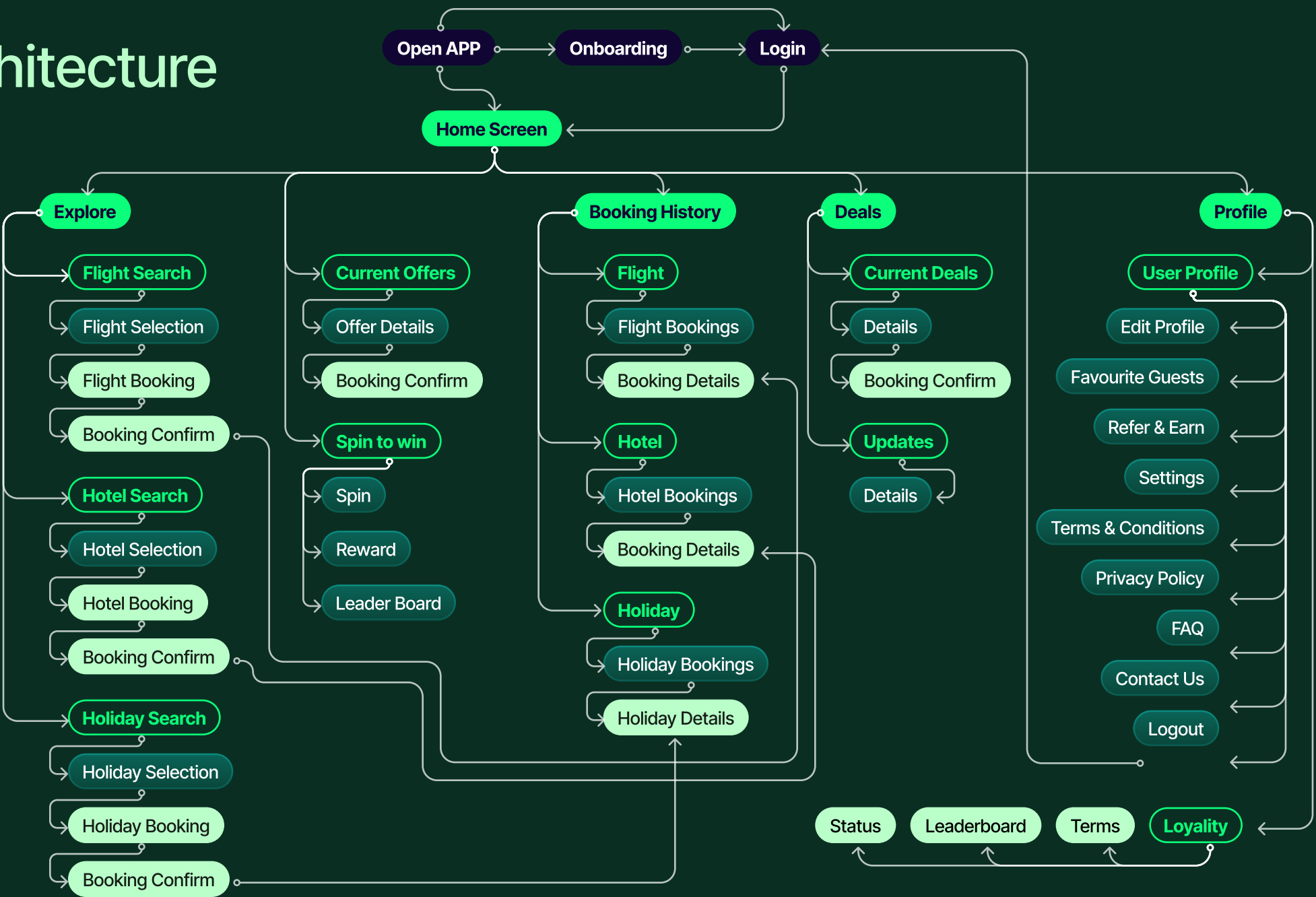
Journey

Navigation

Tabs/Pages

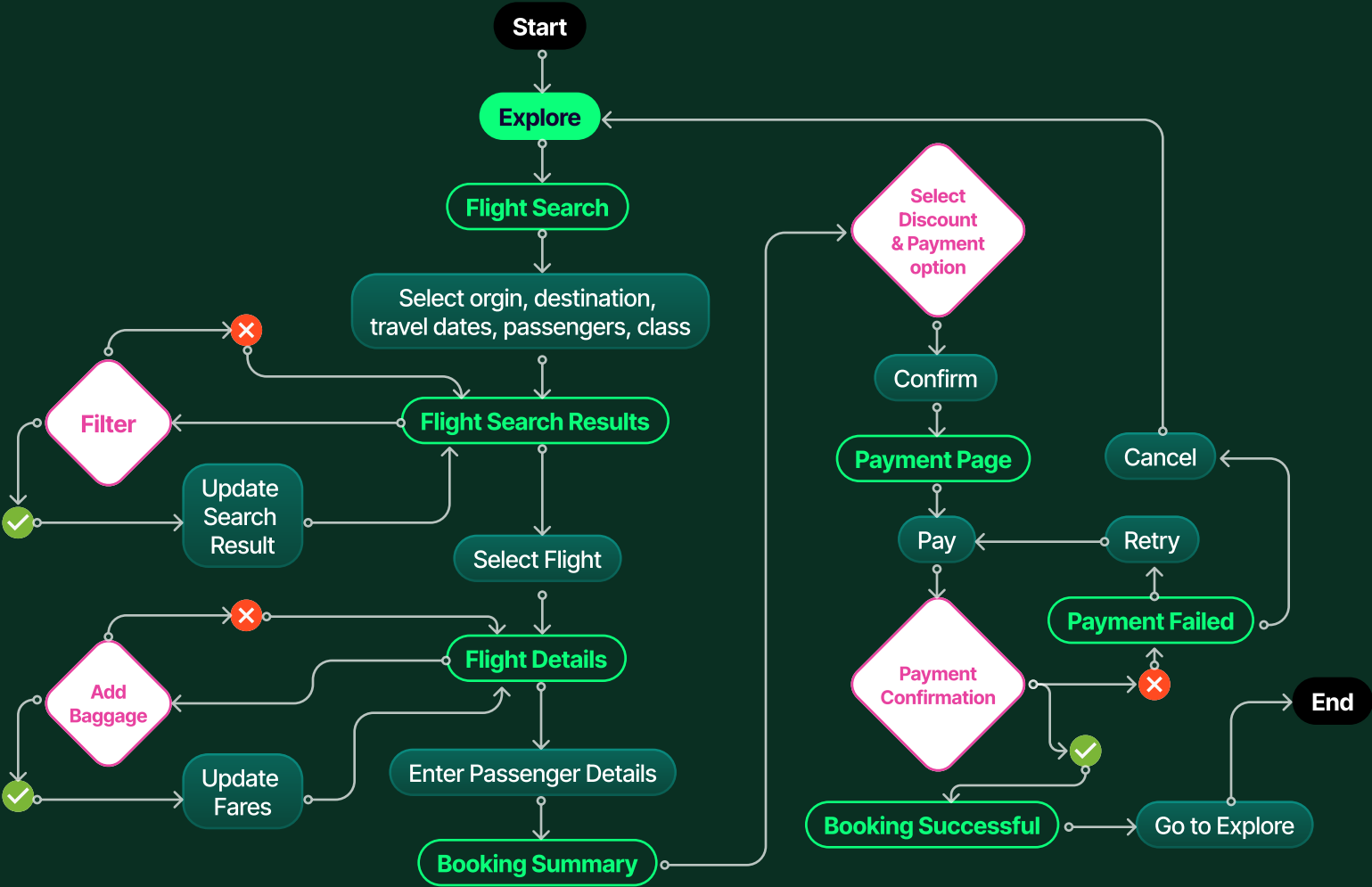
Main Screen

Sub Screen



User Flow Map

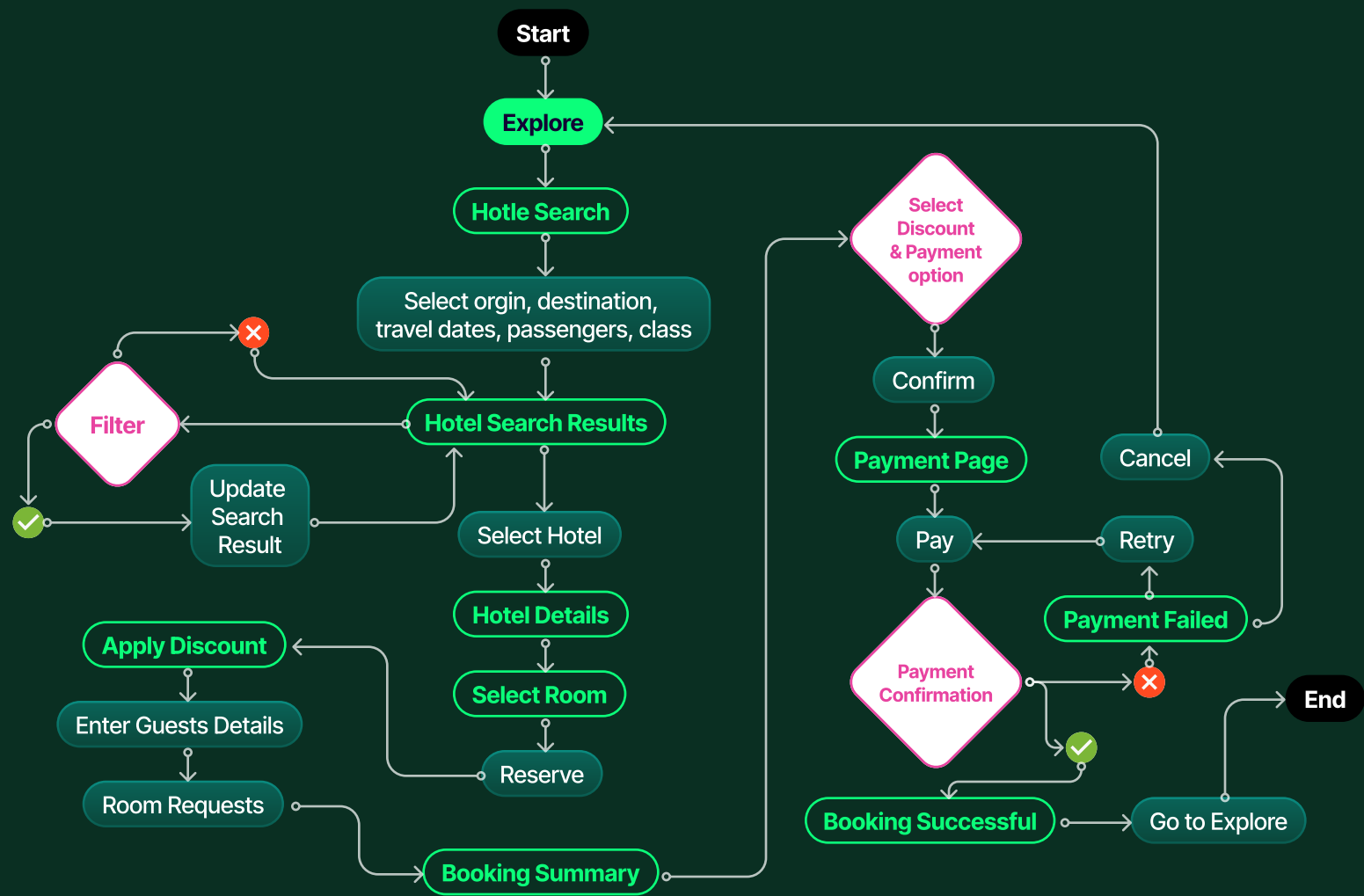
Flight Booking User Flow



User Flow Map

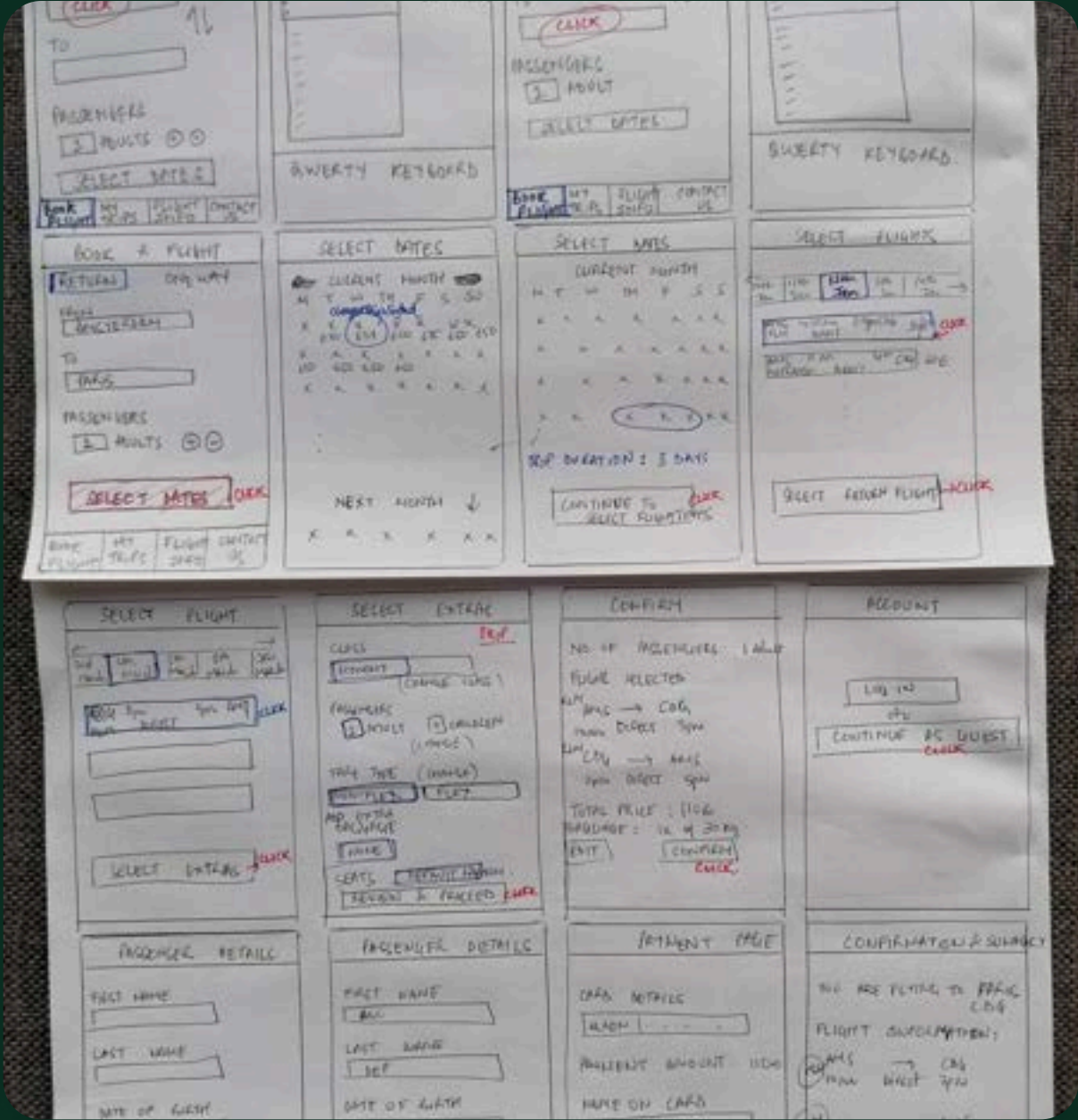
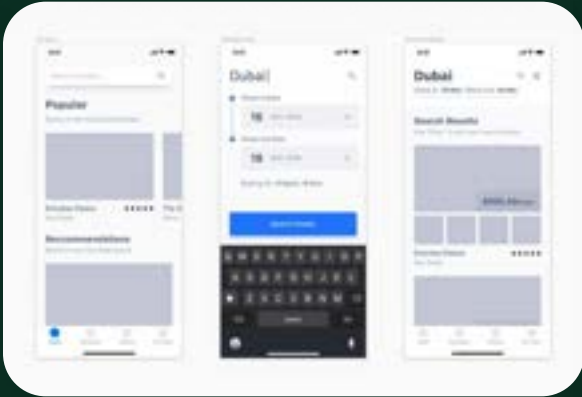
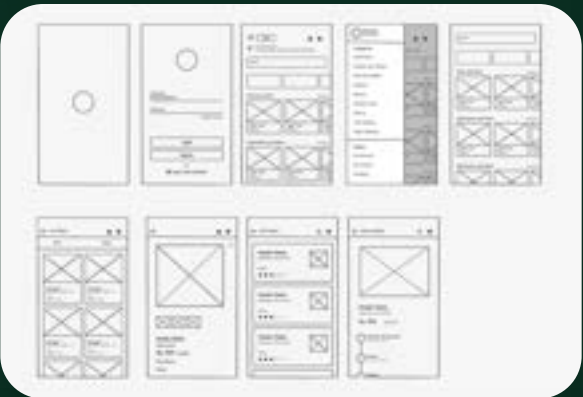


Hotel Booking User Flow



UX Design I Ideate

Sketchs



Wireframing & Prototyping

We created digital wireframes and built a low-fidelity prototype. Also, we conducted a series of sessions for usability testing.

It helps us to get more valuable, valid, and actionable user inputs for the app to keep the process smooth.

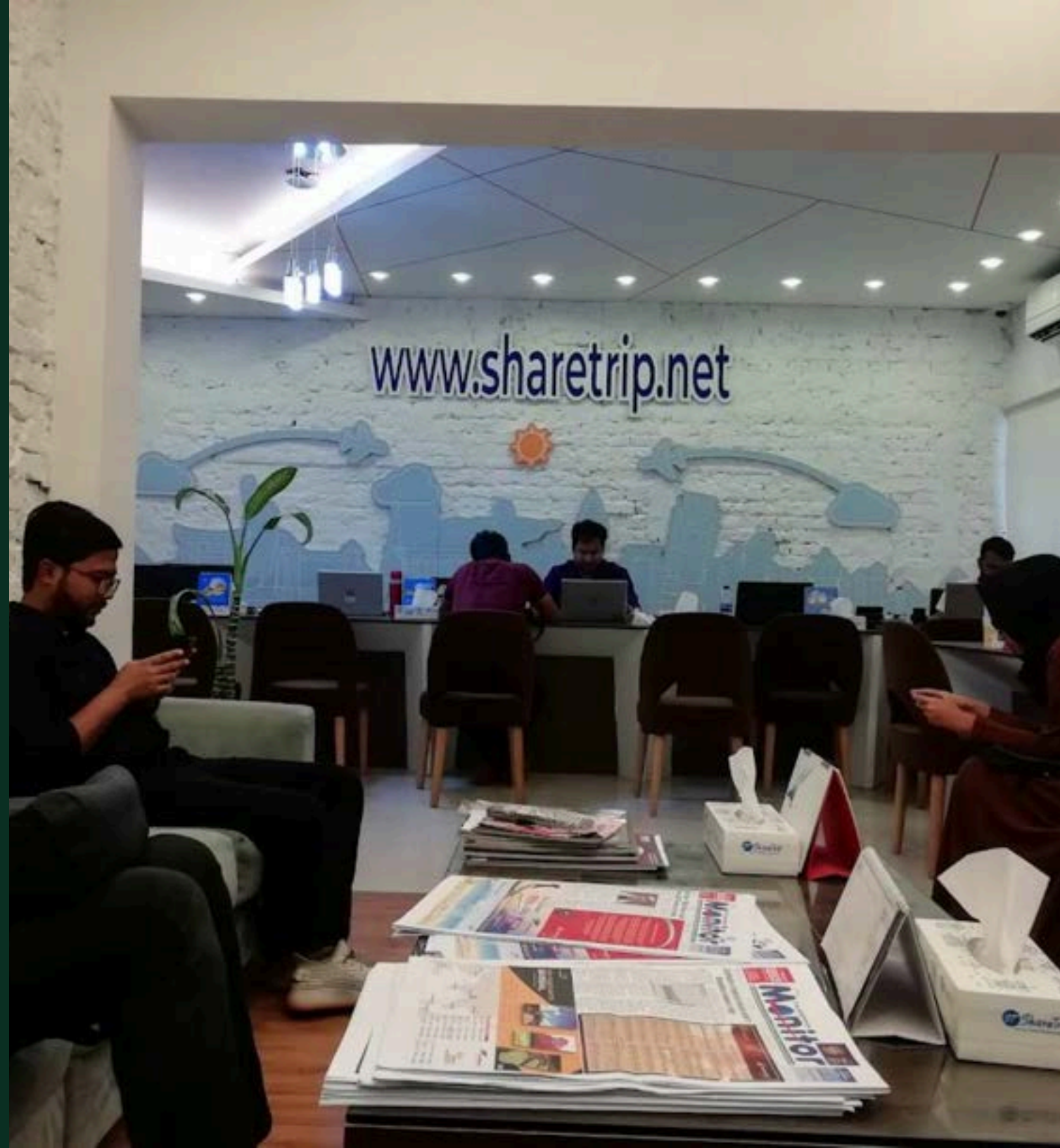


UX Design I Test & Validated

Testing

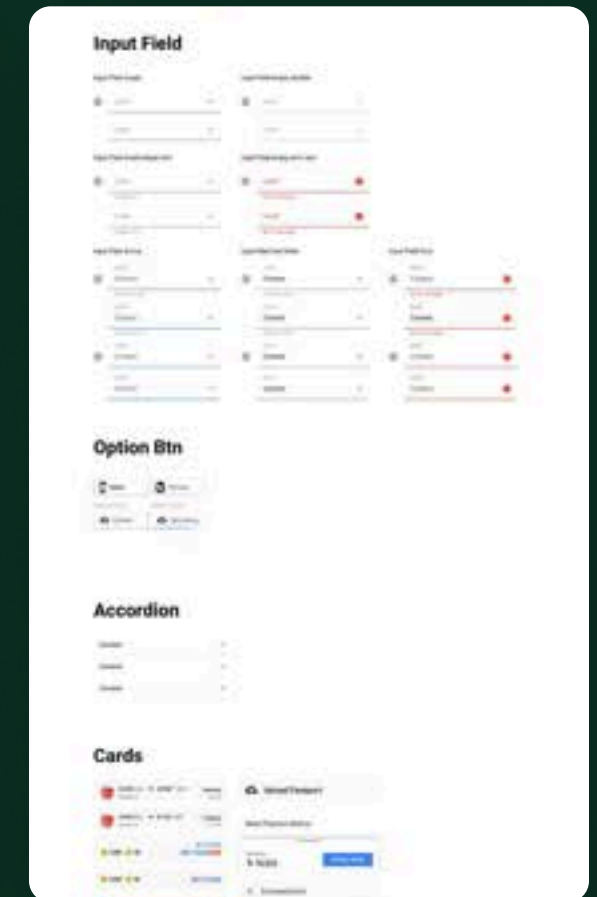
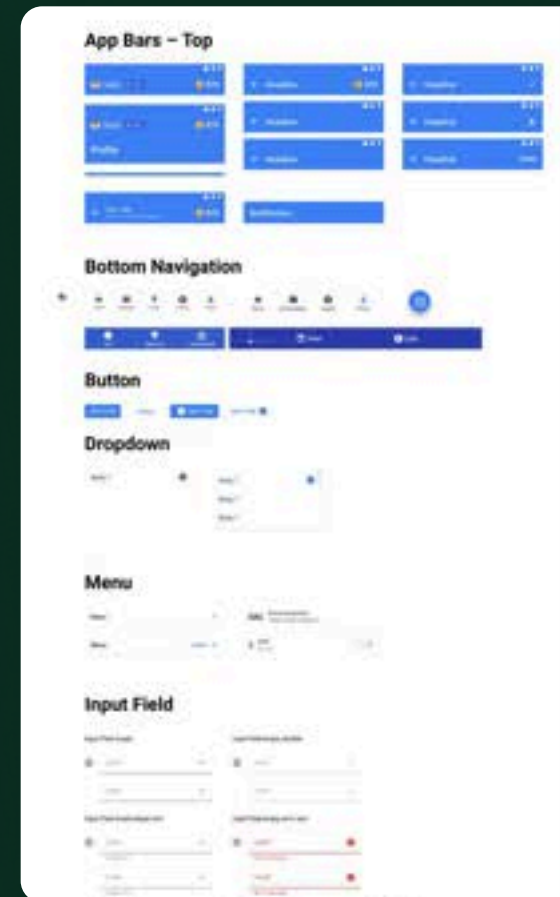
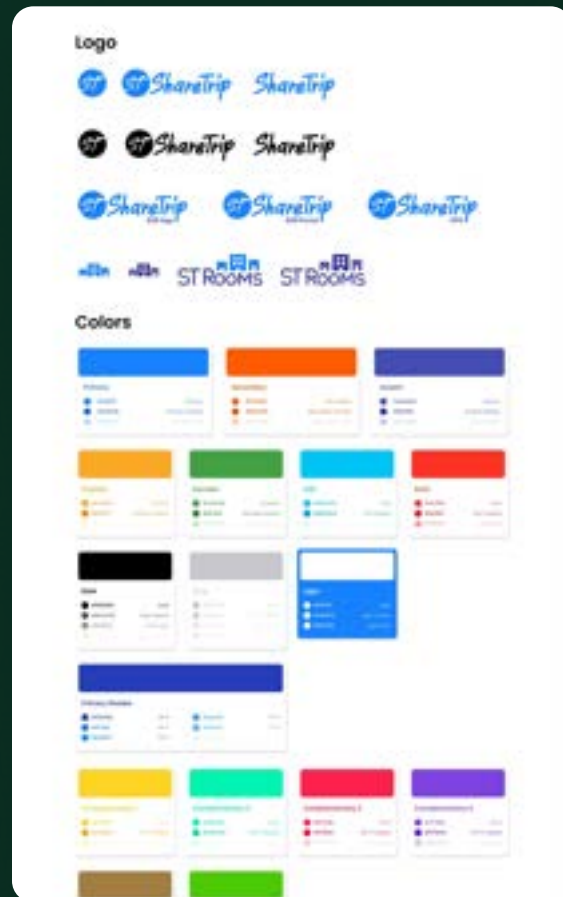
We invited some focus group users for usability testing sessions.

We set a list of task assigned for our participants & collect their feedback during those testing sessions.



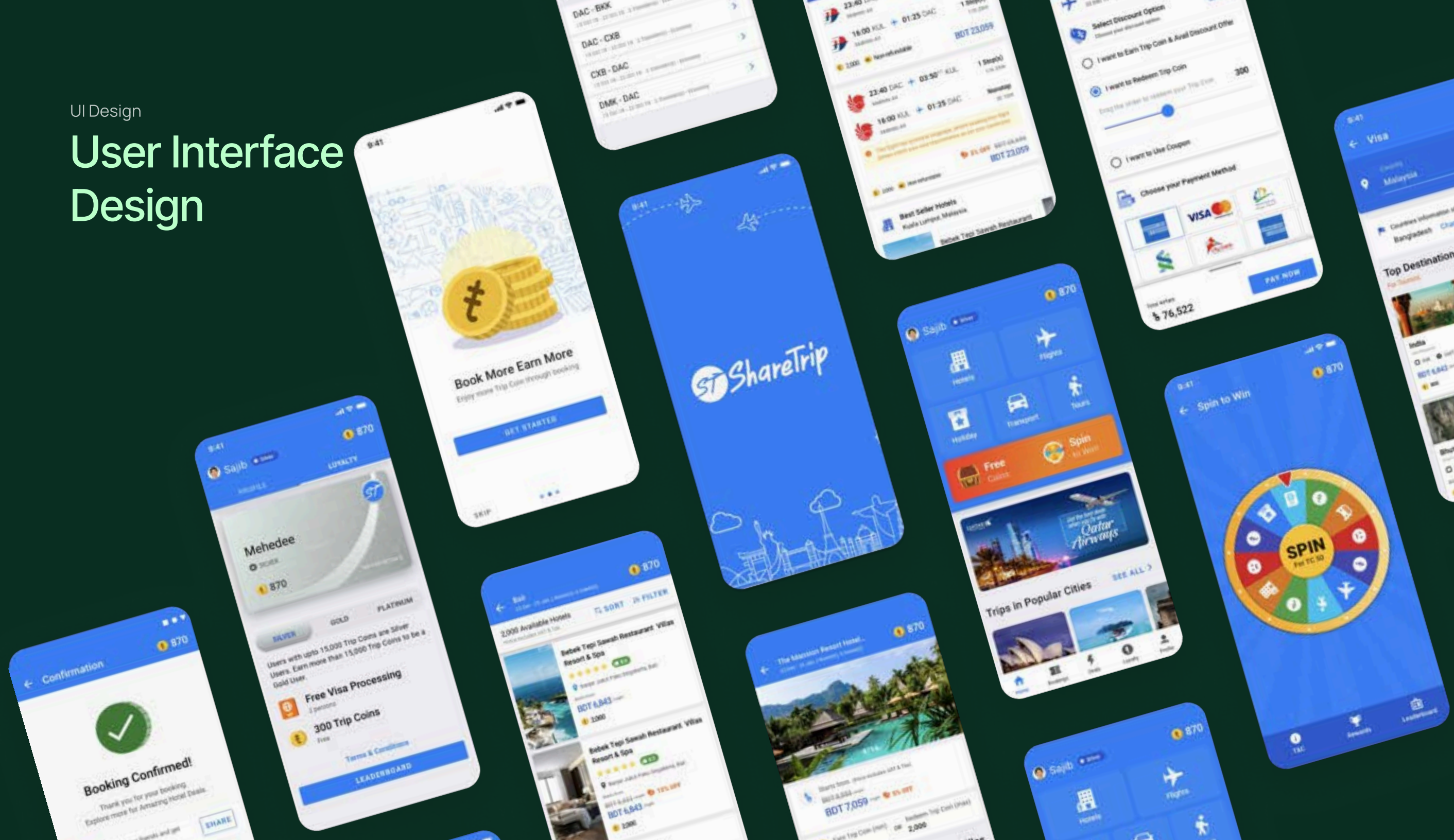
Design System

Initially, we built basic style guidelines. Afterward, we built a highly customizable design system to create a design language through all the platforms and make design more productive way.



UI Design

User Interface Design



UX Design | Test & Validated

User Testing

We conducted three smaller in-person user testing sessions.

The goal was to assess the overall usability of the app and identify areas for improvements that could facilitate the completion of the tasks.



Refine & Deploy

We refined the design and created deliverables for development hand-off.

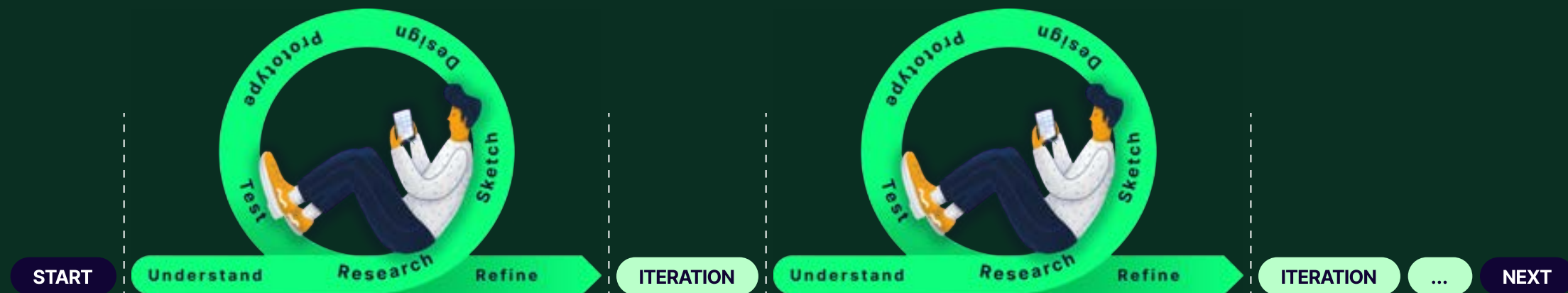
- Prepared design documentations
- write user stories
- Shared the UI screens to Zeplin
- Maintained a close communication with the team
- Unit testing sessions with the demos



Validation & Future Iteration

We've monitored and measured the results for the first 6 months.

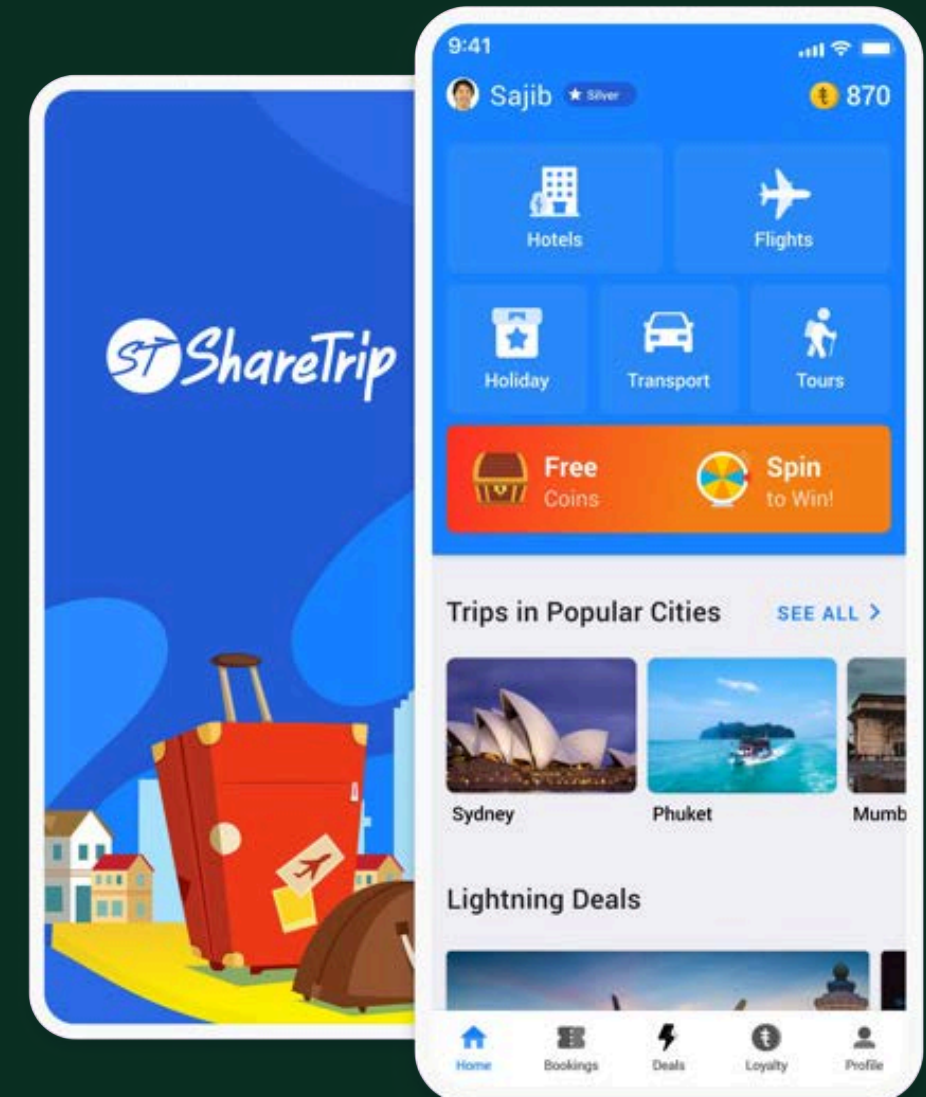
- The booking experience was seamless and intuitive & the **success rate was 76%**.
- The gamification helps us to get more of our users revisit. It was **55% of the user**.
- Our online booking was increased by 25%.



What I have learned

I've experienced how to design a product and its life cycle and creating a well-functioning app from scratch.

- I've mastered digging into people's consumer minds.
- I learned quickly that inviting the right participants is crucial for getting valuable results from the usability testing sessions.
- I also discovered the mistakes and fixed them.

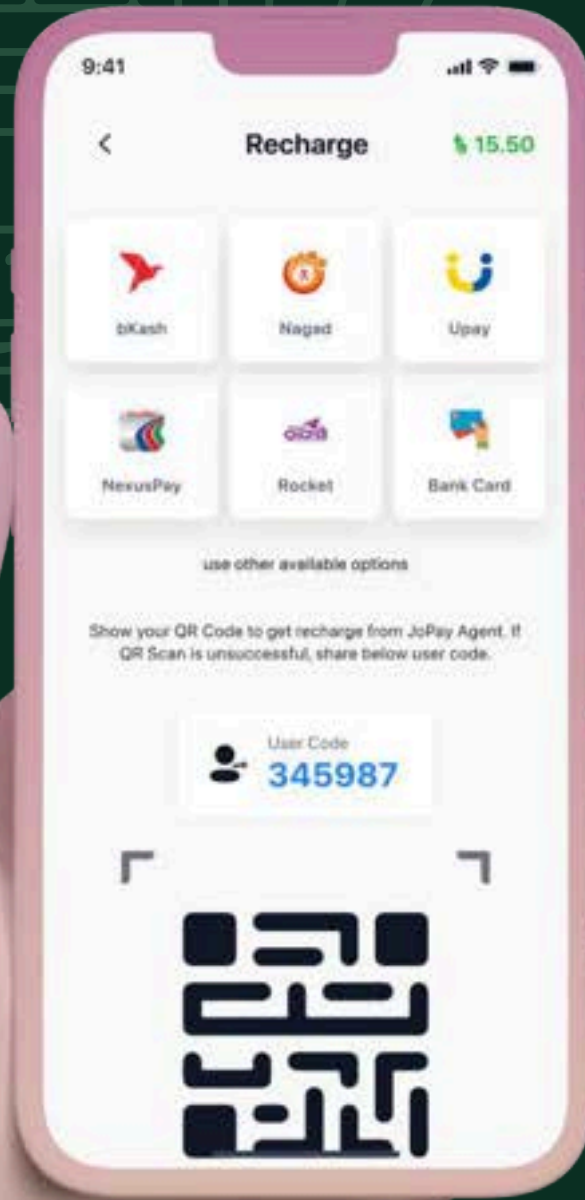




Thank you

Feel free to reach me

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Jobike

Redefining Jo-Credit Recharge



Redefining Jo-Credit Recharge

Project

Jobike User App & JoPoint App

Platform

Android.

My Role

UX Research, UI/UX Design.

Timeline

Jan 2019 - Jun 2019

Tools

**Miro, Adobe XD, Figma,
Notion.**

Team Collaboration

**Product, Marketing,
Support, and Tech.**

Background

Jobike is an app-based station less bicycle-sharing services, provides an eco-friendly solution for mobility and healthy lifestyles. The users can enjoy their ride by using Jo-Credit Balance and get recharge from only the nearest JoPoints.

Goal

- Make more efficient Online recharge process.
- Secure the users' privacy.

Outcome

- Online recharge increased by 65%.
- We secured the users' privacy.



Design Challenge

The existing Jo-Credit recharge process was manual. Also, the Jobike users needed to visit JoPoints physically to get their recharge. It was very unusual and a hassle for them.

Our main challenge was implementing the **Online Recharge process** for our users to get their **Jo-Credit Balance recharge** from home. Besides, the existing recharge process was creating some crucial problems.

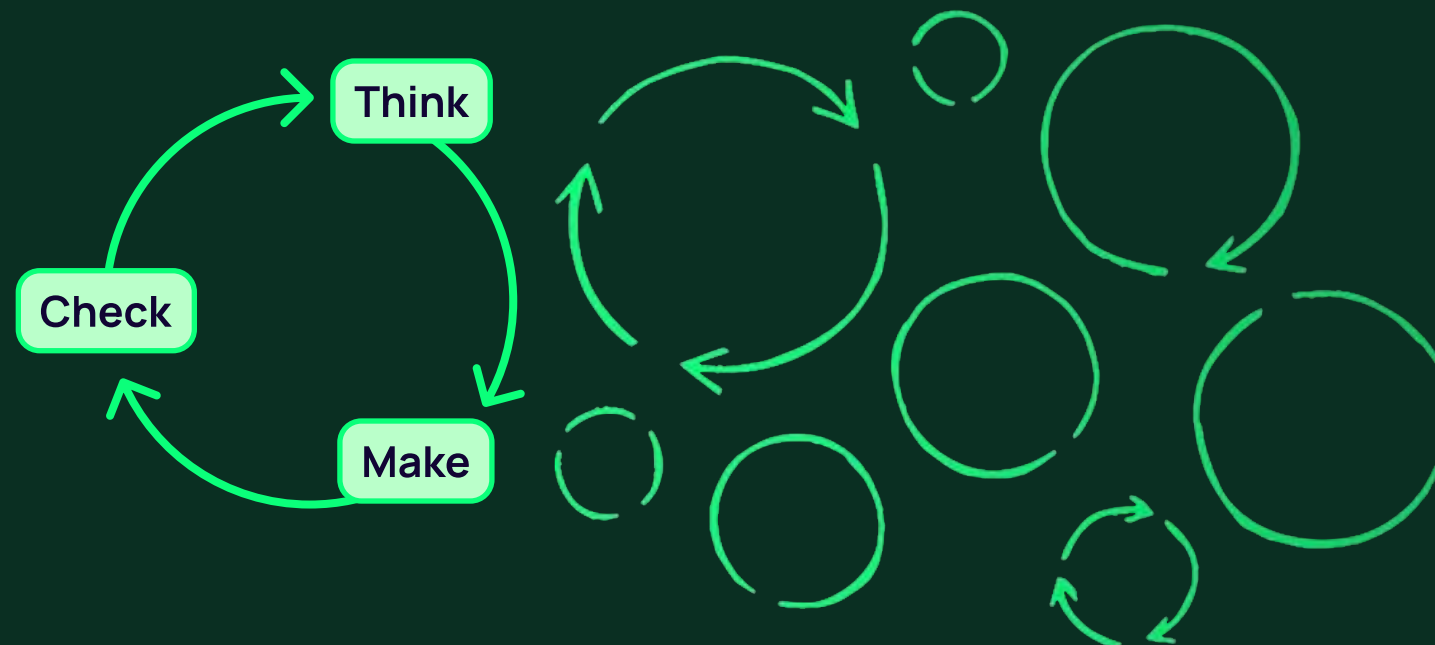
- JoPoints Agent uses a USSD service to recharge.
- The current process exposes users' phone numbers and makes their privacy vulnerable.
- Some users complained that they were receiving spam calls from unknown sources. It seems like their phone numbers are exposed from JoPoints.

The UX Process

When we have minimal time and resources, selecting an efficient, sustainable, and flexible design process is always challenging. I have chosen the approach to the Lean UX process. It is an iterative process with three simple steps.

- Think
- Make
- Check

and keep repeating the steps.



Focusing on the goals, I also pay attention to the 4 principles.

- 1. A collaborative culture with Lean UX:** We opted for a lean approach emphasizing rapid sketching, prototyping, user feedback, and design mockups.
- 2. Building trust through transparency:** Sharing our methods and thinking from the outset helped to build a strong client relationship.
- 3. Starting on the same page:** Together, we identified risks and aligned on expectations, and constructed a shared vision for the app.
- 4. Build early test early:** This helped us to define the problems in the early stage and solve them instantly.



The Discovery

The discovery phase was a quick, high-intensity effort that allowed us to -

- Define project goals and milestones
- Audit the existing process faults
- Review the existing solutions by other products
- Understand business visions
- Empathize the users' needs, behaviors, and pain-points
- Understand technological feasibility and constraints.

Here are three considerations that help me to understand and prioritize the issues.

- How satisfying is the solution for users?
- How well is this solution for users' problem solving and also good for business?
- How challenging would it be to build from the technical feasibilities and limitations?





The Findings

We visited 3 JoPoints and discussed with the agents. We had discussed with the 20 Jobike users.

- 16 Jobike users want the online recharge system. It is a hassle to visit JoPoints.
- 14 users doubt the JoPoints are exposing their phone number, and it causes getting more spam calls.
- All the JoPoints agents are unhappy with the USSD recharge system.
- The JoPoint agents had complained about their account top-up and managing system. It is hard to keep records of all the transactions.

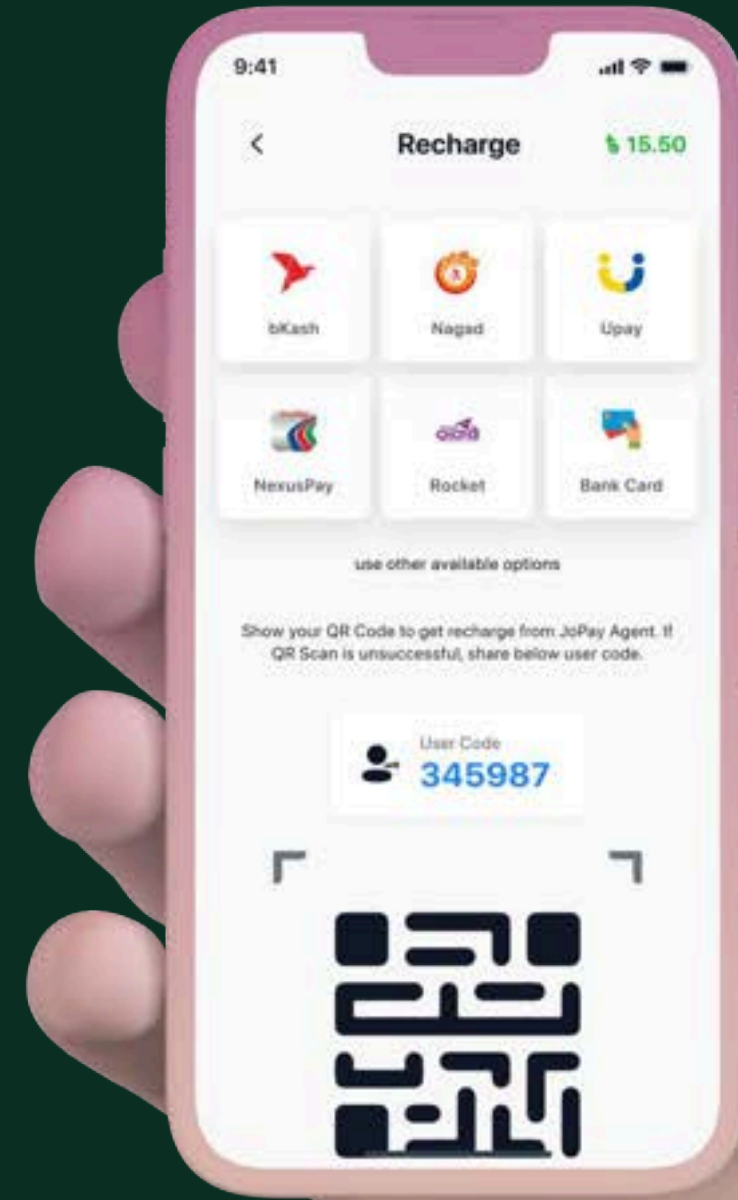
The Solutions

Thinking about the future, we wanted to create a system that is simple, easy to use, functional and scalable solution to address the problems.

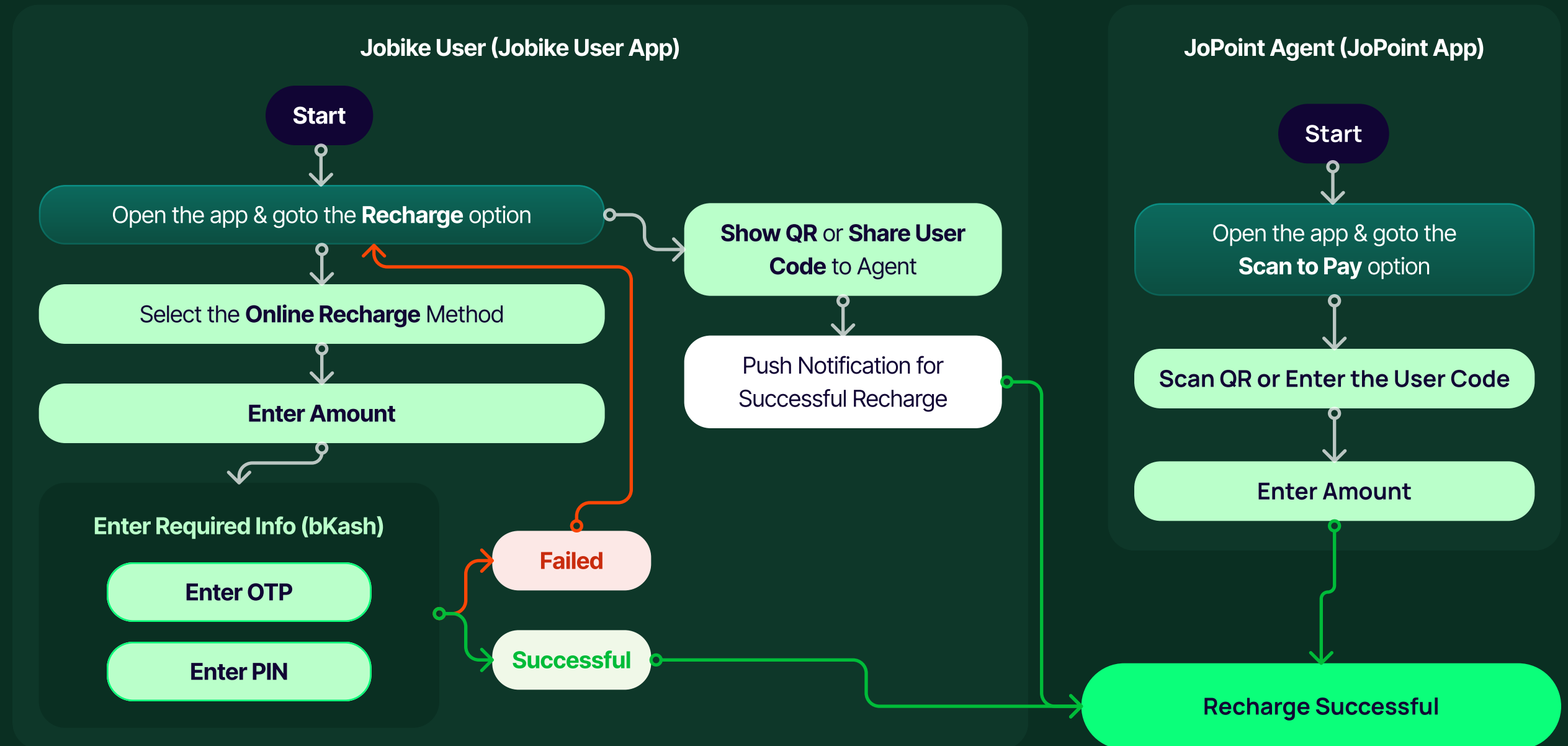
- We'll introduce the **online Jo-Credit recharge** options.
- We'll also redesign the recharge process at Jopoints.

The online recharge process is to be implemented by using 3rd party applications. Jobike tech team uses a hybrid mobile app development platform. So it is essential to keep it into consideration while designing the solutions.

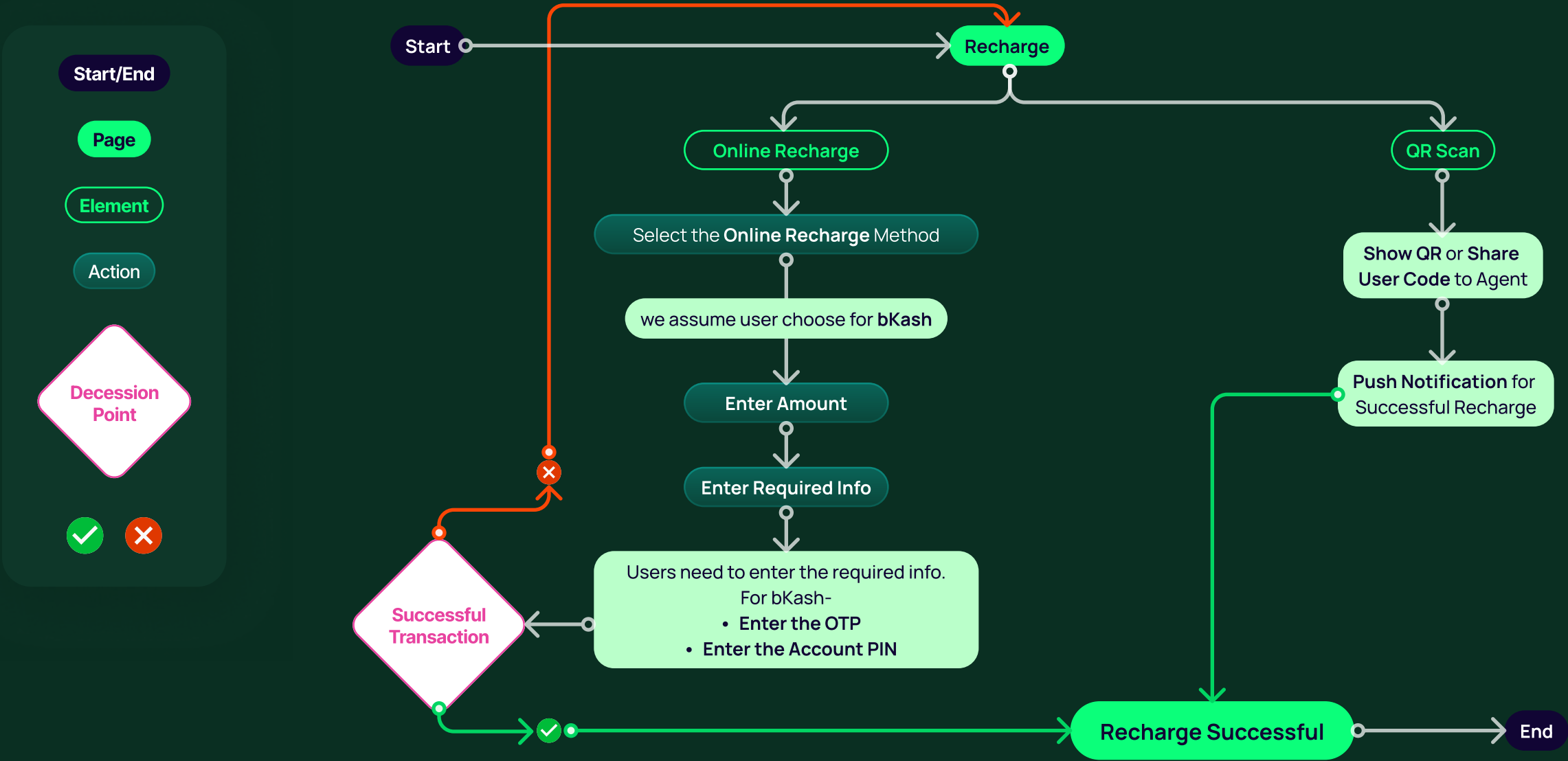
Next, I develop a flow chart of the process.



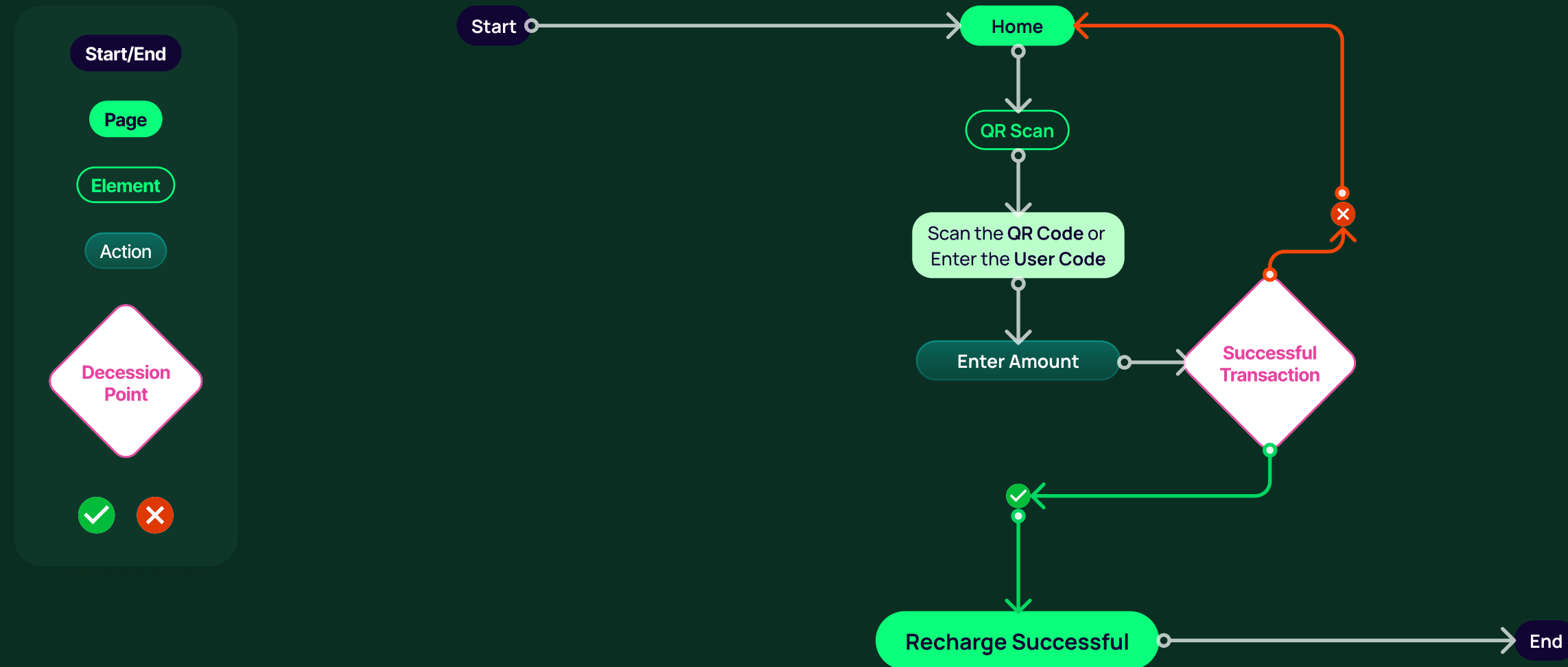
Information Architecture



User Flow (Jobike User App)



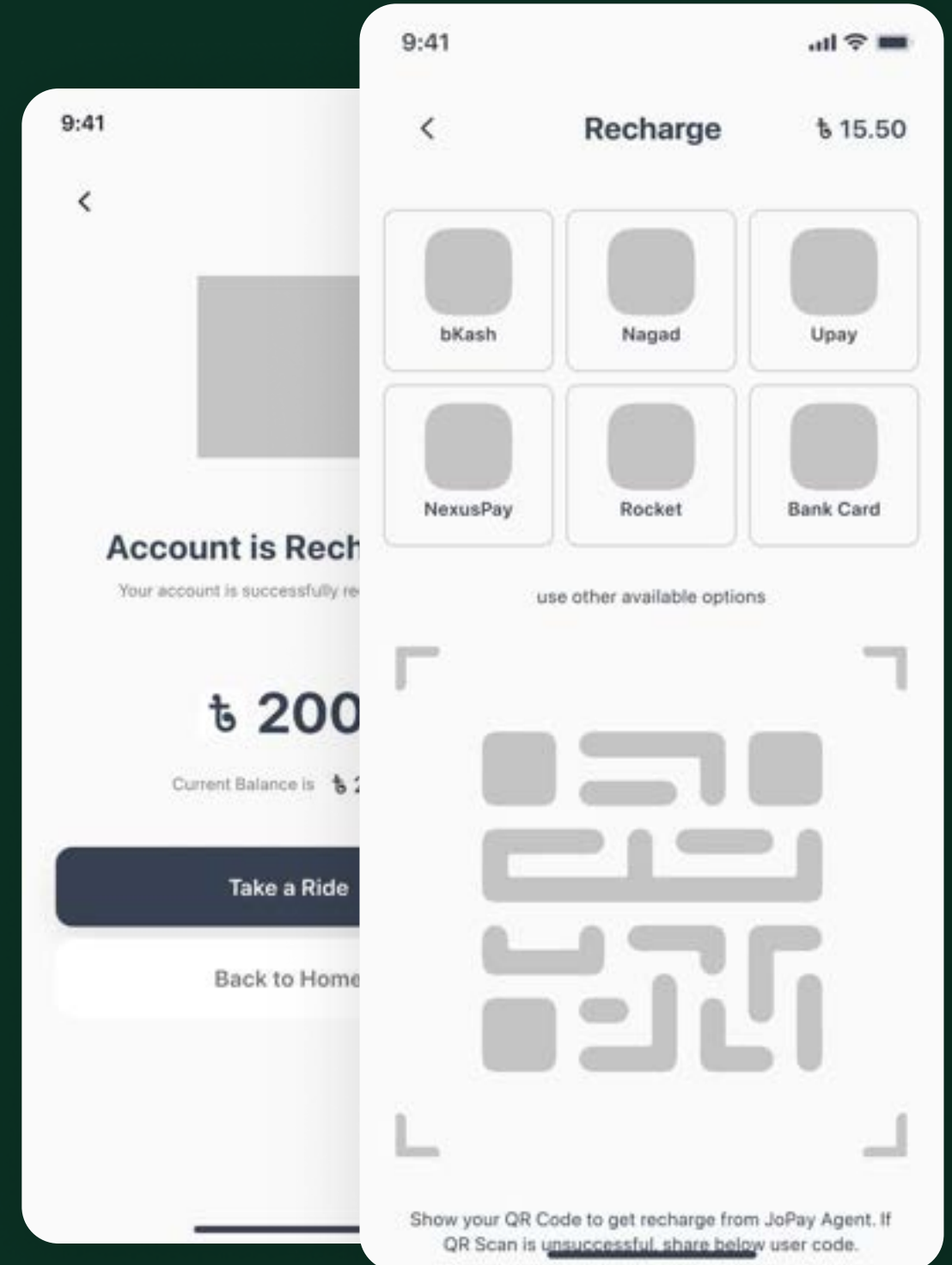
User Flow (JoPoint App)



Sketchs & Wireframing

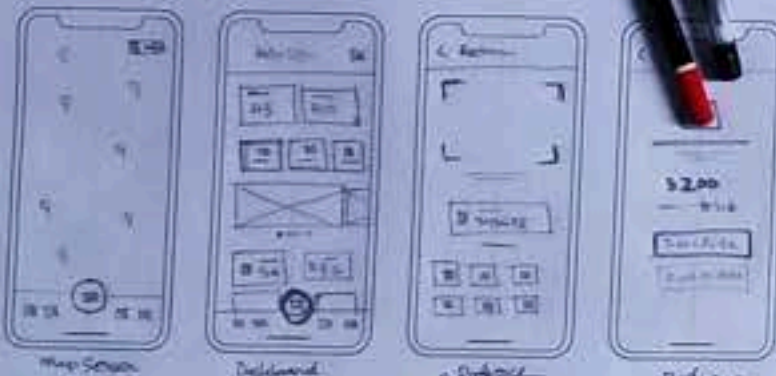
The following steps were to sketch wireframes based on the user flow maps.

- Creating wireframes helped me to visualize the ideas and gave us the basic structure for how users would use the app.
- When creating these wireframes, we kept the user needs from the earlier findings and research in mind.





The User will open the App and see the Splash Screen and then see the onboarding screen (if first time user). It will prompt to login or register. once the app is installed phone Number - Verification OTP will be sent to his Number and he will verify himself.



After logging the user will be taken to the page where they will see the location of the items to be printed. Below the screen the address will show and they will be able to change page no. user can also change to redline page. However, Home page and profile page in redline page 77 will appear the doc name and the call of report user need to show their address and show the user able to get their document redline.



Ques 2
As a user if I want to transfer my account by online I have to select the amount I want to transfer. It will prompt me to enter the reference number. Then it will prompt me to enter the amount. After that a confirmation code will be sent to my account. Please provide the code to verify my self. This process will be done in 10 minutes.

[illegible]

Especially after get successful OTP verification, there have to enter their details on PMS to verify and increase data. If users are not like the transaction, please there will redirect to account recovery successful page. If the verification is not success, I will redirect to transaction failed page. There are some more to build.

Prototyping & Testing

While creating the wireframes, I always built the flow and low fidelity prototype and continuously conducted a series of sessions for usability testing.

- I have done several testing sessions with a close group of users.



Design Prototype

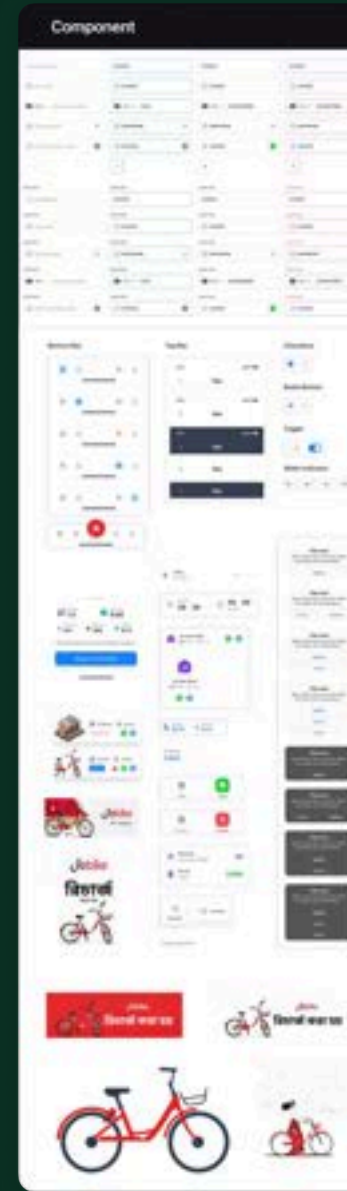
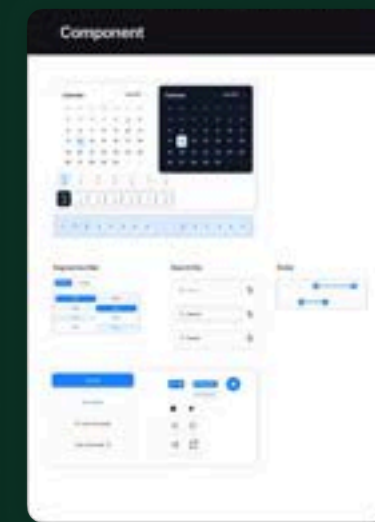
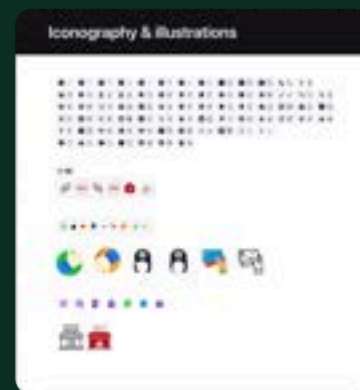
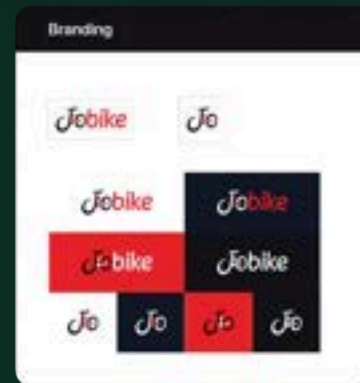
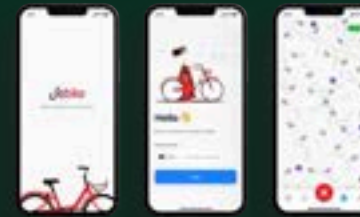
Jobike User App

JoPoint App

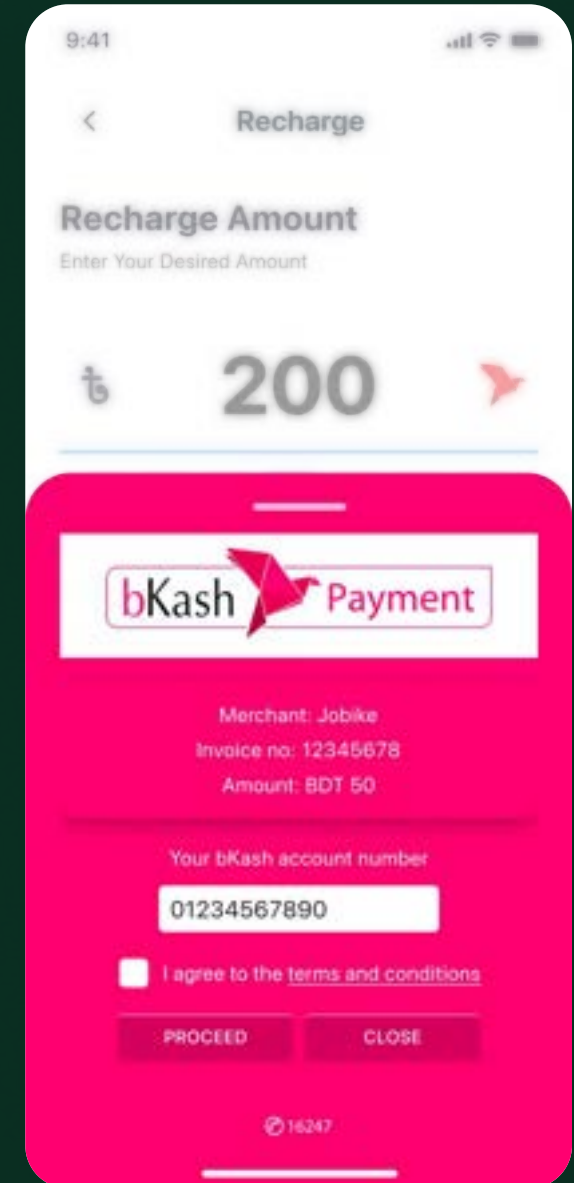
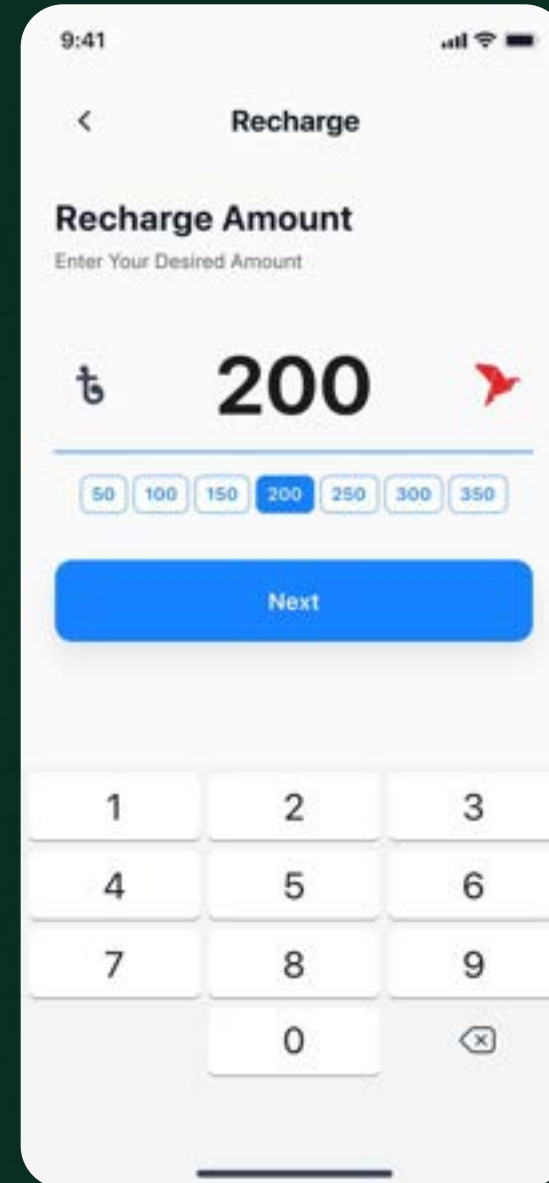
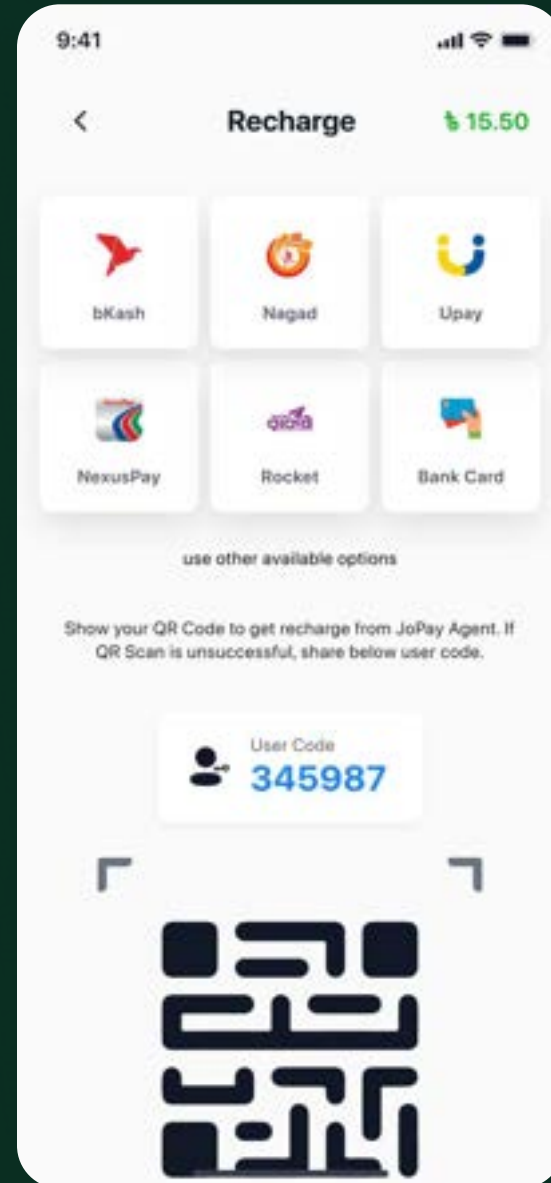
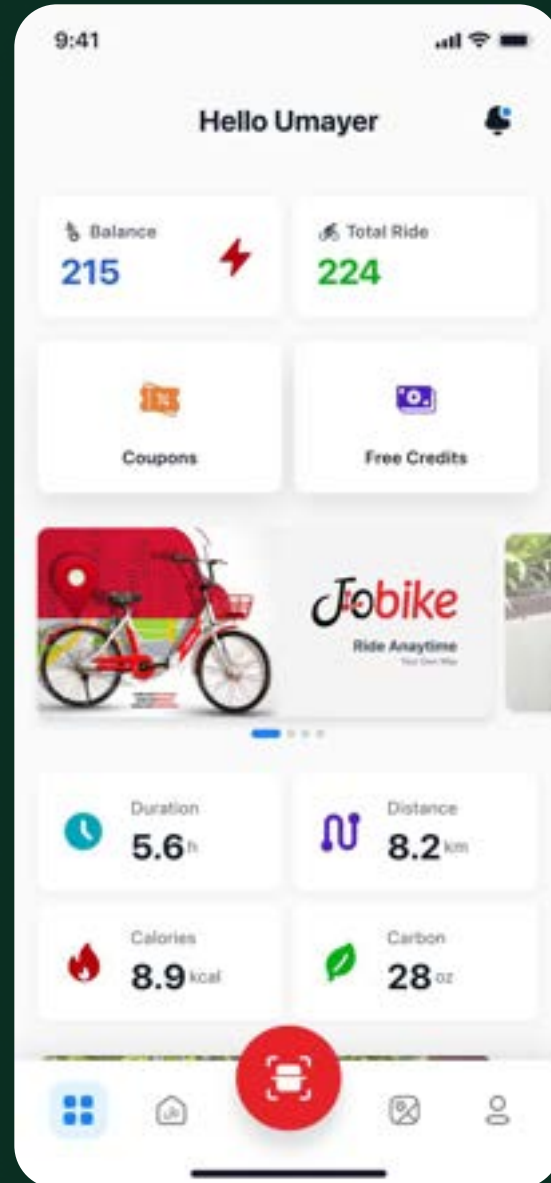
UI Design

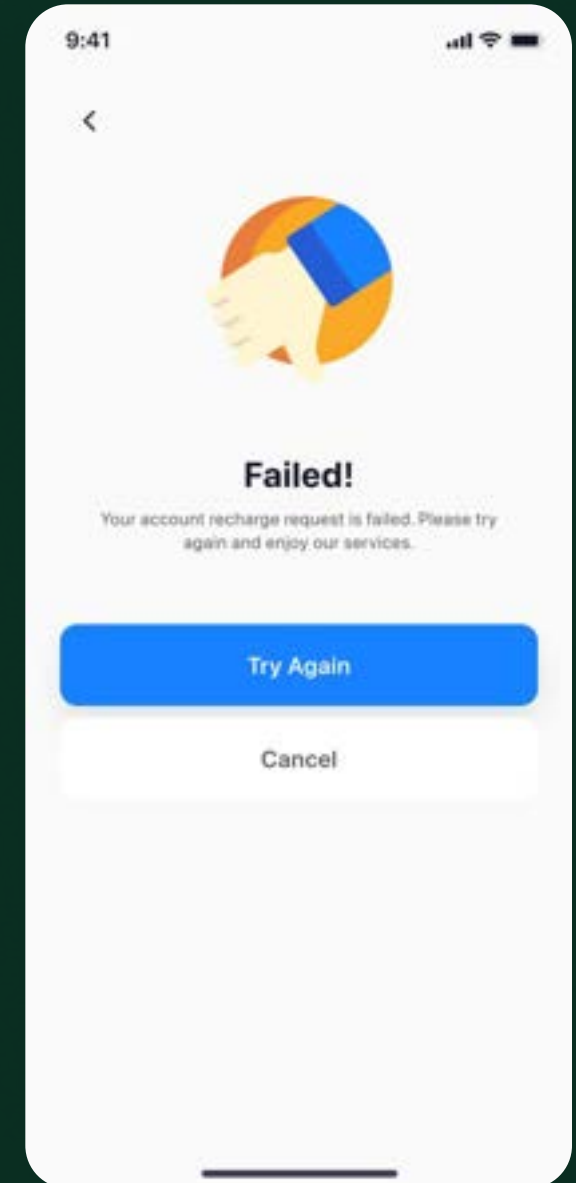
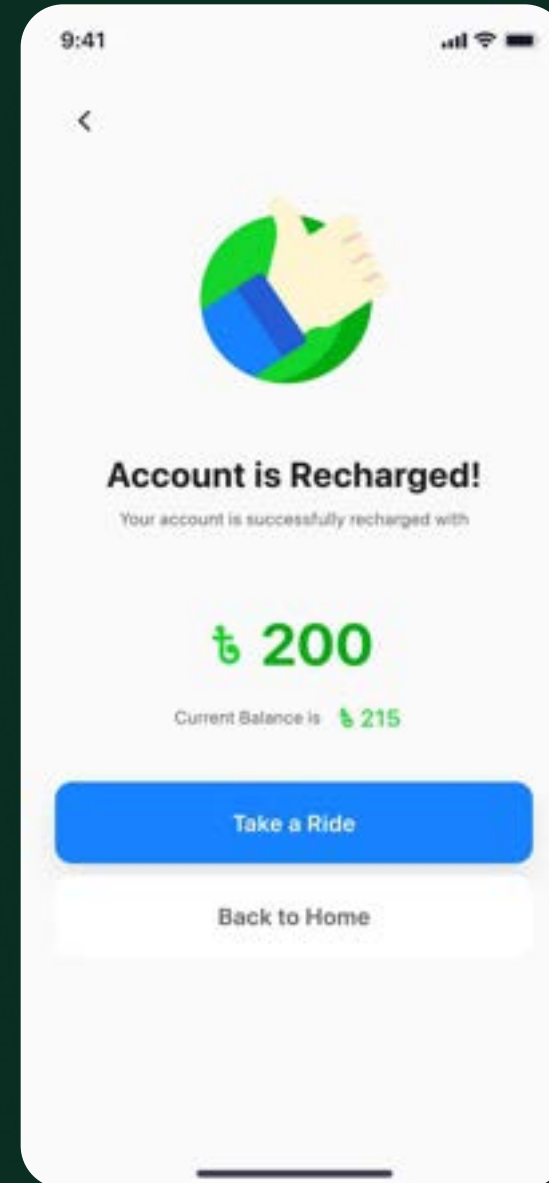
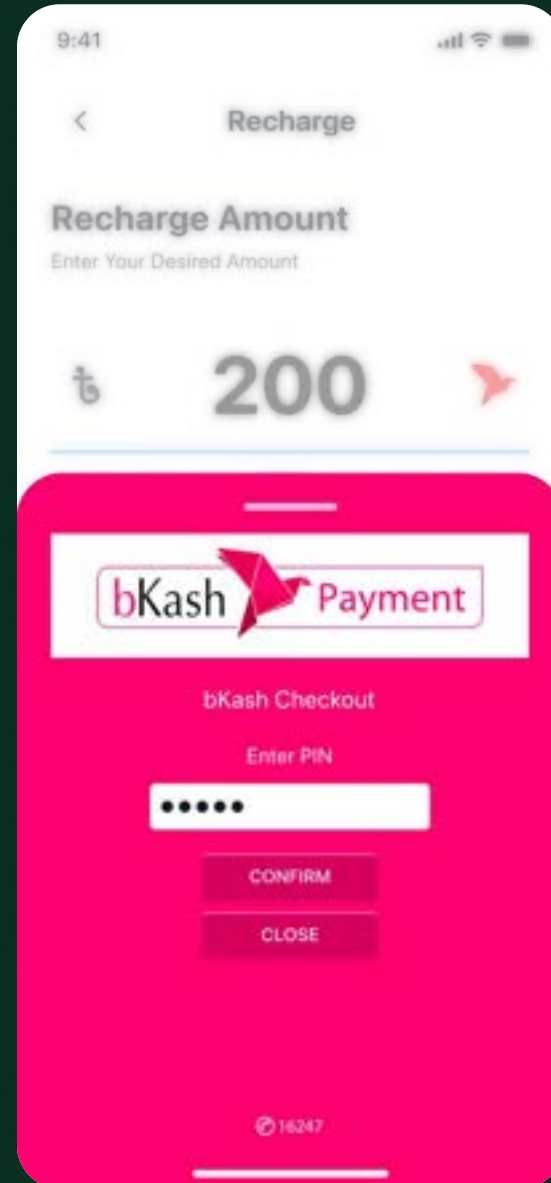
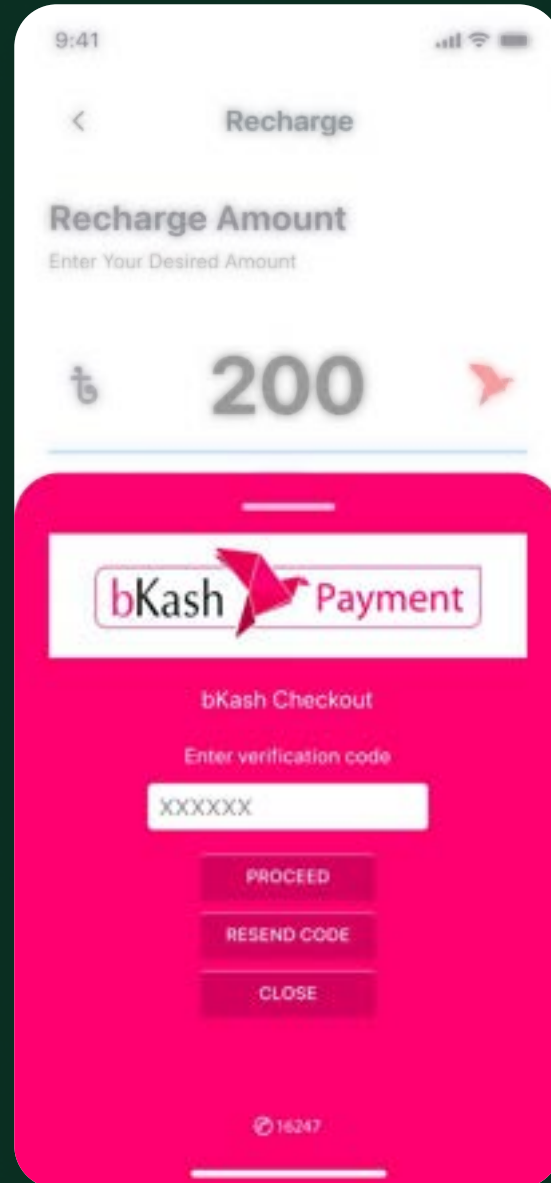
Before starting the UI design process, I always built a highly customisable design system to create a design language. It helps us a lot in creating user-friendly, accessible, high-fidelity designs.

- I have designed a design style guideline and reusable components.

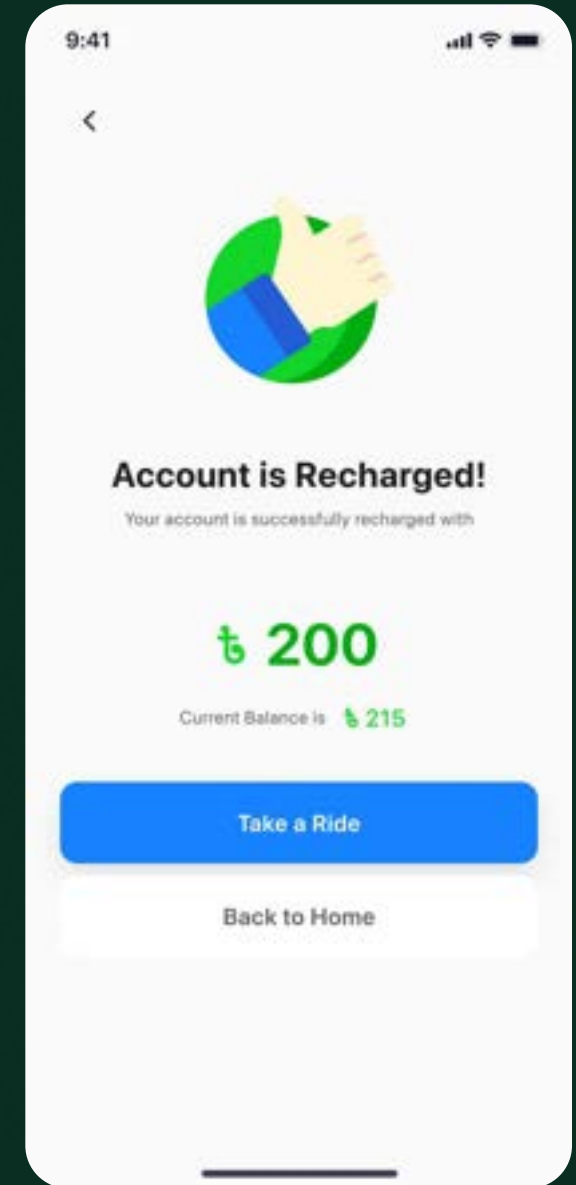
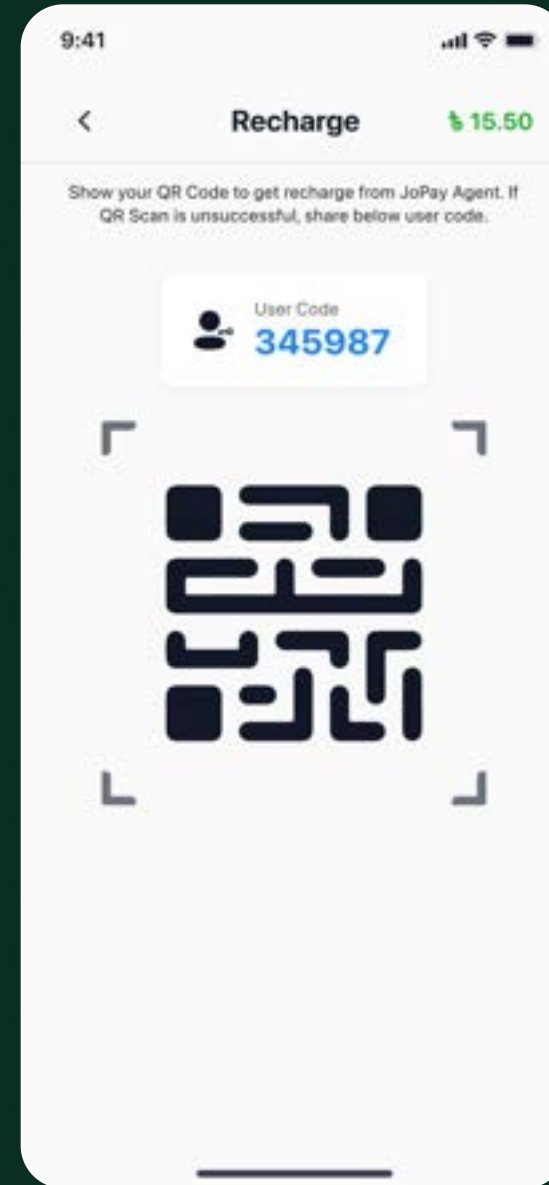
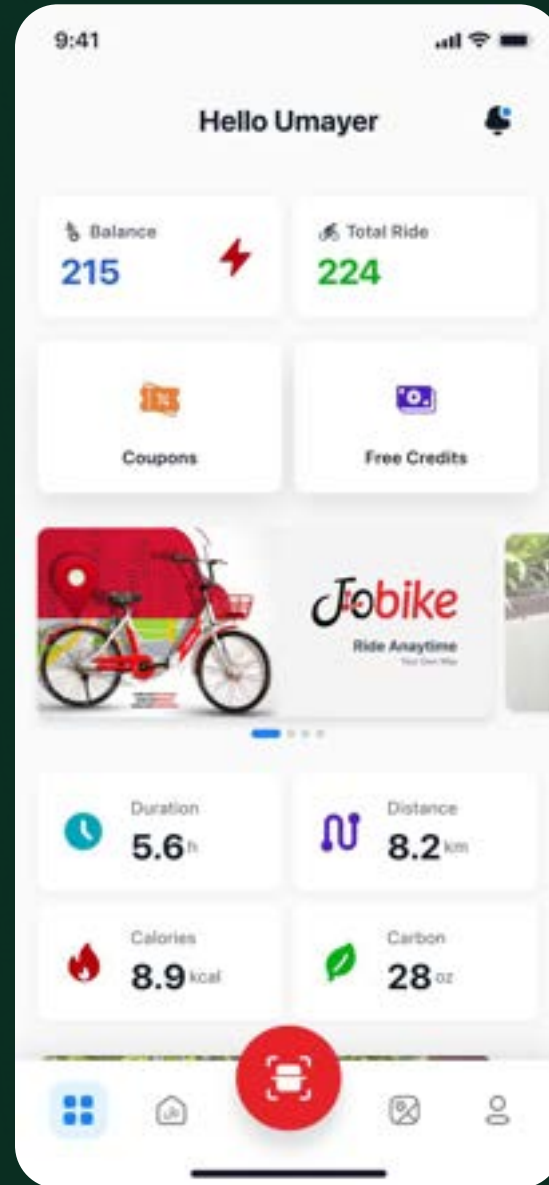


Jobike User App (Online Recharge)

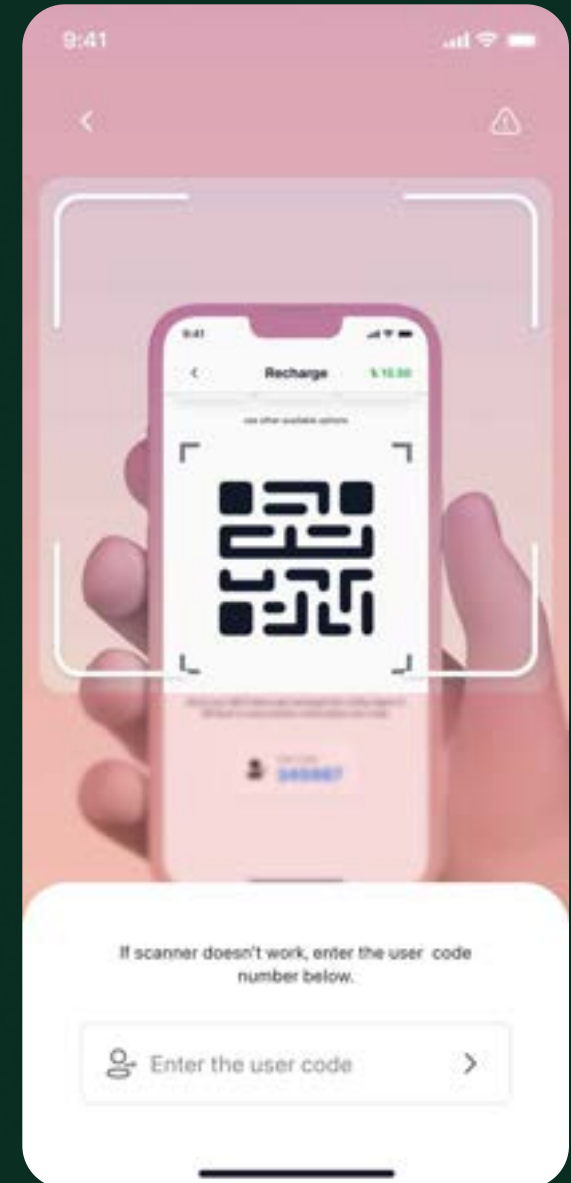
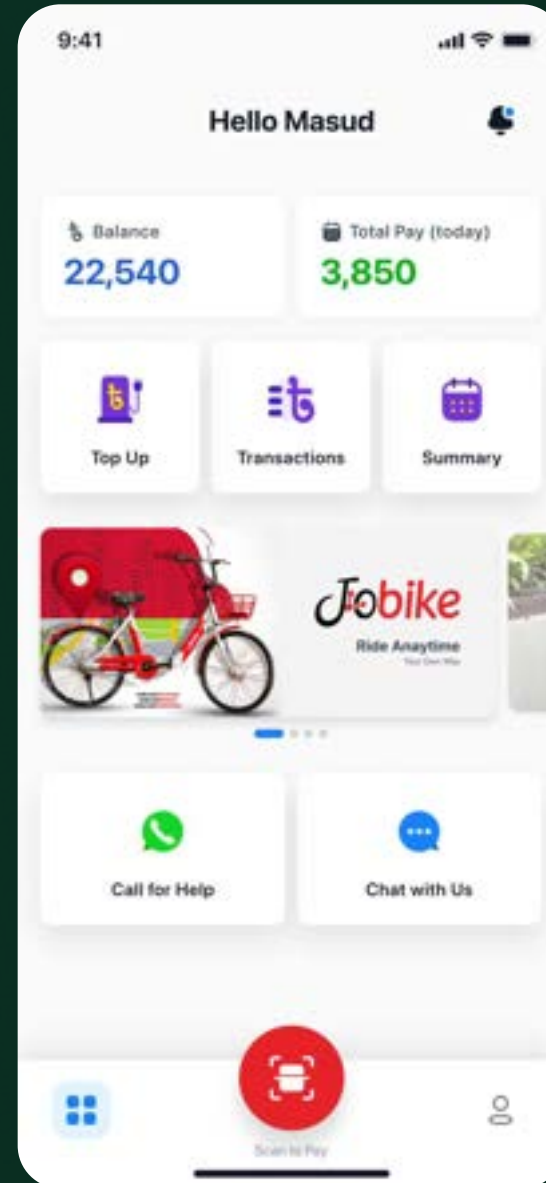
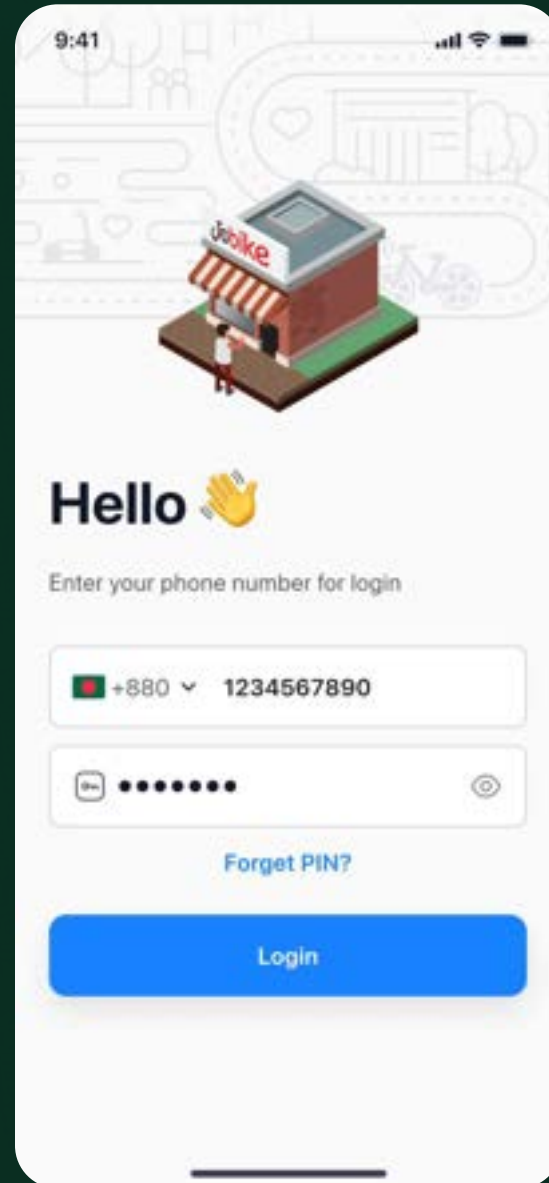




Jobike User App (Scan to Pay)



JoPoint App (Scan to Pay)



9:41

< Scan to Pay

Amount

Enter the Payable Amount

BDT. 50 ₳

50

100

150

200

250

300

350

Next

1

2

3

4

5

6

7

8

9

0

⌫

9:41

< Scan to Pay

Verify

Enter your account PIN

••••••

👁

Next

1

2

3

4

5

6

7

8


9

0

⌫

9:41

<



Account is Recharged!


The user account is successfully recharged with


₳ 50

Recharge Another

Back to Home

9:41

< 



Failed!

The user account recharge request is failed. Please try again.

Try Again

Cancel

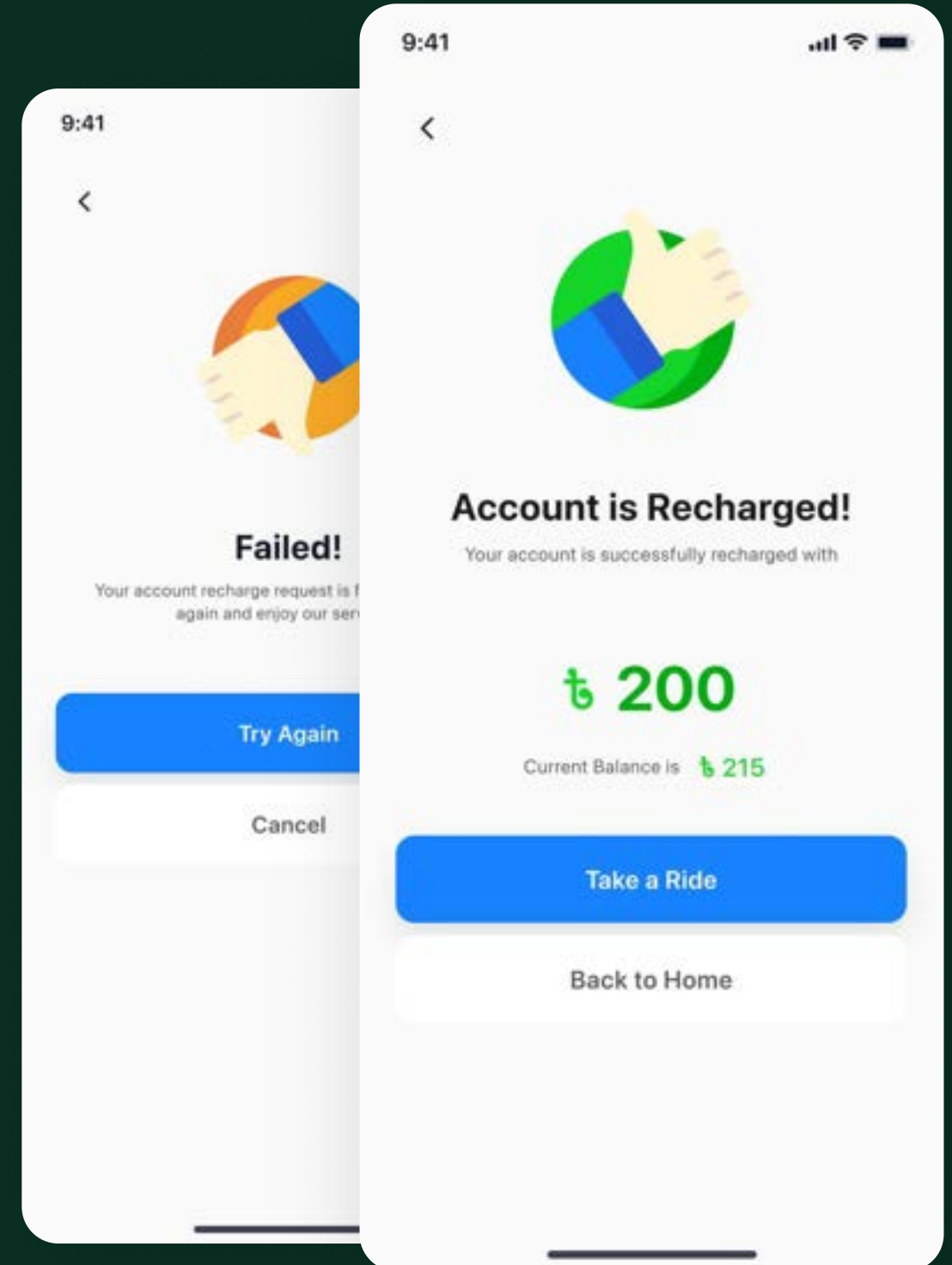
Usability Testing

After applying UI elements to our wireframes, we created a high-fidelity prototype.

We conducted three smaller in-person usability testing sessions.

The goal was to assess the app's overall usability and identify areas for improvements that could facilitate the completion of the tasks. The participants were given the same set of jobs.

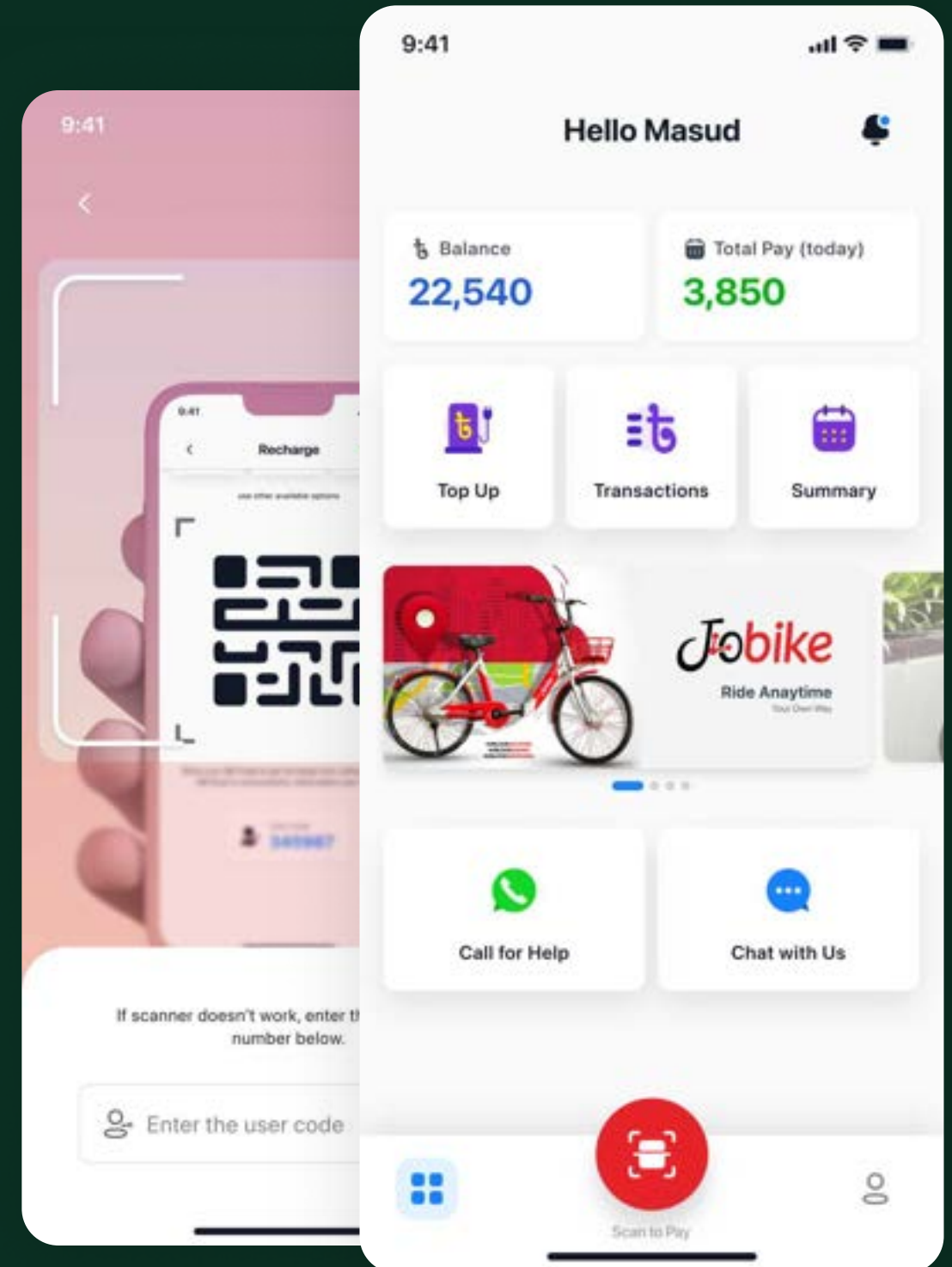
Due to the NDA issue, I've only shared the information authorized by the Jobike authority.



Refine & Deploy

Based on the usability testing sessions, we refined and updated the design. Then, we created deliverables for development handover. I maintained continuous communication with the developers during the development period.

After the successful deployment, it is time to collect feedback from the user.

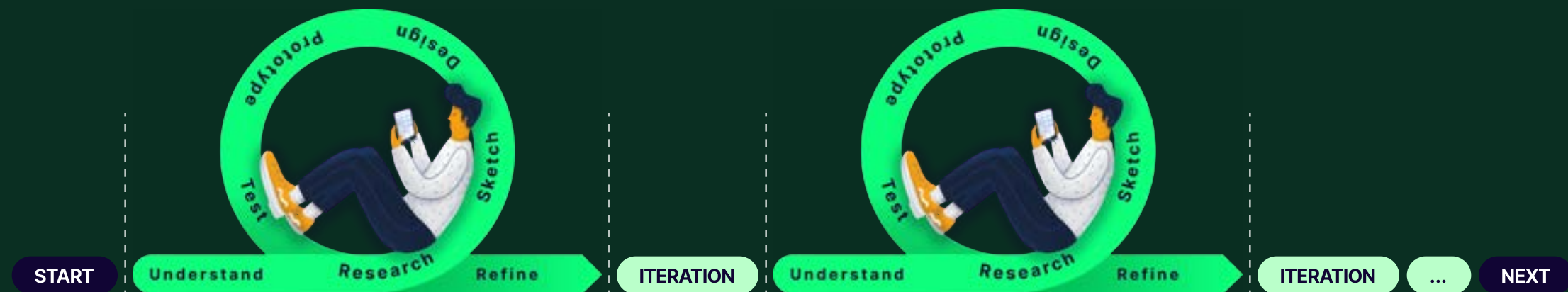


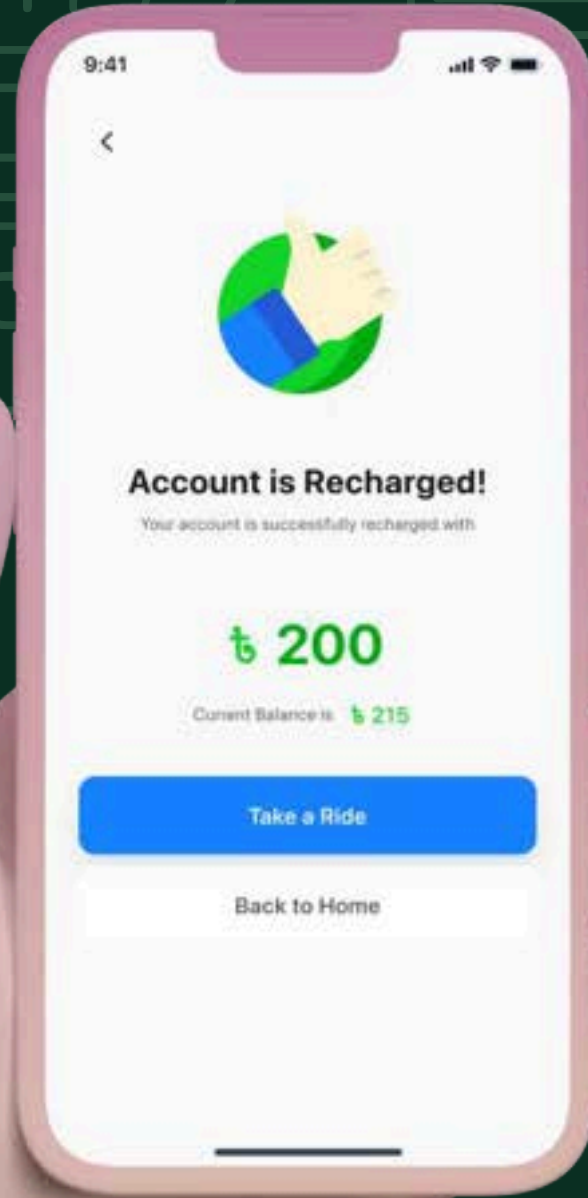
Results & Future Iteration

After the successful deployment, we collected feedback from user interview sessions. The newly developed features helped us rebuild our users' trust and make our service more efficient. We've monitored and measured the results and within the first 6 month based on our success metrics-

- **Online recharge increased by 65%.** Users don't need to visit JoPoints.
- Although JoPoint recharge decreased, the process is now more efficient. We've secured the users' privacy.

I always prefer to follow the iterative process. And keep repeating the steps.





Thank you

Feel free to reach me

✉ anamoulrouf.bd@gmail.com

🌐 <https://anamoulrouf.com>



Truck Lagbe

**KYS (Know Your Suppliers)
ID Verification**



KYS (Know Your Suppliers) ID Verification

Project

TL KYS Programme

Timeline

March 2022 – May 2022

Platform

iOS and Android.

Tools

Figma, FigJam, Notion.

My Role

UX Research, UI/UX Design.

Team Collaboration

Product, Marketing, Sales, Customer Support, and Tech.

Background

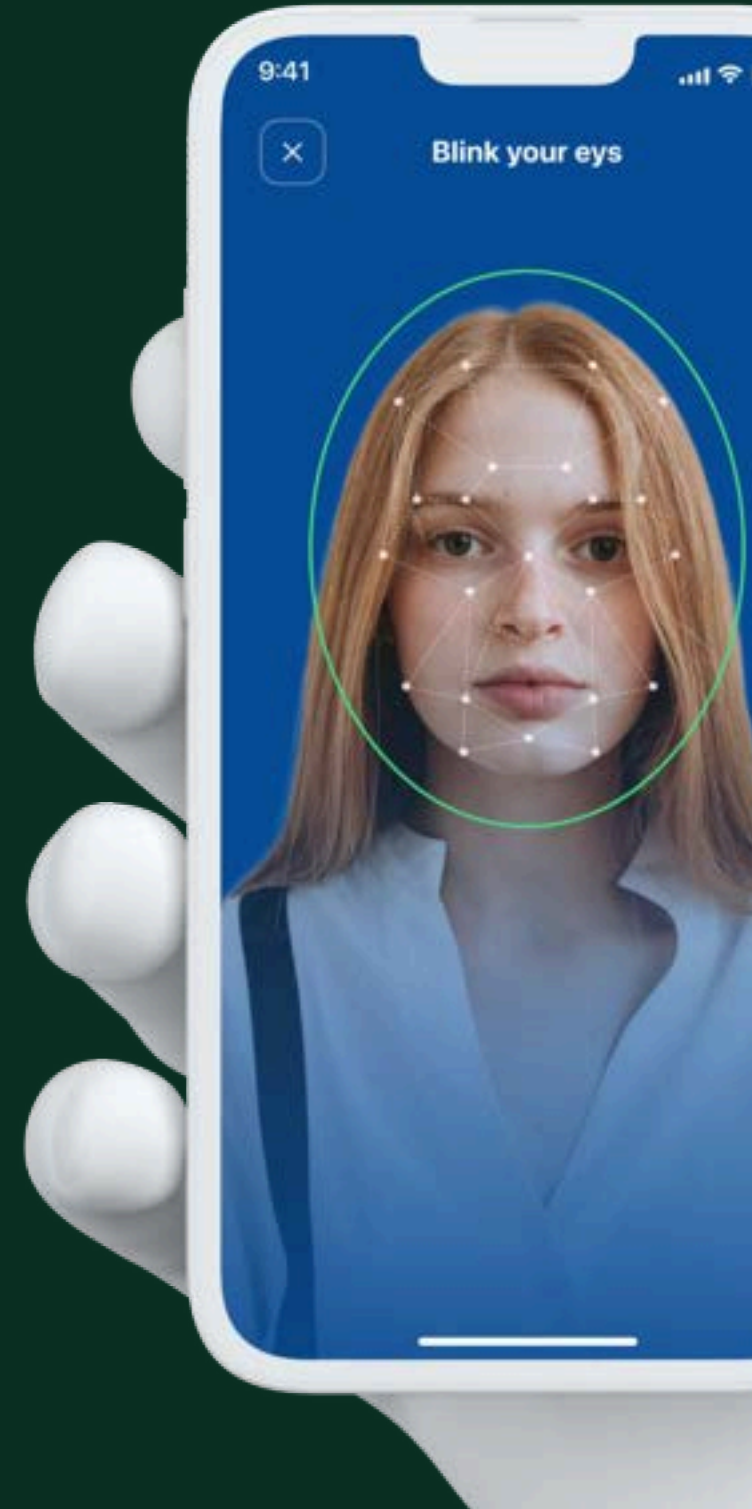
Truck Lagbe was facing operational difficulties verifying their delivery partners (truck owners, truck drivers, collaborators, transport agencies). Also, the trip Completion Rate (CR) is getting more challenging to control and the fraudulent cases are restricting our growth.

Goal

- Get more supply partners re-verified.
- Make the verification process more efficient, functional and scalable.
- Have more control over fraudulent cases and trip Completion Rate (CR).

Outcome

- Re-verified around 92% of our existing supply partners.
- The fraudulent cases were reduced to around 30%.
- The trip Completion Rate (CR) increased by 35%.



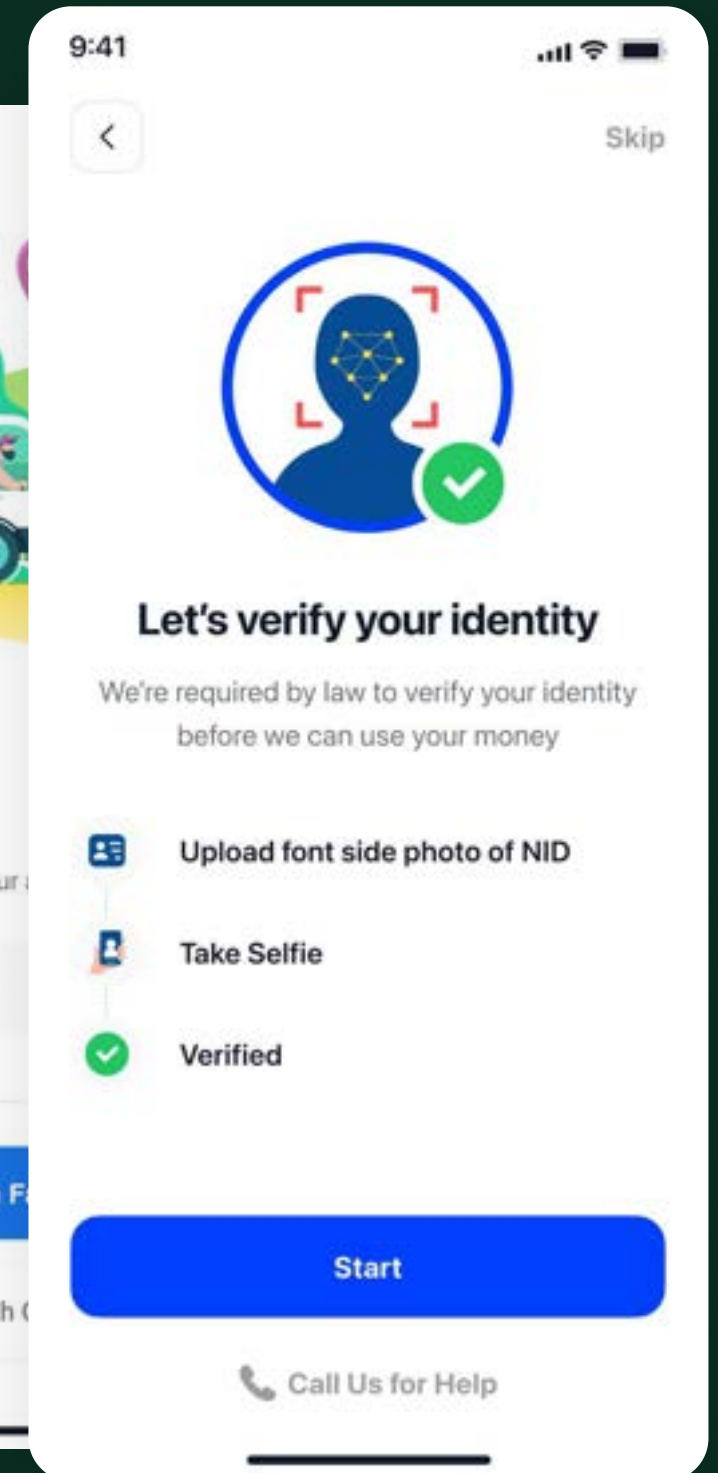
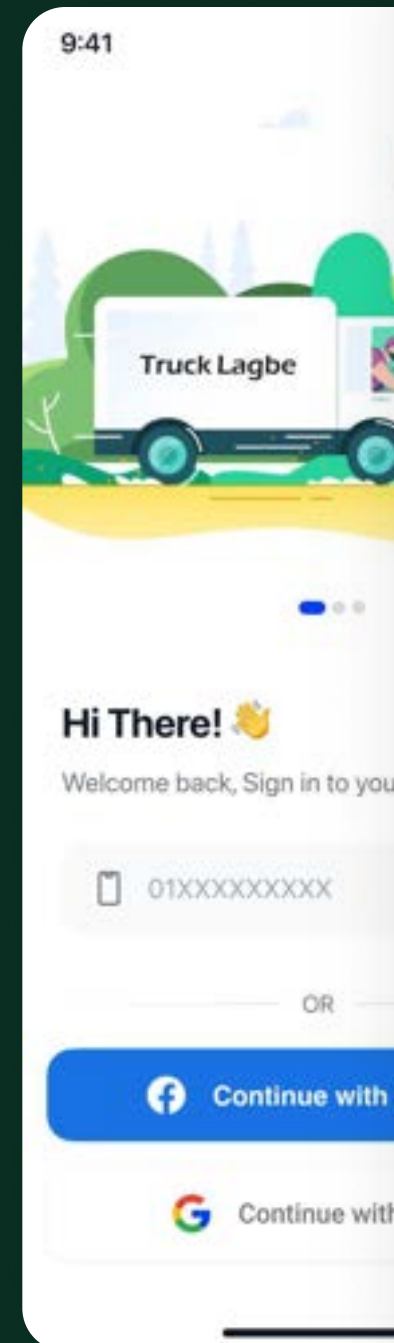


Design Challenge

Truck Lagbe is always concerned about its customers. To gain their trust and be their moving partner.

- Truck Lagbe faced operational difficulties verifying their delivery partners (truck owners, truck drivers, collaborators, transport agencies).
- It's pervasive in the trucking industry that truck drivers spend most of their time on trips, moving and busy.
- Getting them in optimum places and meeting them personally is also very challenging.
- Also, asking the user to come to TL Services Points can't be a feasible solution, and our wild guess is we'll only get 5-8% of users' information.
- In some cases, users don't have the required document with them.

- Sometimes we get documents from users through courier delivery service. But in that case, we fail to verify the user in person.
- In some cases, users don't have the required document with them. The trip Completion Rate (CR) was getting more challenging to control, and the fraudulent issues restricted our growth.



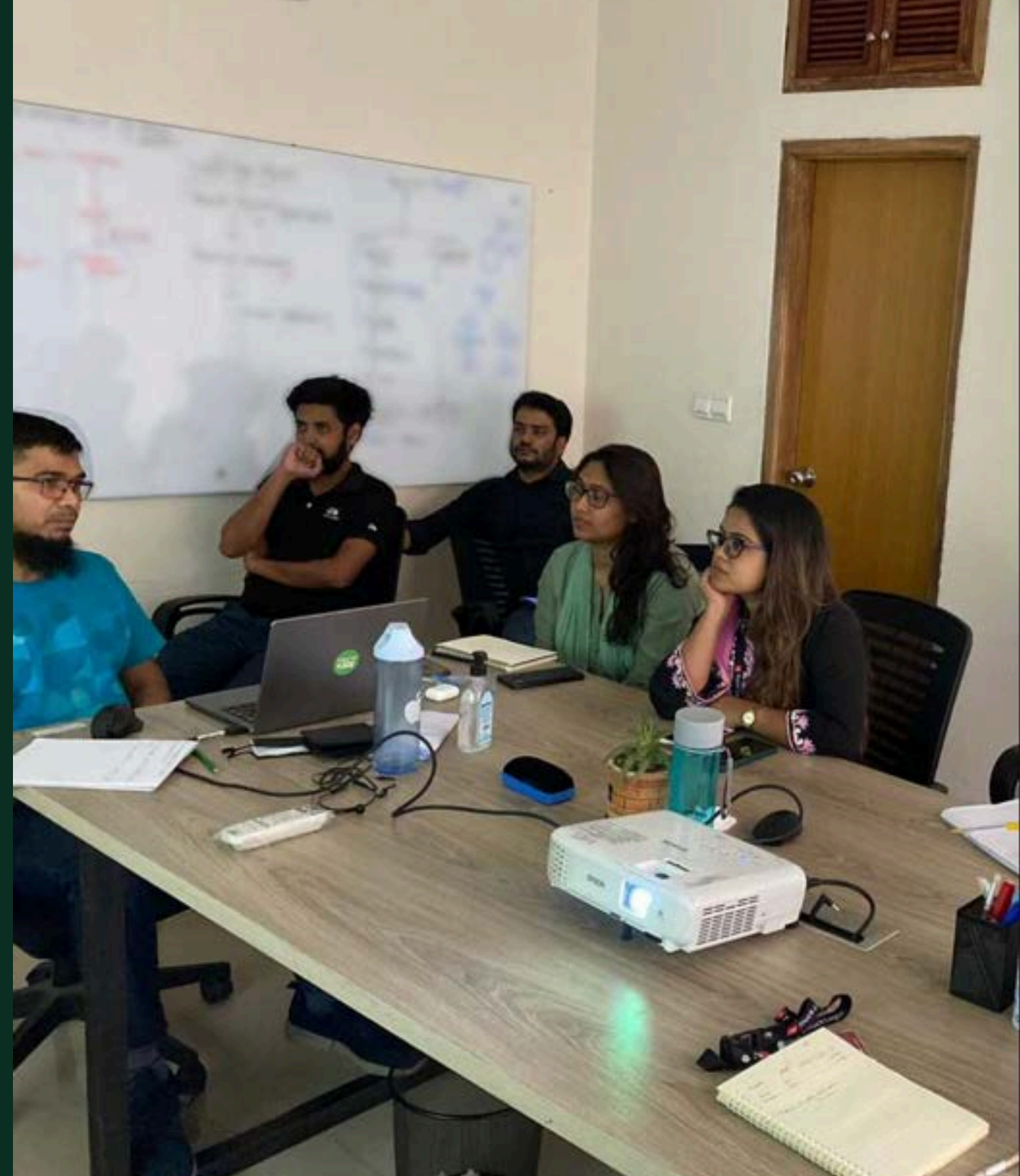
The Discovery

The discovery phase was a quick, high-intensity effort that allowed us to -

- Define project goals and milestones
- Audit the existing process faults
- Review the existing solutions by other similar products
- Understand business visions
- Empathize the users' needs, behaviors, and pain-points
- Understand technological feasibility and constraints.

Here are three considerations that help me to understand and prioritize the issues.

- How satisfying is the solution for users?
- How well is this solution for users' problem solving and also good for business?
- How challenging would it be to build from the technical feasibilities and limitations?



The Findings

We visited 10 suppliers. We also had brainstorming discussion sessions with our internal cross-functional team members.

- All the suppliers had a smartphone, and most had button phone.
- 7 users were using bKash or other MFS apps. Most of them are familiar with TikTok, IMO, Facebook, Whatsapp, SHAREit and other related apps.
- They are also familiar with taking selfies, photos, and videos.
- Our technical sessions taught us about OCR (optical character recognition) and WebRTC (real-time communications).
- We also depended on 3rd party API service from Porichoy.com (a government service to verify National ID).

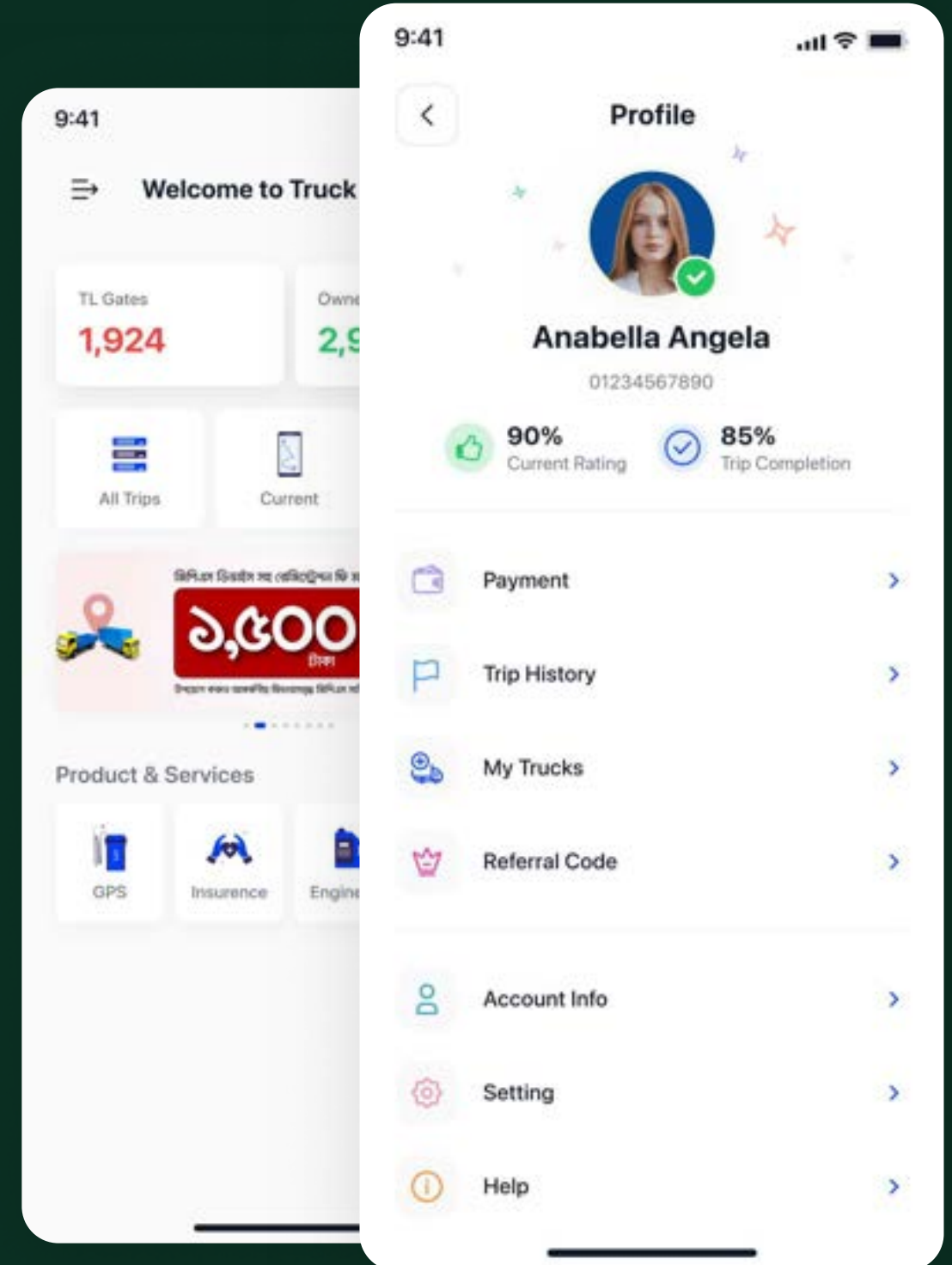


Approach

Thinking about the future, we wanted to create a system that is simple, easy to use, functional and scalable solution to address the problems. Our goal was to seamlessly display the experience, if necessary, and then guide the user into the flow they originally were in. By collaborating closely as a team, we could provide fallback solutions to our users.

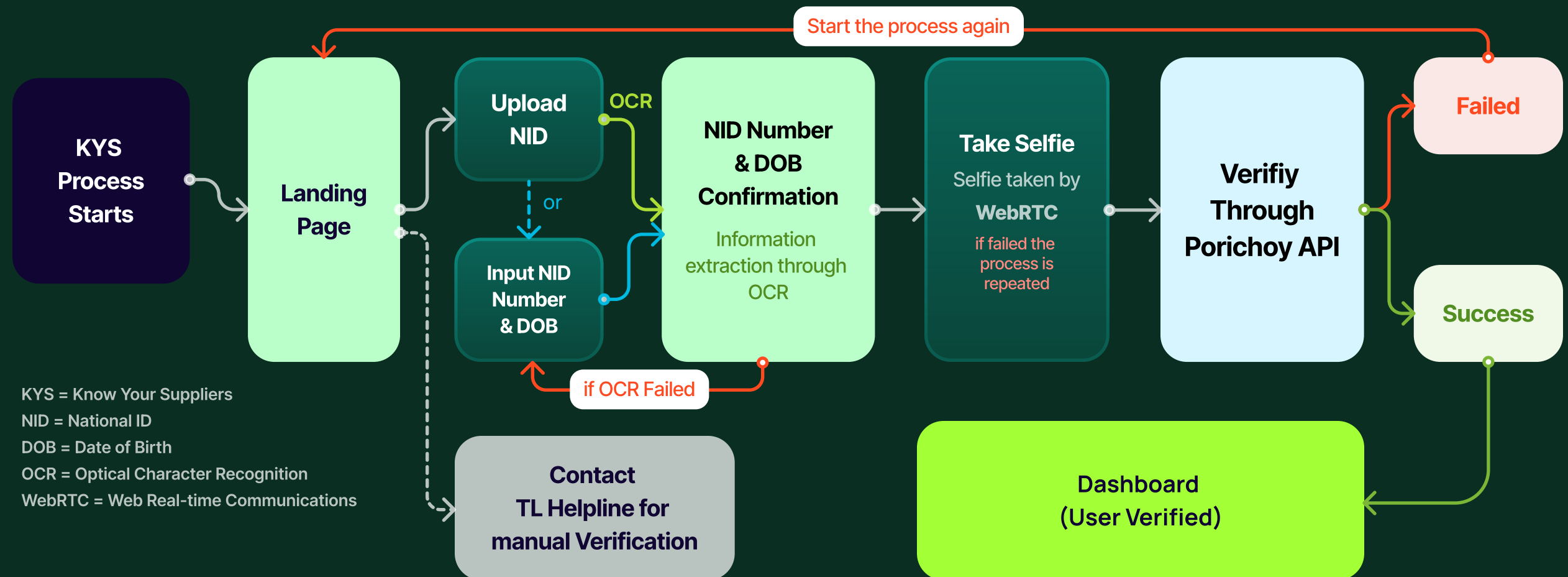
So, Truck Lagbe introduced KYS (Know Your Suppliers) programme. In this programme, Truck Lagbe will comply with its supply partners.

- Ensuring the in-person verification process, we had to implement OCR to collect the data from images and WebRTC to develop video liveness ID verification SDK.
- We also used API service from Porichoy.com (a government service) to verify our National ID.
- It is our concern to keep our customers happy.



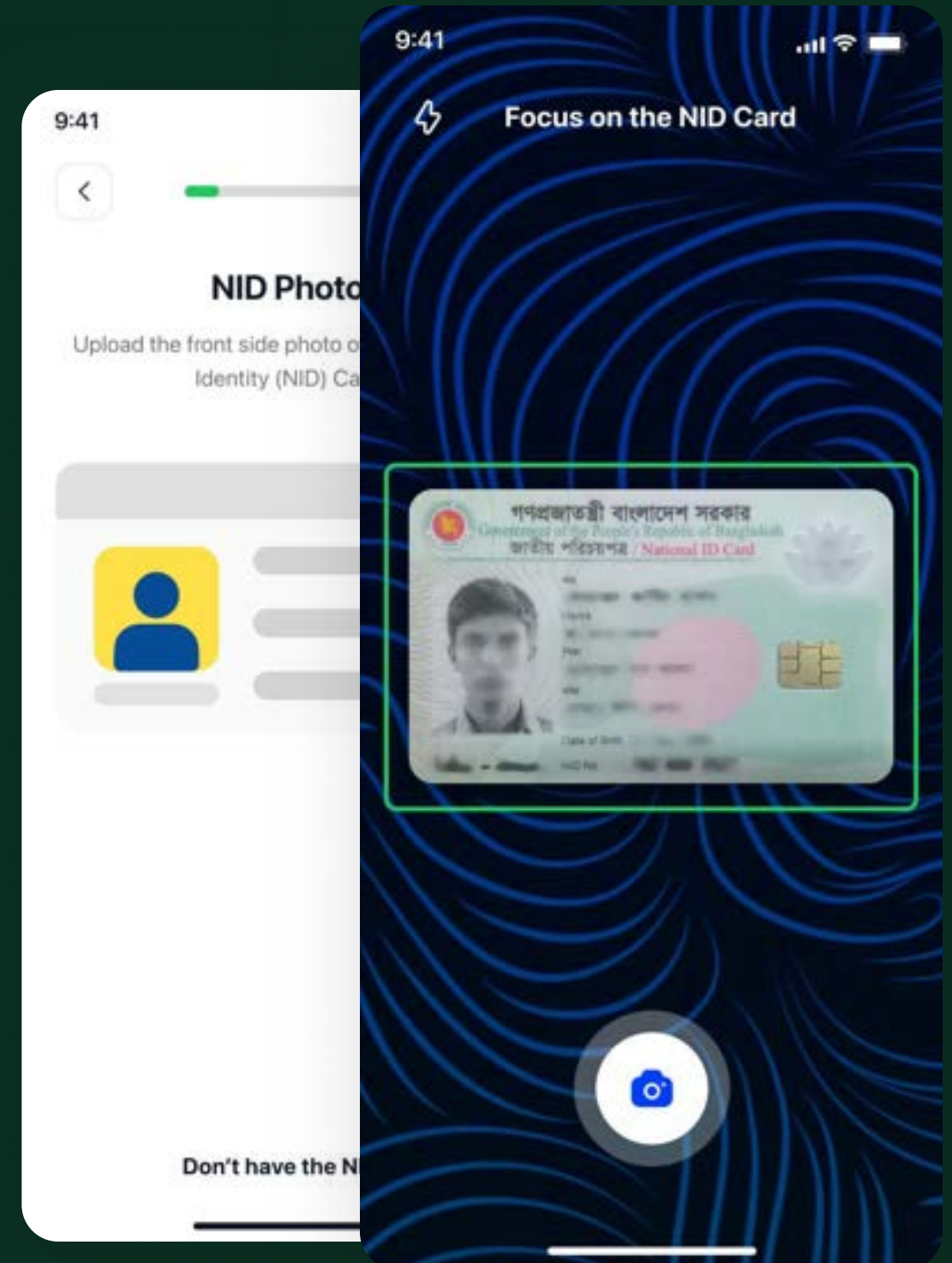
The KYS Process

We used a 3rd party Bangladesh Government authorised service through out the process.



Method 1: National ID Scan

In collecting and validating a National ID, we asked our users to upload a photo of the NID Front side. We provided an interface for taking a picture, and OCR helped us to collect necessary data from it. Then WebRTC enabled us to capture the selfie and validate the information from Porichoy API. If the NID was valid, the user was verified instantly.



Method 2: Manual Entry

Sometimes the users don't have the National ID physically. We provided an interface for entering National ID information, and then WebRTC will help them to take the selfie and validate the information from Porichoy API. If the document is the valid user gets verified instantly.

The image displays two overlapping mobile app screens. The background screen shows the 'Don't have NID' entry form, and the foreground screen shows the 'Confirm NID' confirmation screen.

Don't have NID Screen:

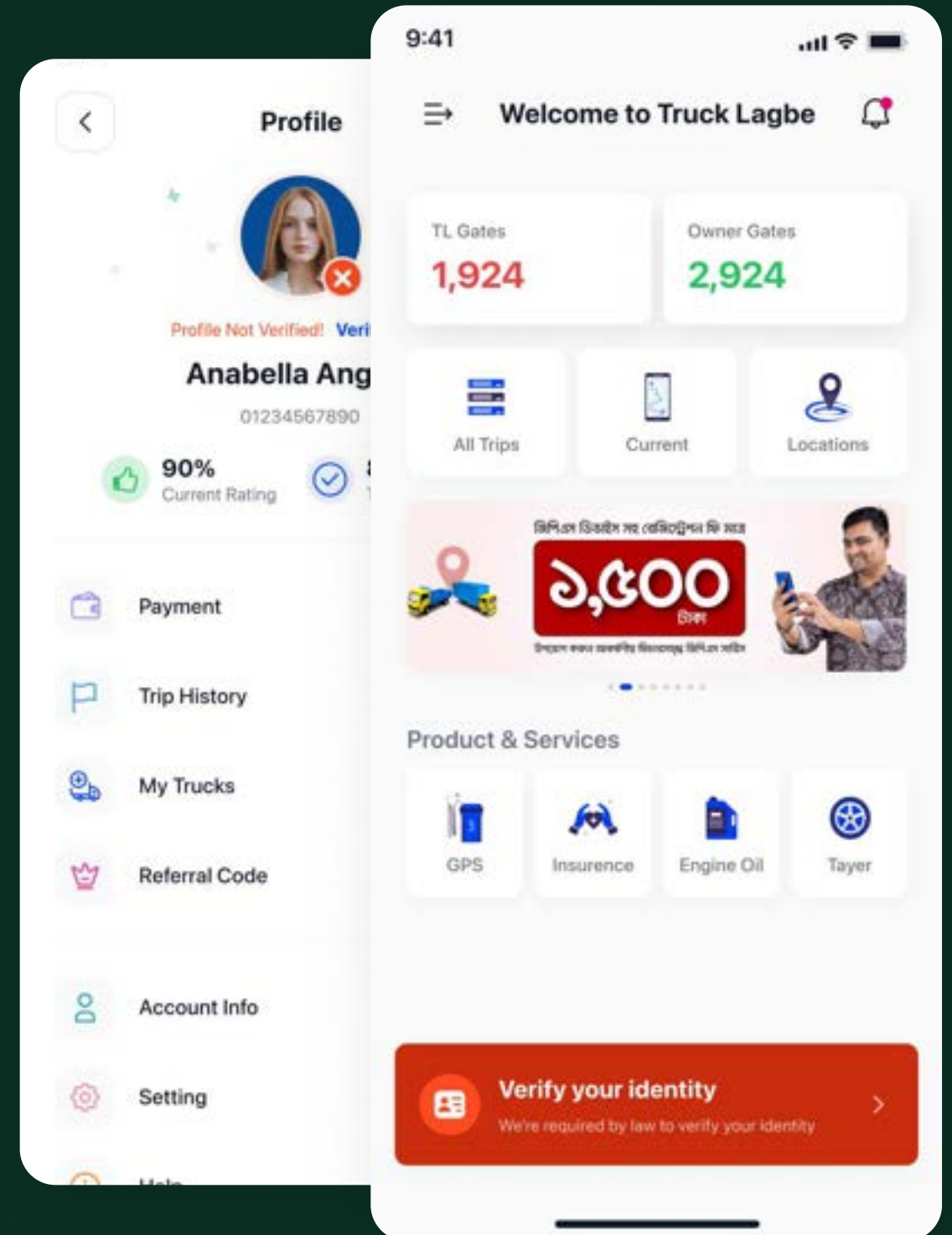
- Header: 9:41, signal, Wi-Fi, battery icons.
- Back arrow icon.
- Progress bar (green).
- Title: **Don't have NID**
- Text: Don't worry! Just enter your N (NID) number and date
- Input fields:
 - NID Number: 1234567089
 - Date of Birth: dd - mm - yyyy
- Next button (blue)
- I have NID! link

Confirm NID Screen:

- Header: 9:41, signal, Wi-Fi, battery icons.
- Back arrow icon.
- Progress bar (green).
- Title: **Confirm NID**
- Text: Please recheck your NID information for successful verification. If NID information is correct please proceed for taking selfie.
- Input fields:
 - NID Number: 1234567089
 - Date of Birth: 12/11/1992
- Take Selfie button (blue)

Method 3: Contact with Support

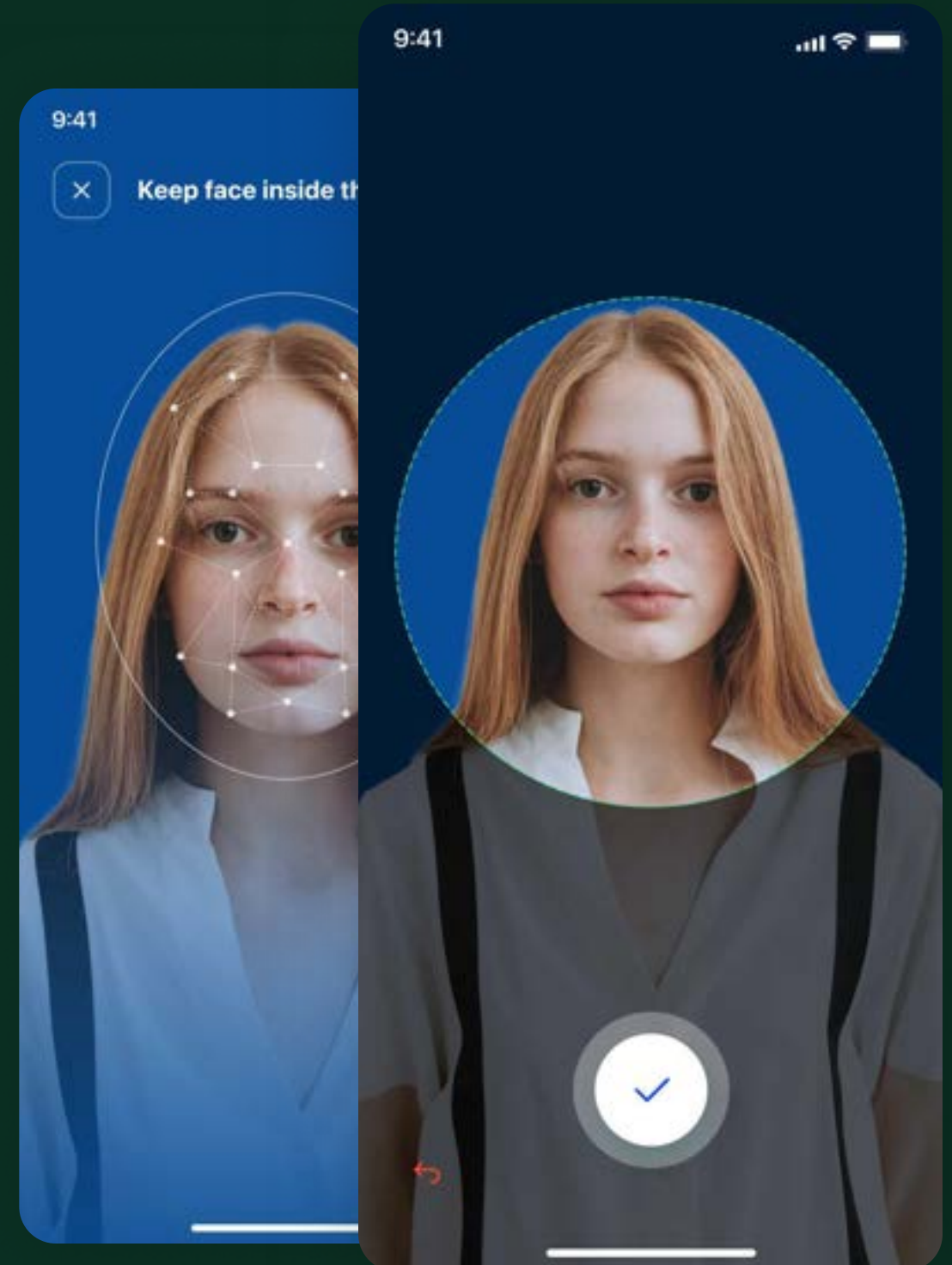
If the users don't have NID or access to the internet, they can visit TL Points to verify them manually. They can also call our TL Helpline to personalise help.



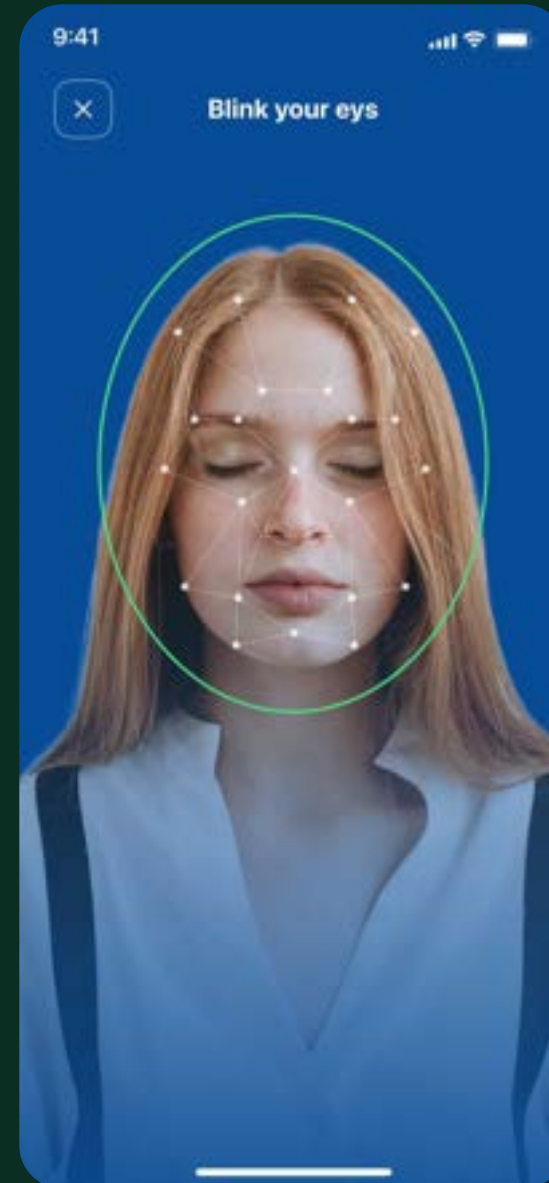
WebRTC for Taking Selfie

Our first use of WebRTC was designing for a Real-time selfie-capturing feature.

- We removed the ability to upload a selfie and replaced it with a video stream of a device's camera view. We could now get people to capture a selfie from the video stream.
- This feature was starting to get us closer to the native SDK experience, but we still knew we needed to be able to video record the stream to make fraud attempts harder.



WebRTC for Taking Selfie

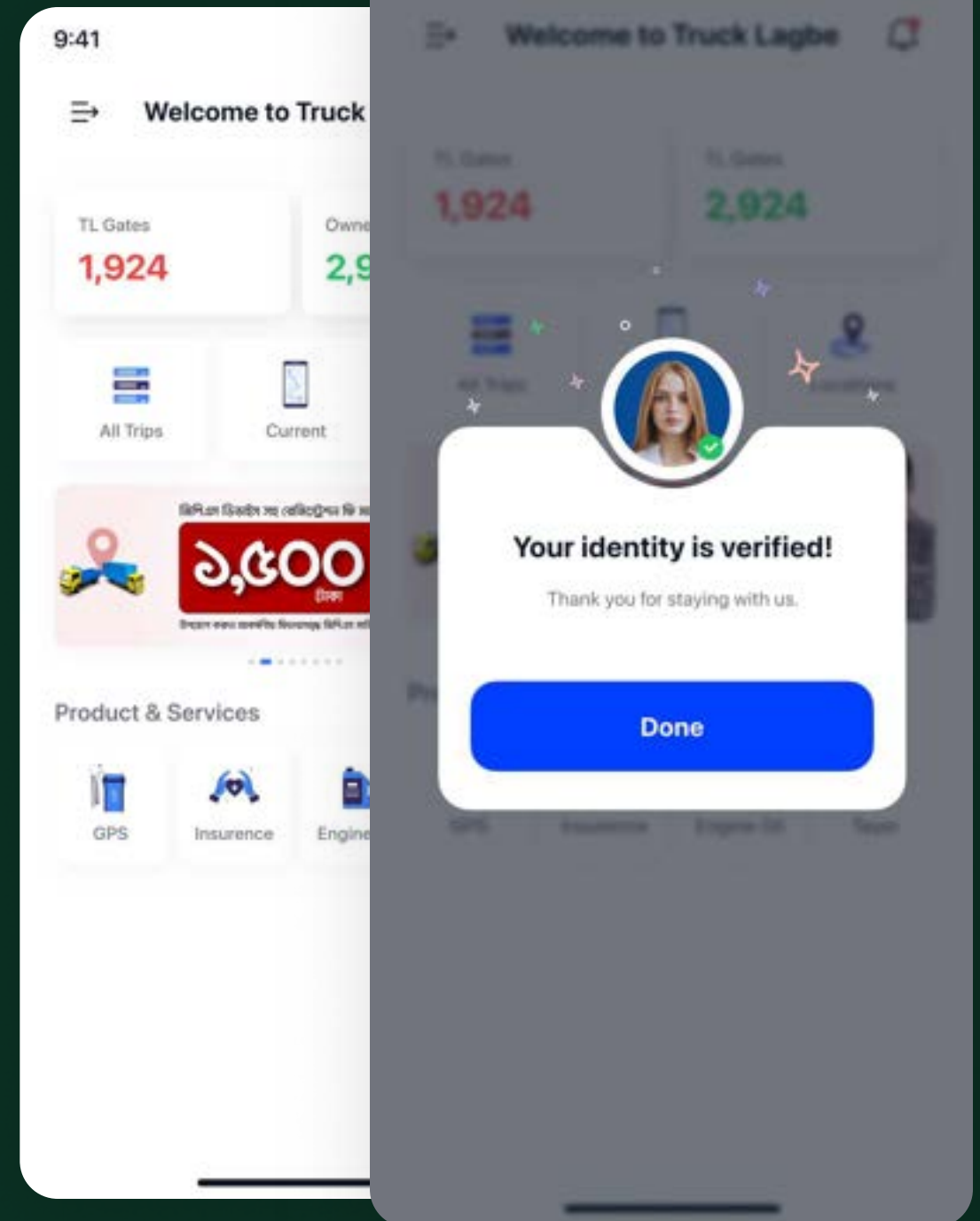


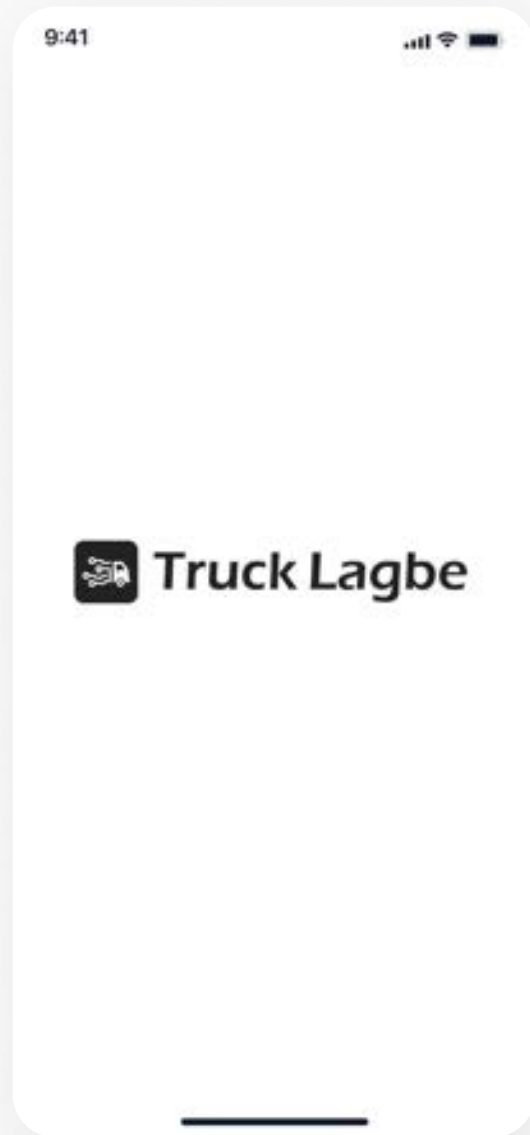
Impact

Identity Verified!

After following the KYS process, we have verified our valued supply partners. We followed the compliance rules of the Bangladesh Government. It helps to gain not only our customer's trust but as well as make our service more compliant. It also attracts more investors.

- KYS Programme helps us to **automate the verification process** and make our operations more efficient.
- We've automatically re-verified around **92% of our existing supply partners**.
- The **fraudulent cases** were **reduced to around 30%**.
- The **Trip Completion Rate (CR)** increased by **35%**.

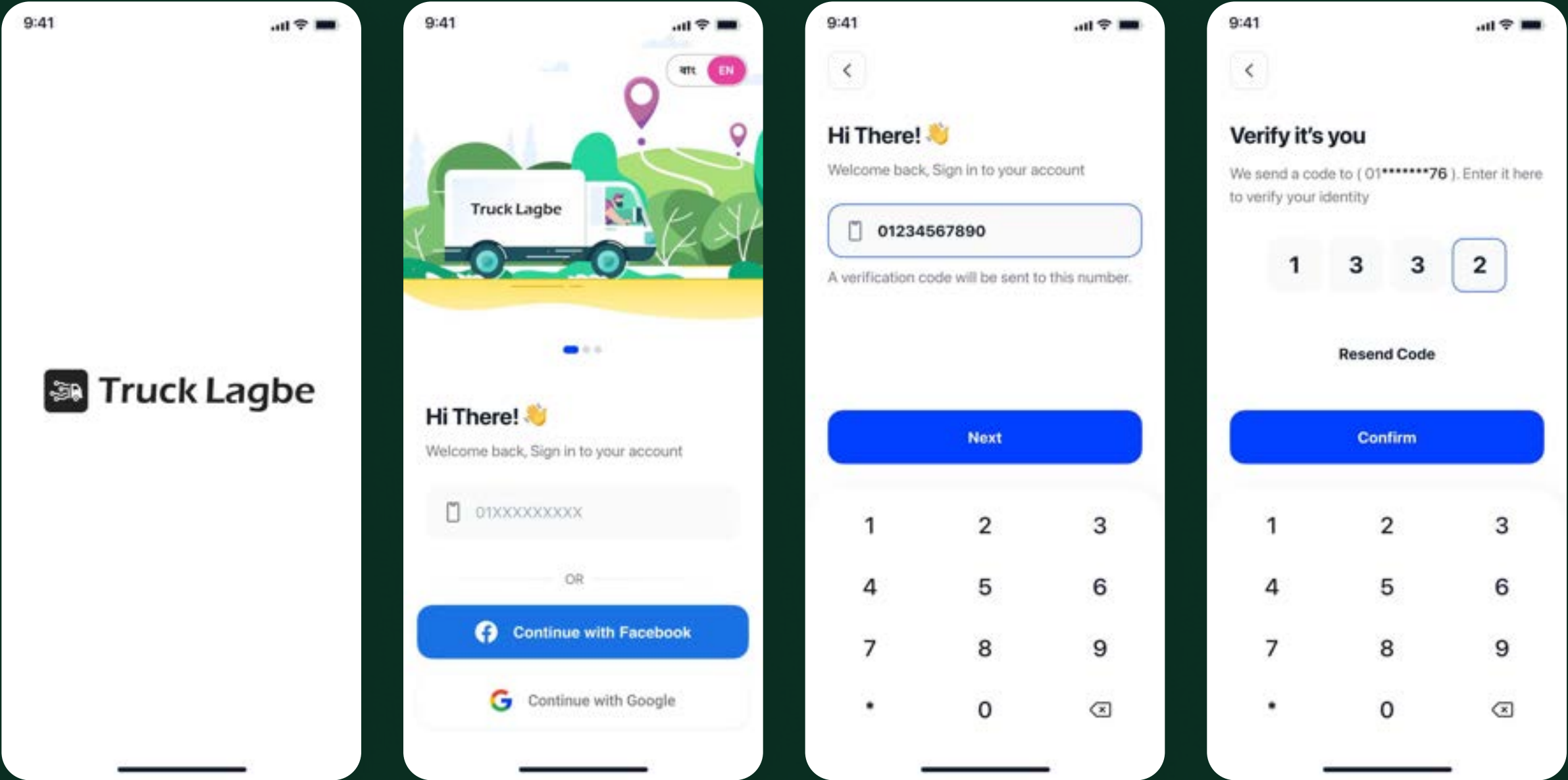




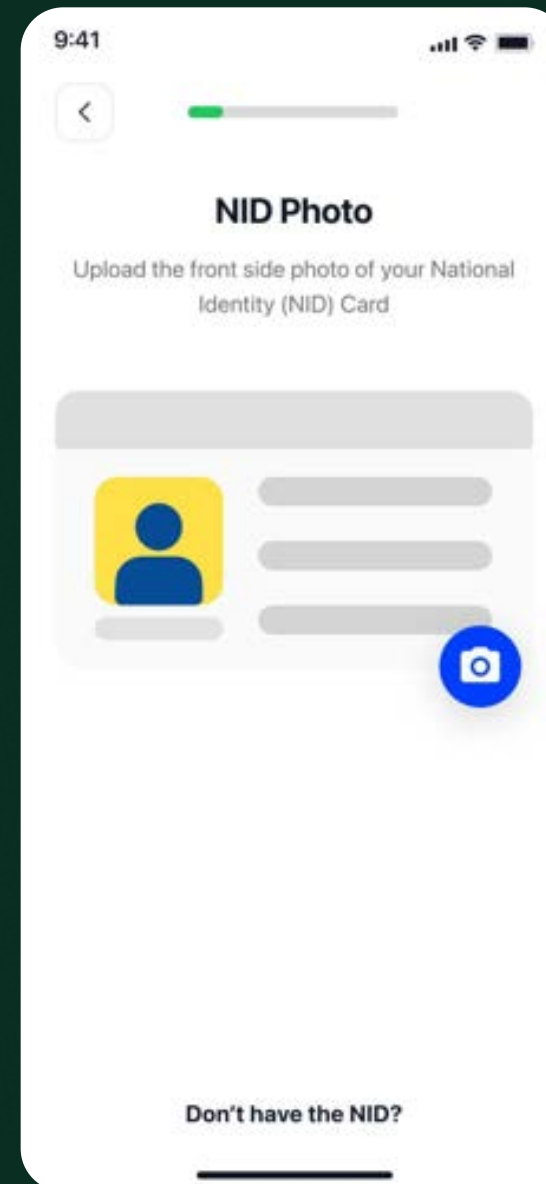
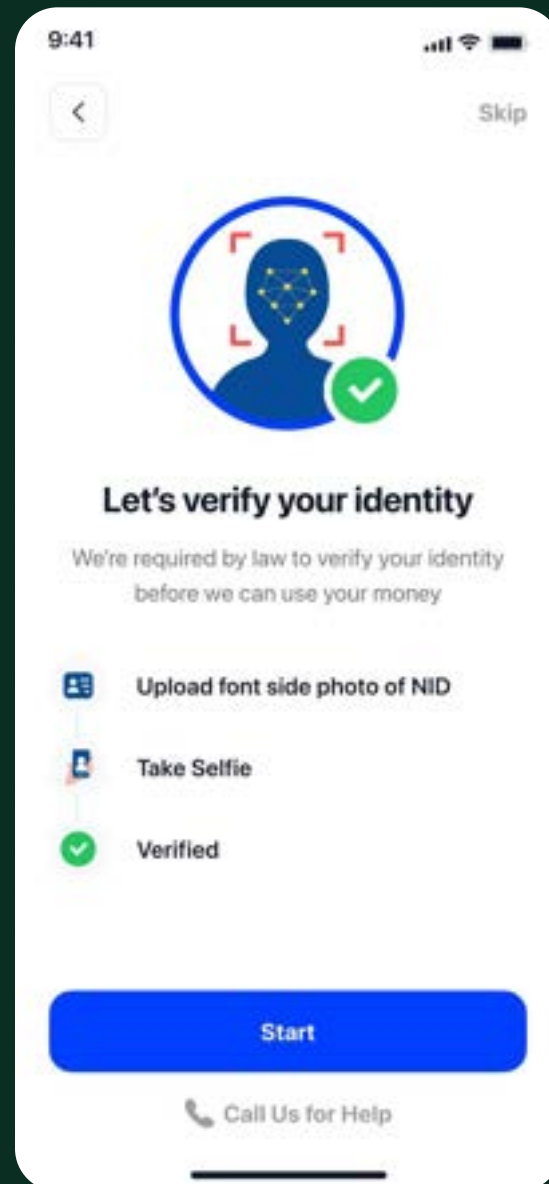
Design Prototype

[Click Here](#)

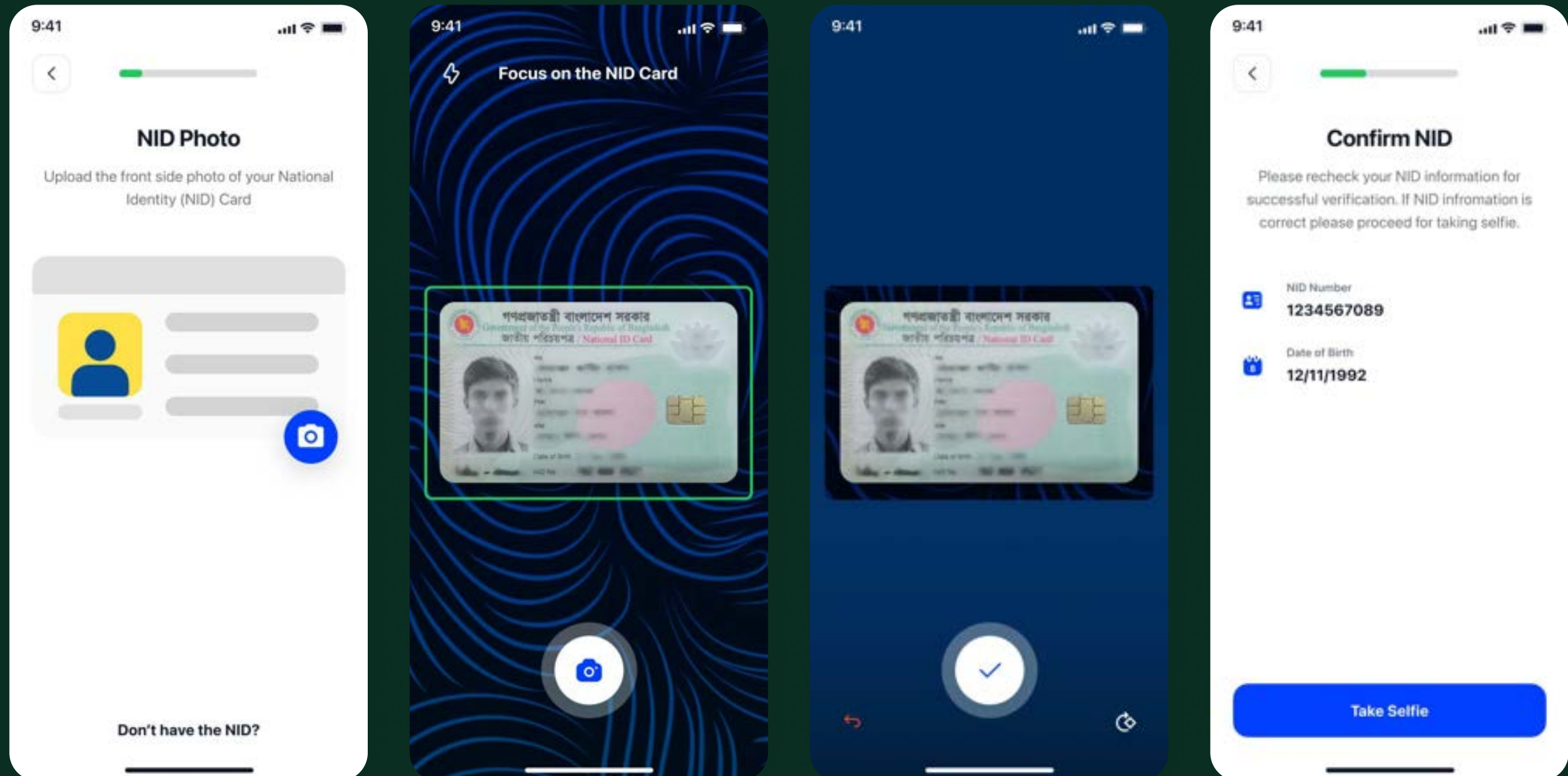
User Interface (login)



User Interface (Verification Process)



User Interface (Verification: Upload NID)



User Interface (Verification: Entry NID Info)

9:41

<

NID Photo

Upload the front side photo of your National Identity (NID) Card

Don't have the NID?

9:41

<

Don't have NID?

Don't worry! Just enter your National Identity (NID) number and date of birth.

1234567089

dd - mm - yyyy

Next

I have NID!

9:41

<

Confirm NID

Please recheck your NID information for successful verification. If NID information is correct please proceed for taking selfie.

NID Number
1234567089

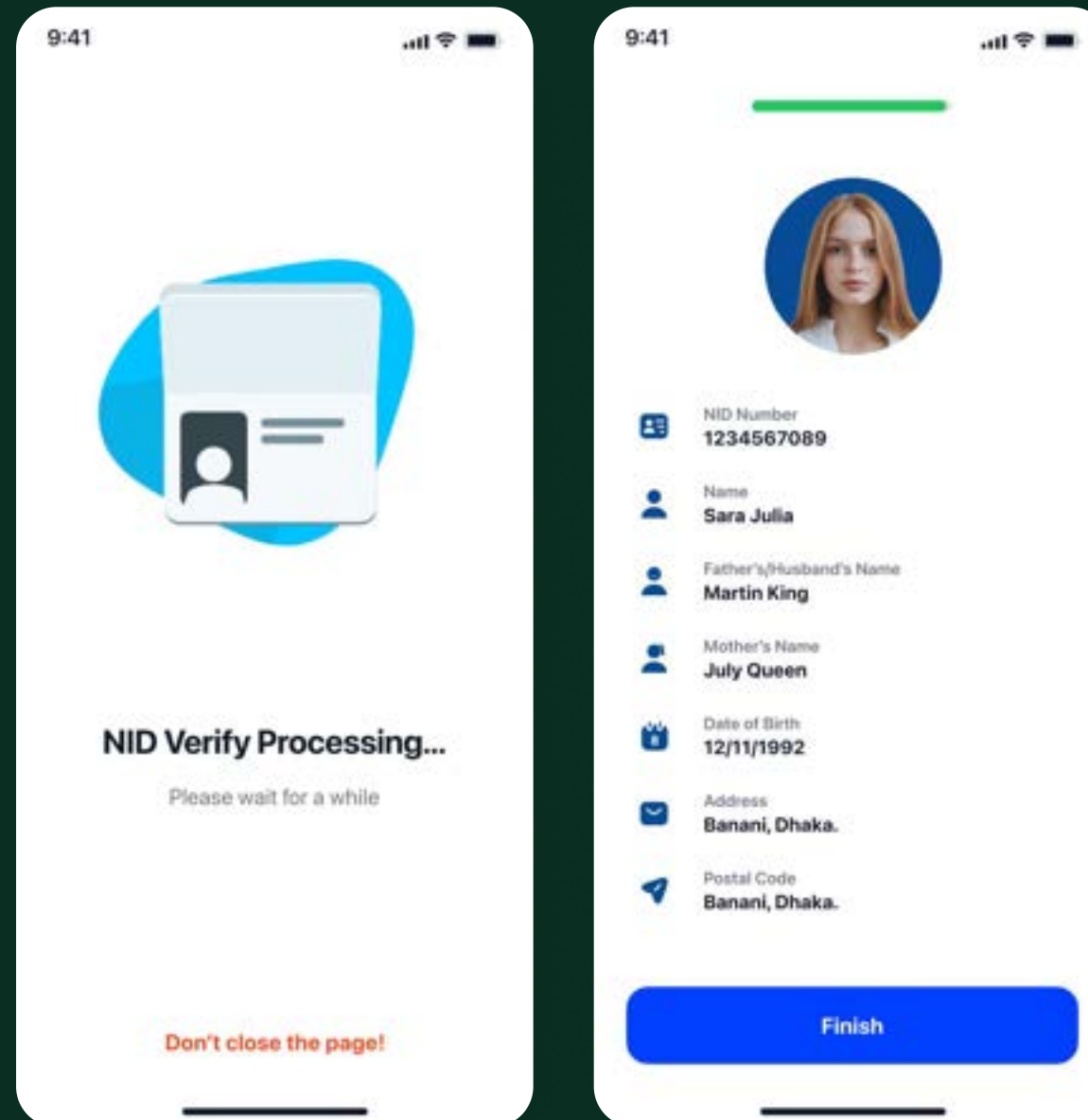
Date of Birth
12/11/1992

Take Selfie

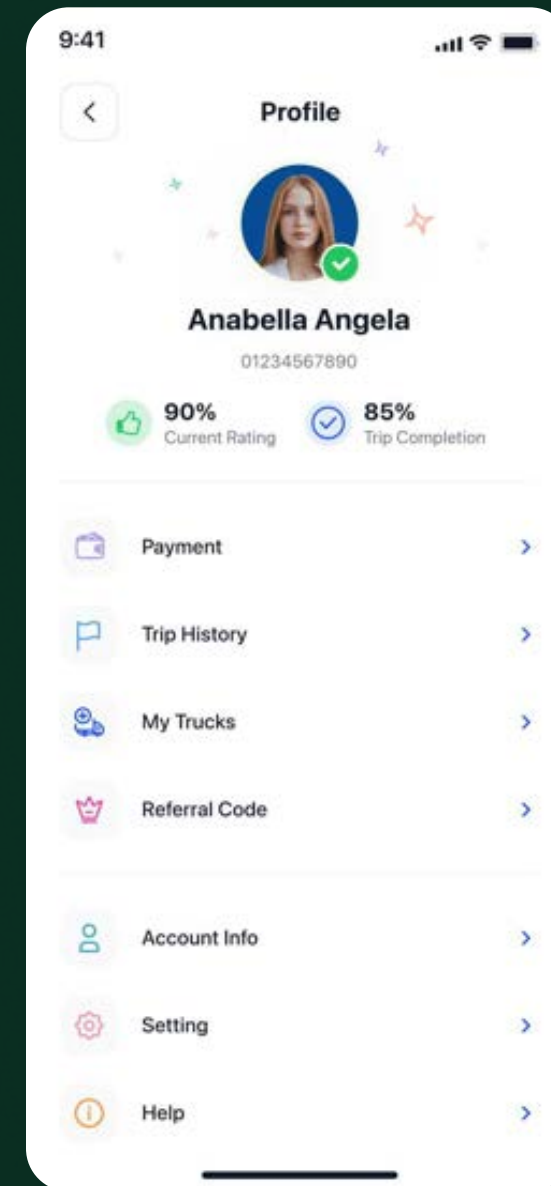
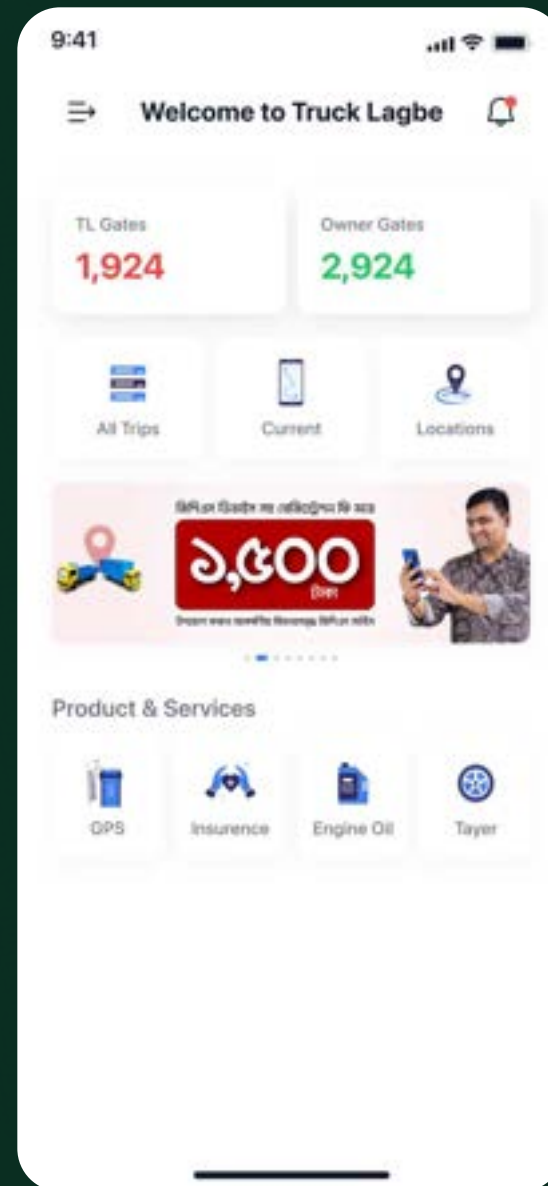
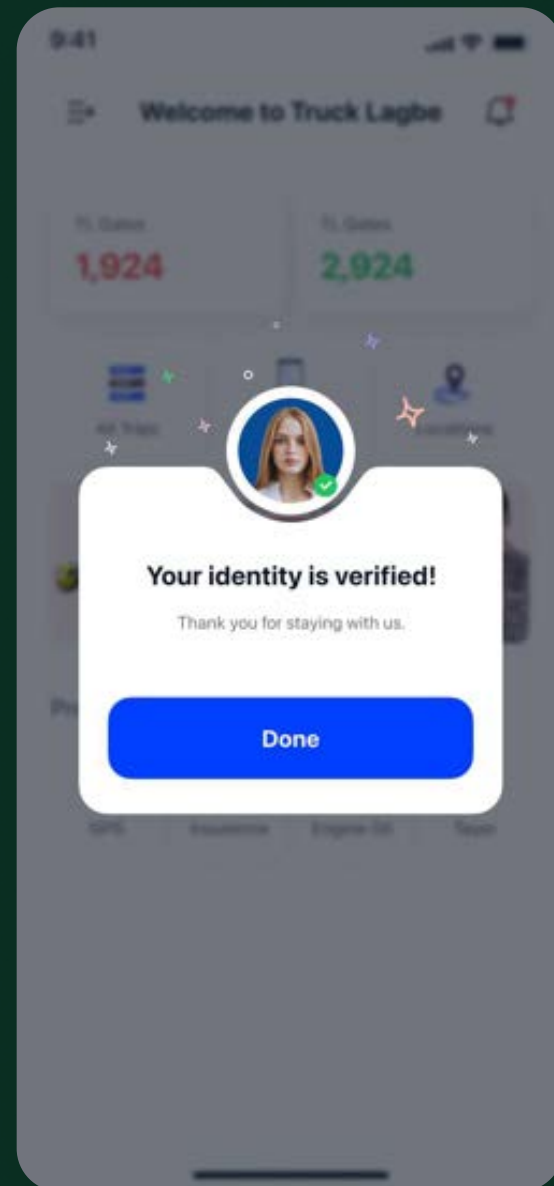
User Interface (Verification: Taking Selfie)



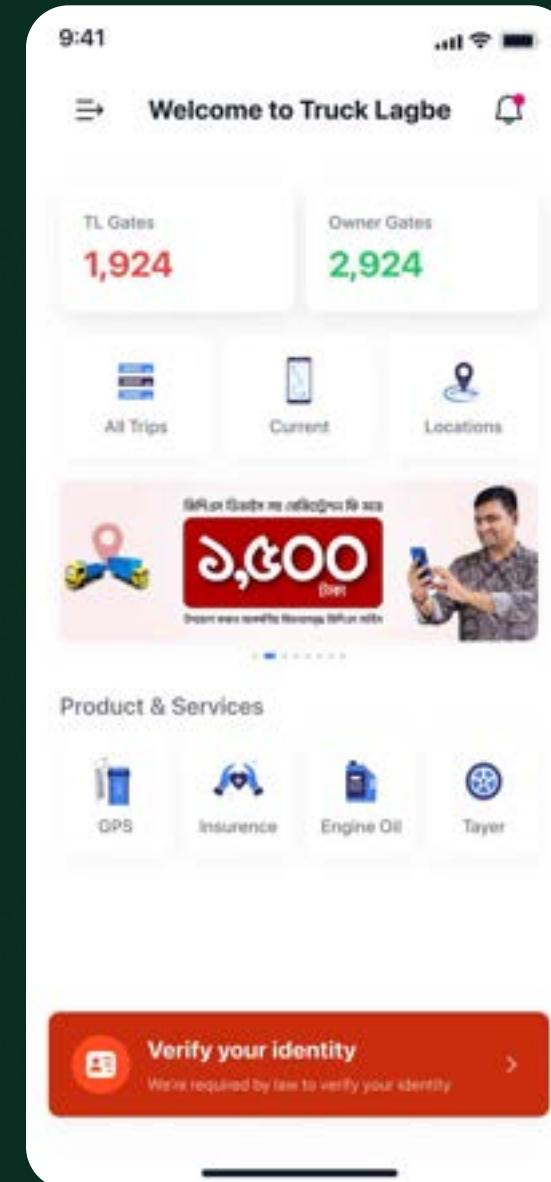
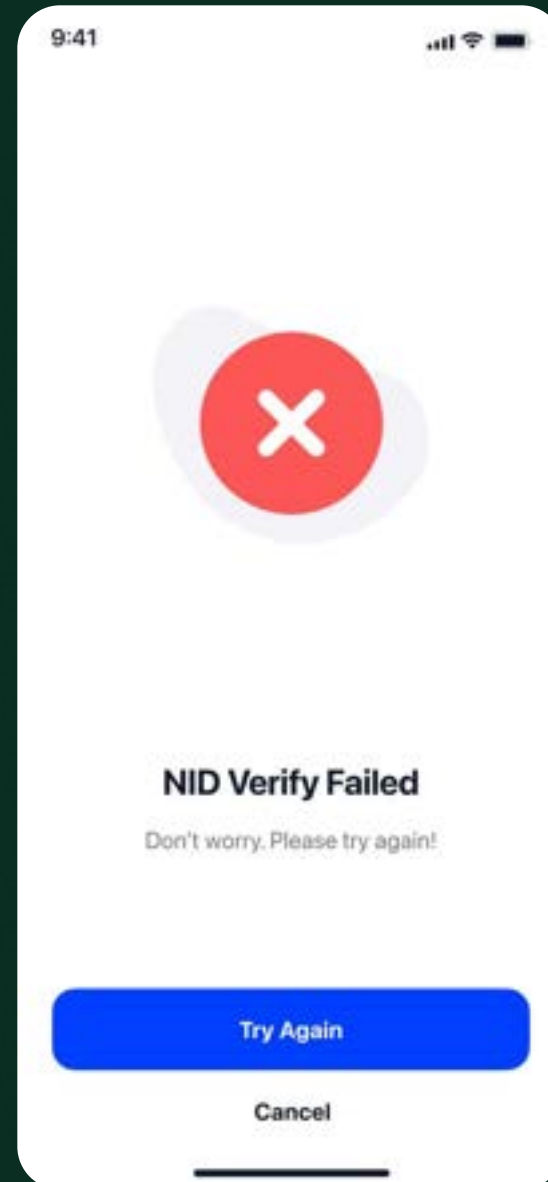
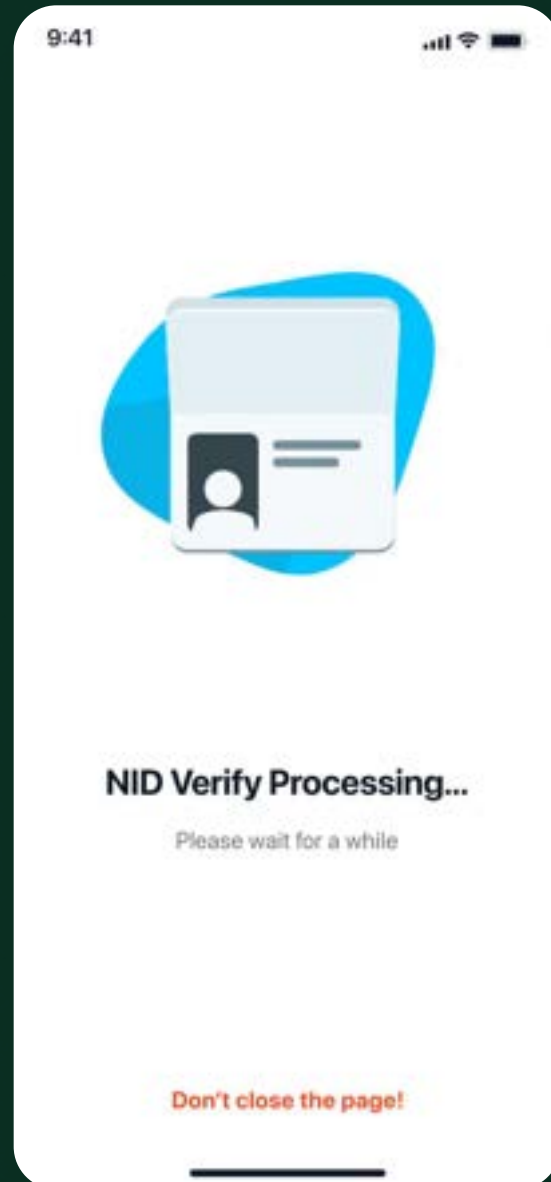
User Interface (Verification: Matching Info)



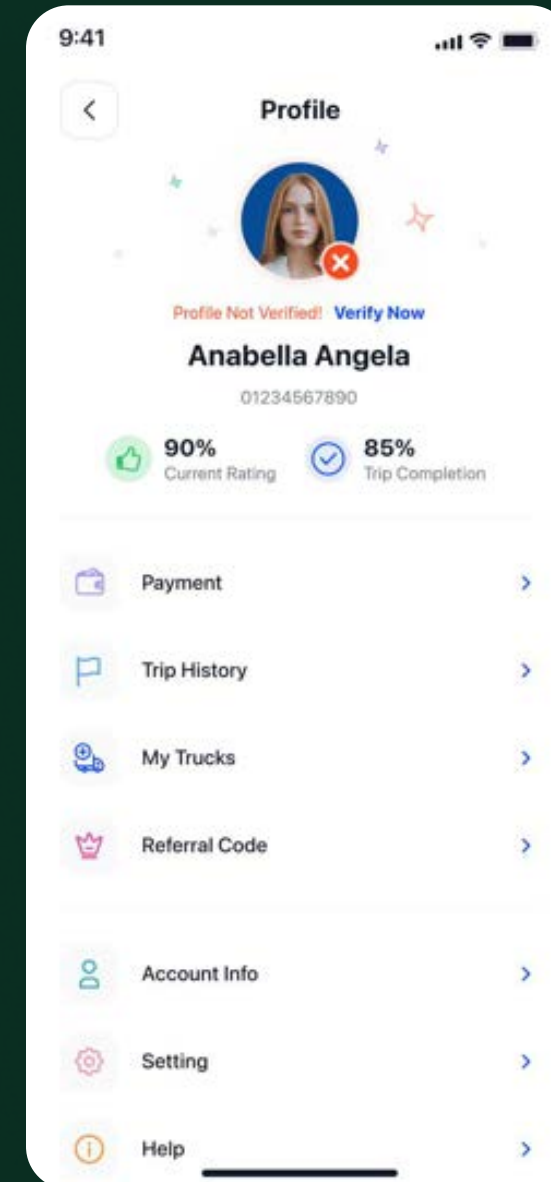
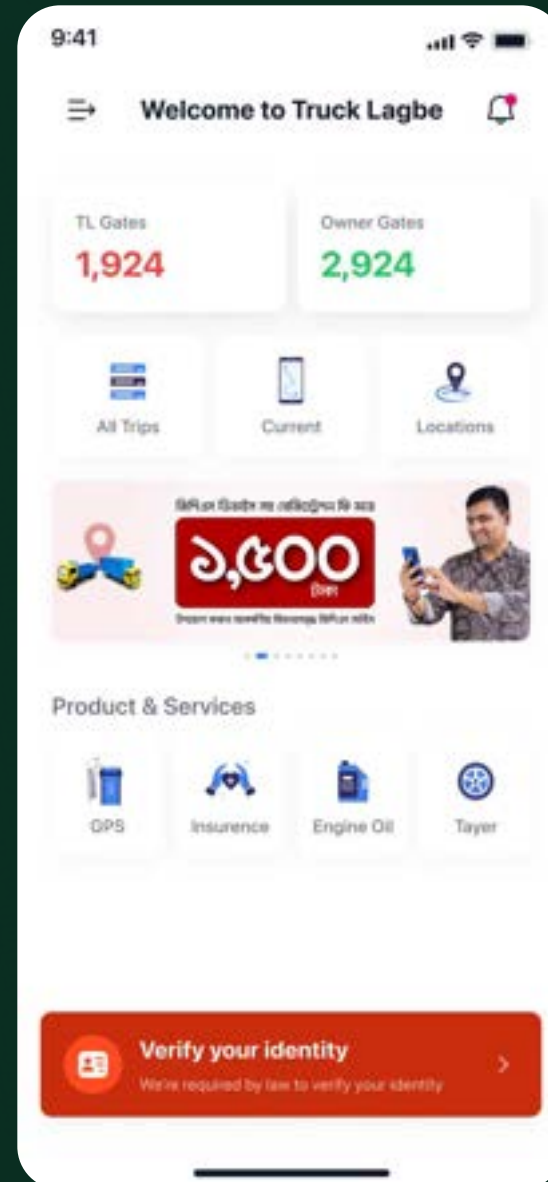
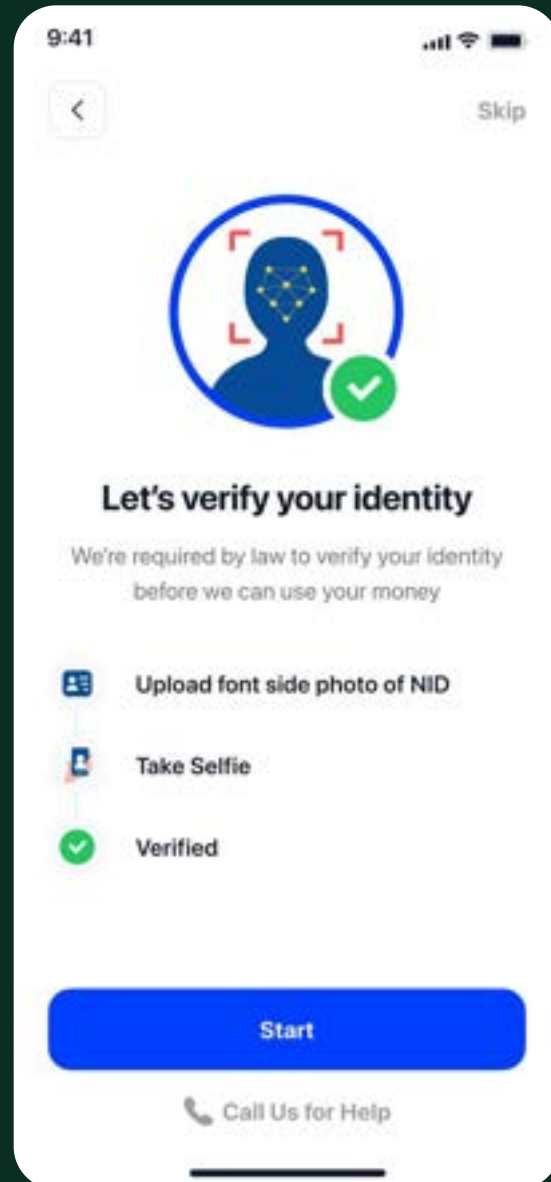
User Interface (Verification: Successful)

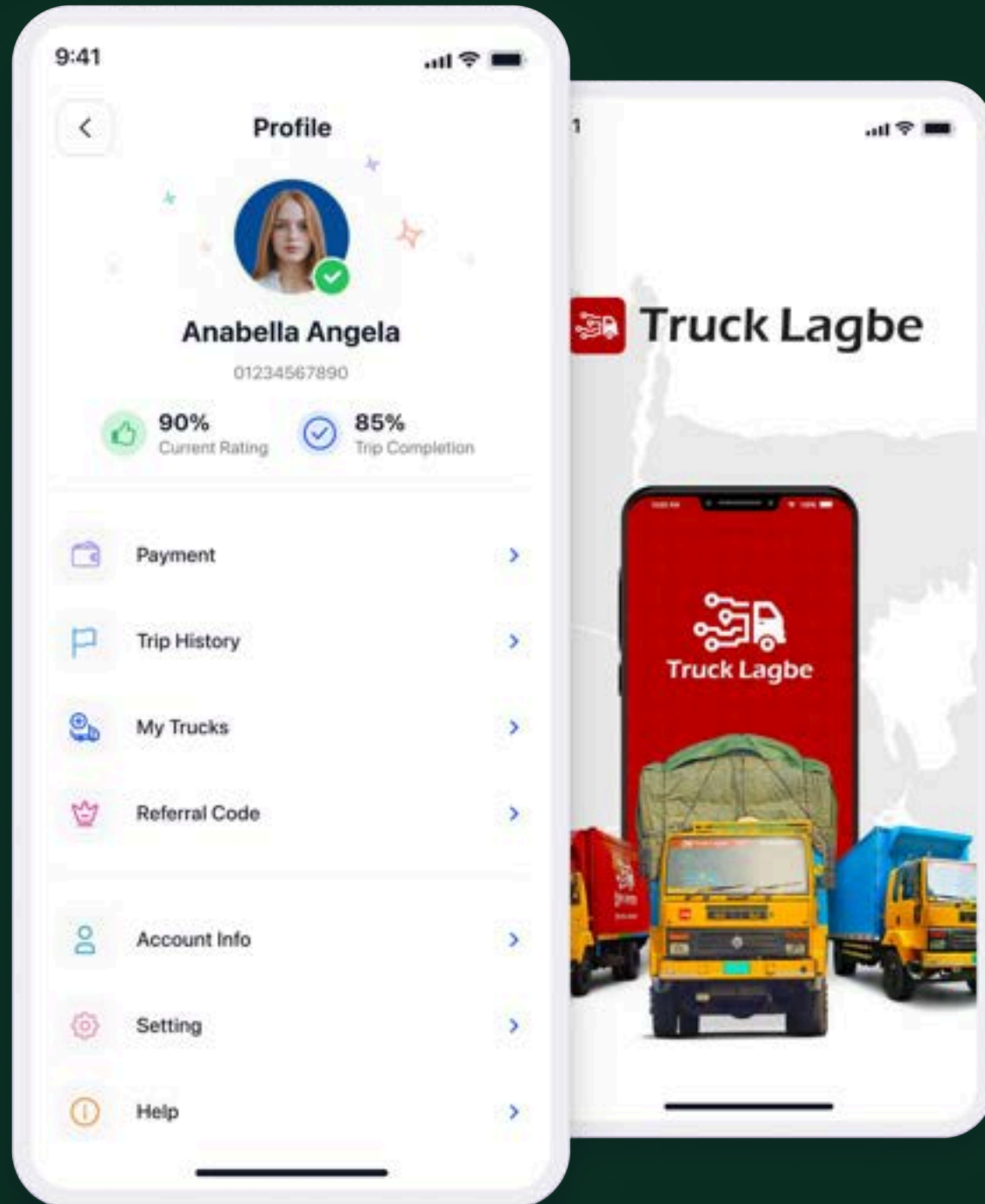


User Interface (Verification: Failed)



User Interface (skipped/ existing user)





Thank you

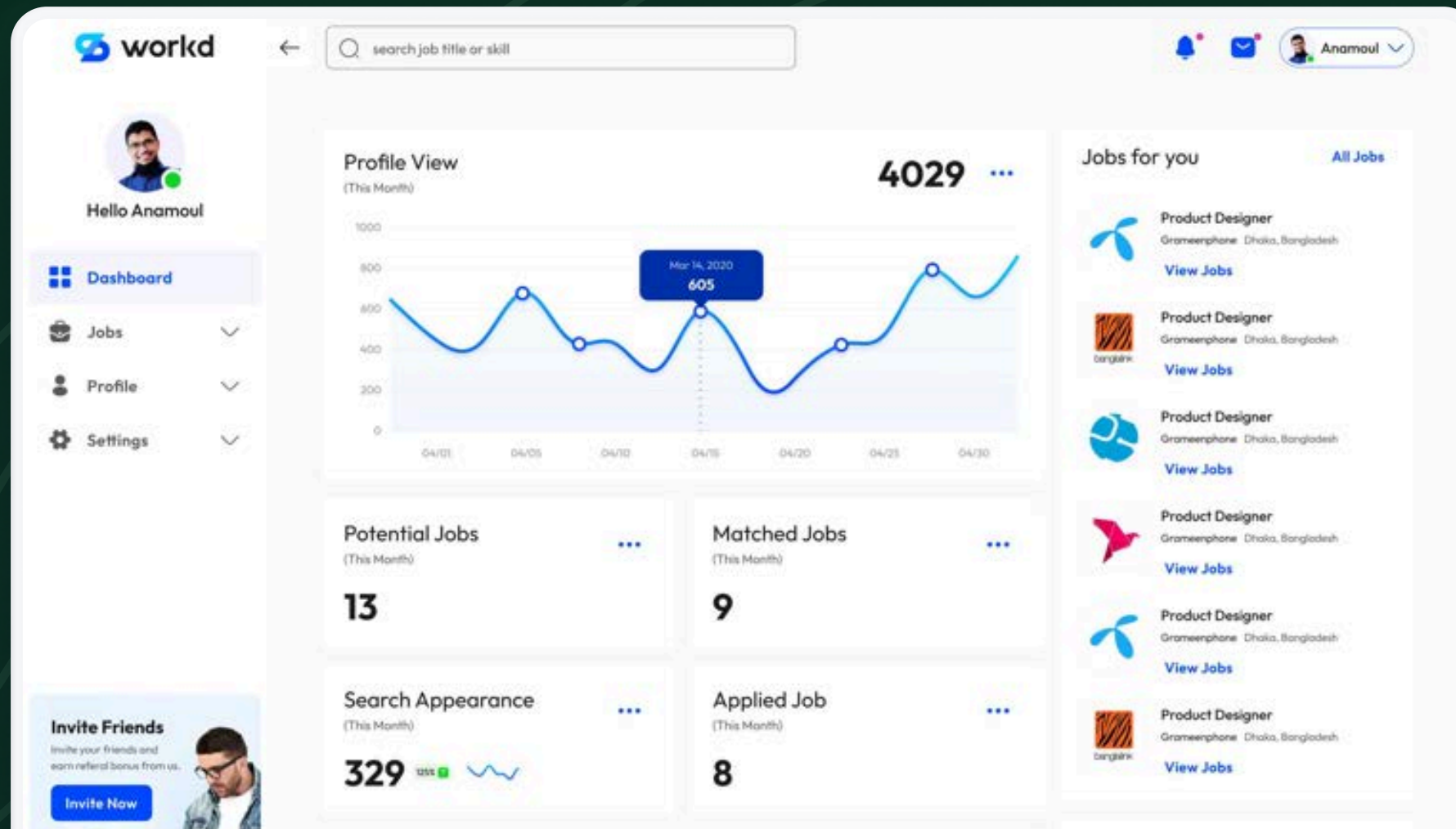
Feel free to reach me

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🌐 <https://anamoulrouf.com>



A Solution for the
Job Seekers to Connect with Opportunities...



Design Candidate Panel from Scratch

Project

Workd Candidate Panel

Timeline

March 2020 – May 2020

Platform

Web application.

Tools

Figma, FigJam, Notion.

My Role

UX Research, UI/UX Design.

Team Collaboration

Product, Marketing, and Tech.

Background

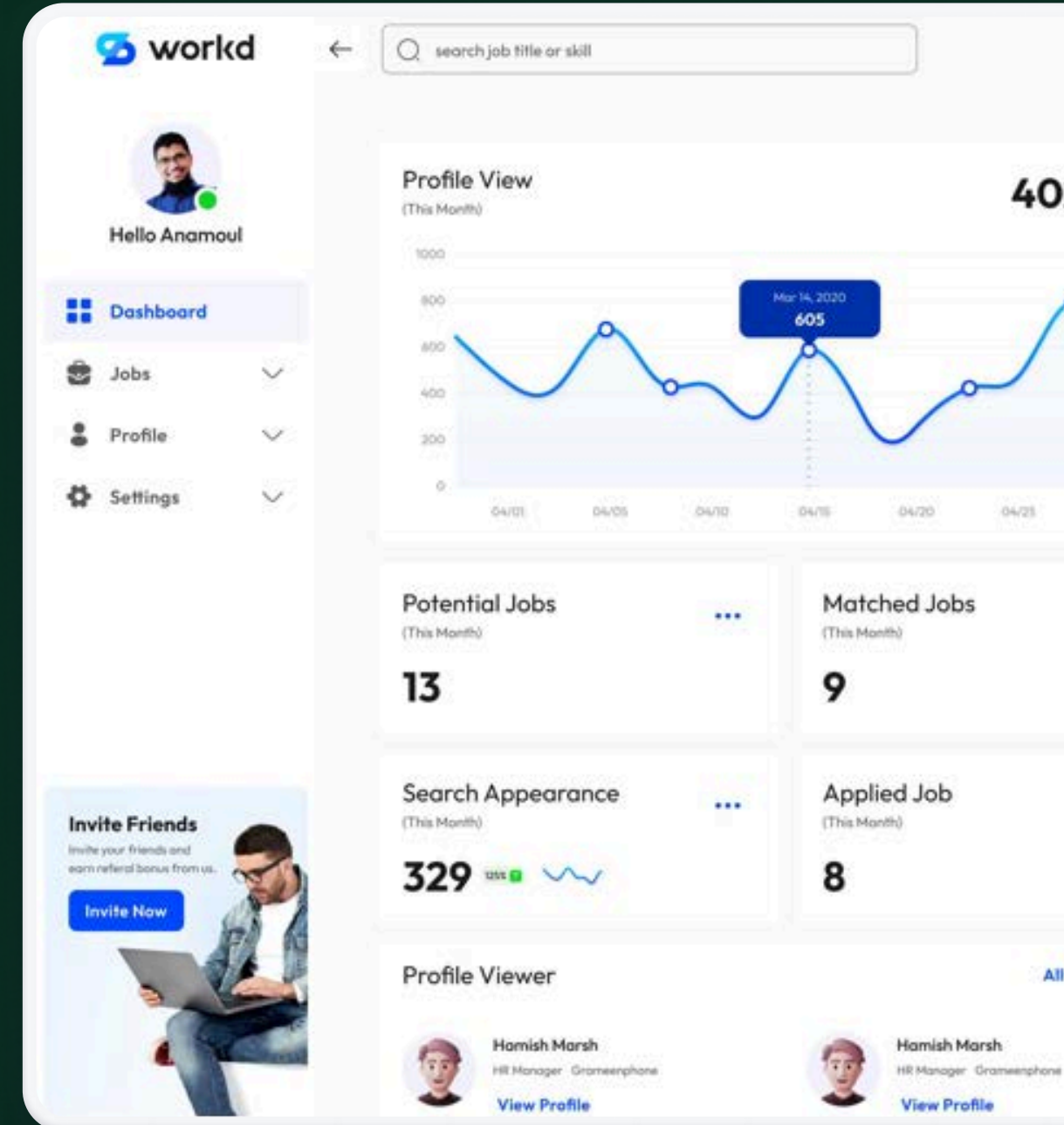
Workd is also a doorway to connecting job seekers with employers. Our main challenge is to design a portal that helps job seekers with career-changing opportunities.

Goal

- Design a conversion-friendly user flow.
- Get a more efficient, functional, and scalable job application process with more efficient, functional and scalable.

Outcome

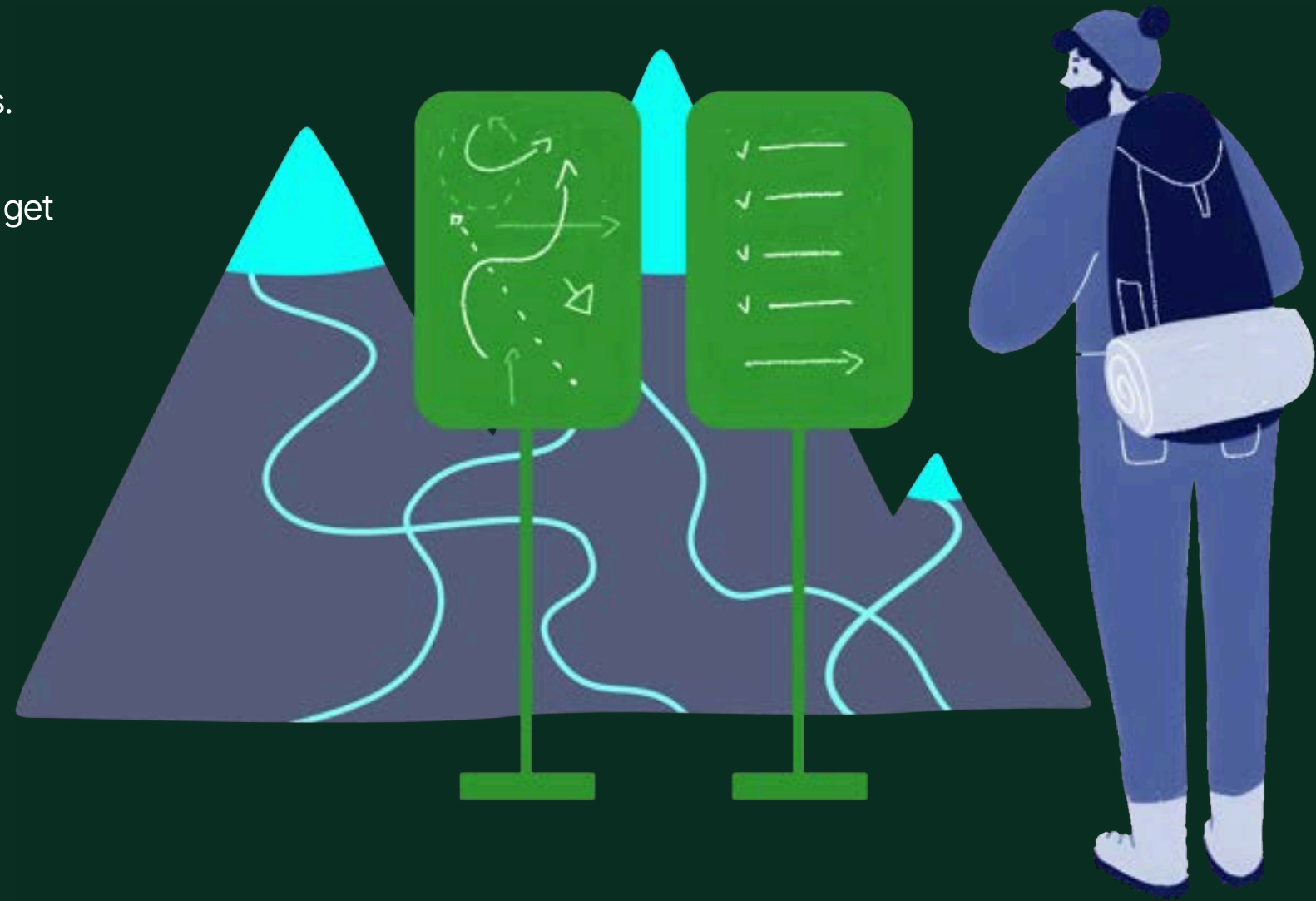
- The number job applications was increased by 45%.
- A job portal with more efficiency and functionality job search experience.



Design Challenge

Our main challenge was to design a portal for the candidates, where they can explore new opportunities, apply for them, and get hired by the employer.

- It has to be easily used by the non-tech people.
- Candidates can get new relevant job posts notifications.
- Candidates can get connected with the employer.
- Candidates can go through the hiring process and also get hired by the employer.

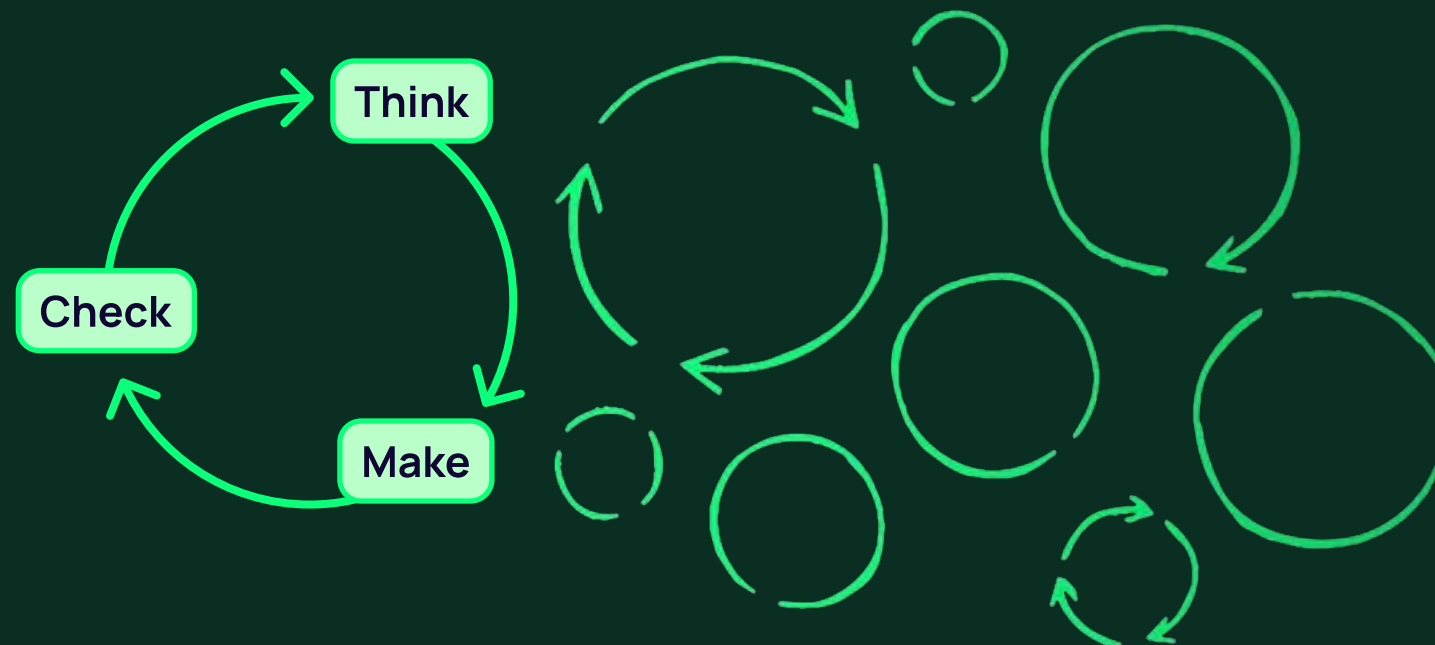


The UX Process

When we have minimal time and resources, selecting an efficient, sustainable, and flexible design process is always challenging. I have chosen the approach to the Lean UX process. It is an iterative process with three simple steps.

- Think
- Make
- Check

and keep repeating the steps.



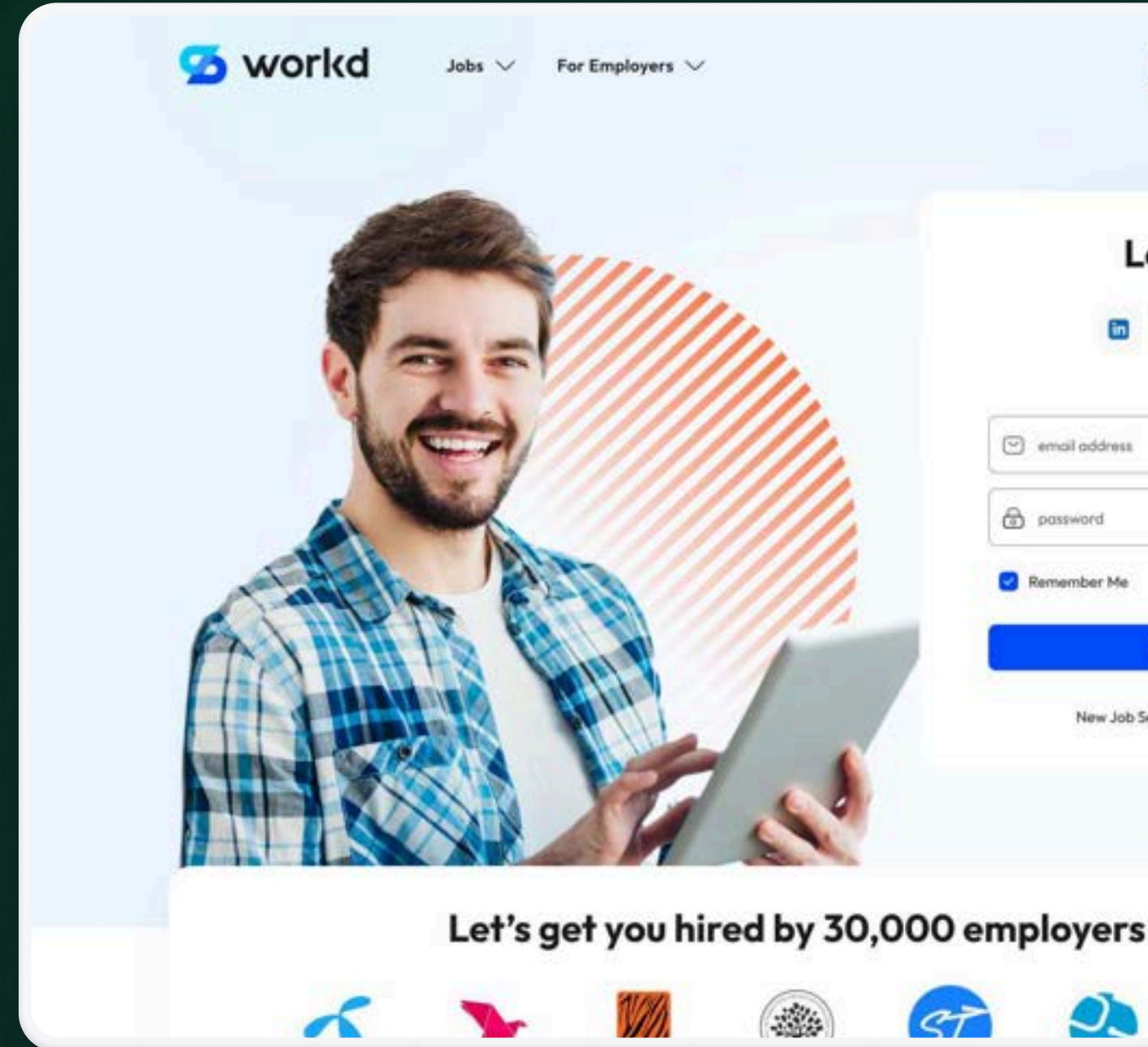
The Discovery

The discovery phase was a quick, high-intensity effort that allowed us to -

- Define project goals and milestones
- Audit the existing process faults
- Review the existing solutions by other similar products
- Understand business visions
- Empathize the users' needs, behaviors, and pain-points
- Understand technological feasibility and constraints.

Here are three considerations that help me to understand and prioritize the issues.

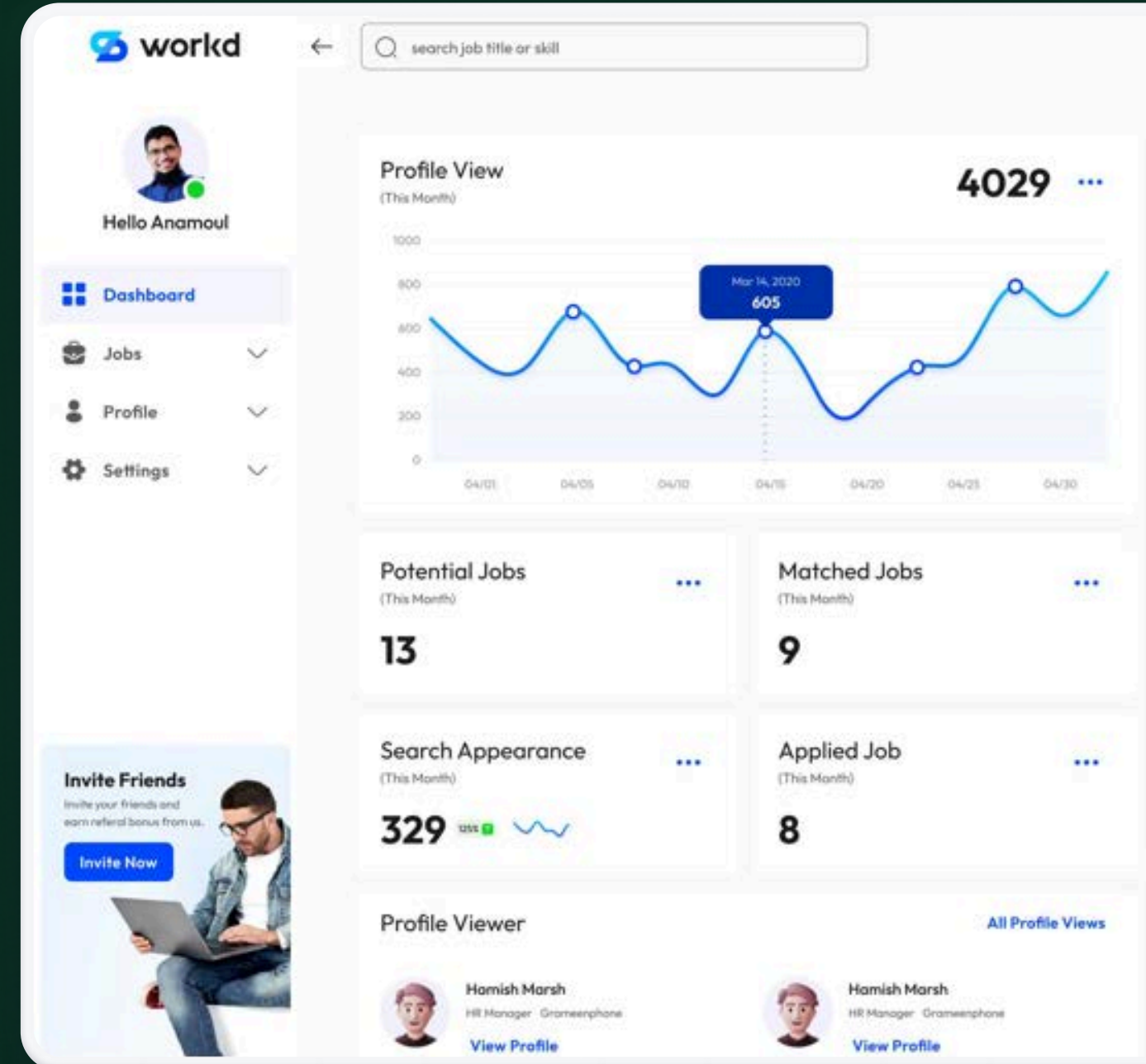
- How satisfying is the solution for users?
- How well is this solution for users' problem solving and also good for business?
- How challenging would it be to build from the technical feasibilities and limitations?



The Findings

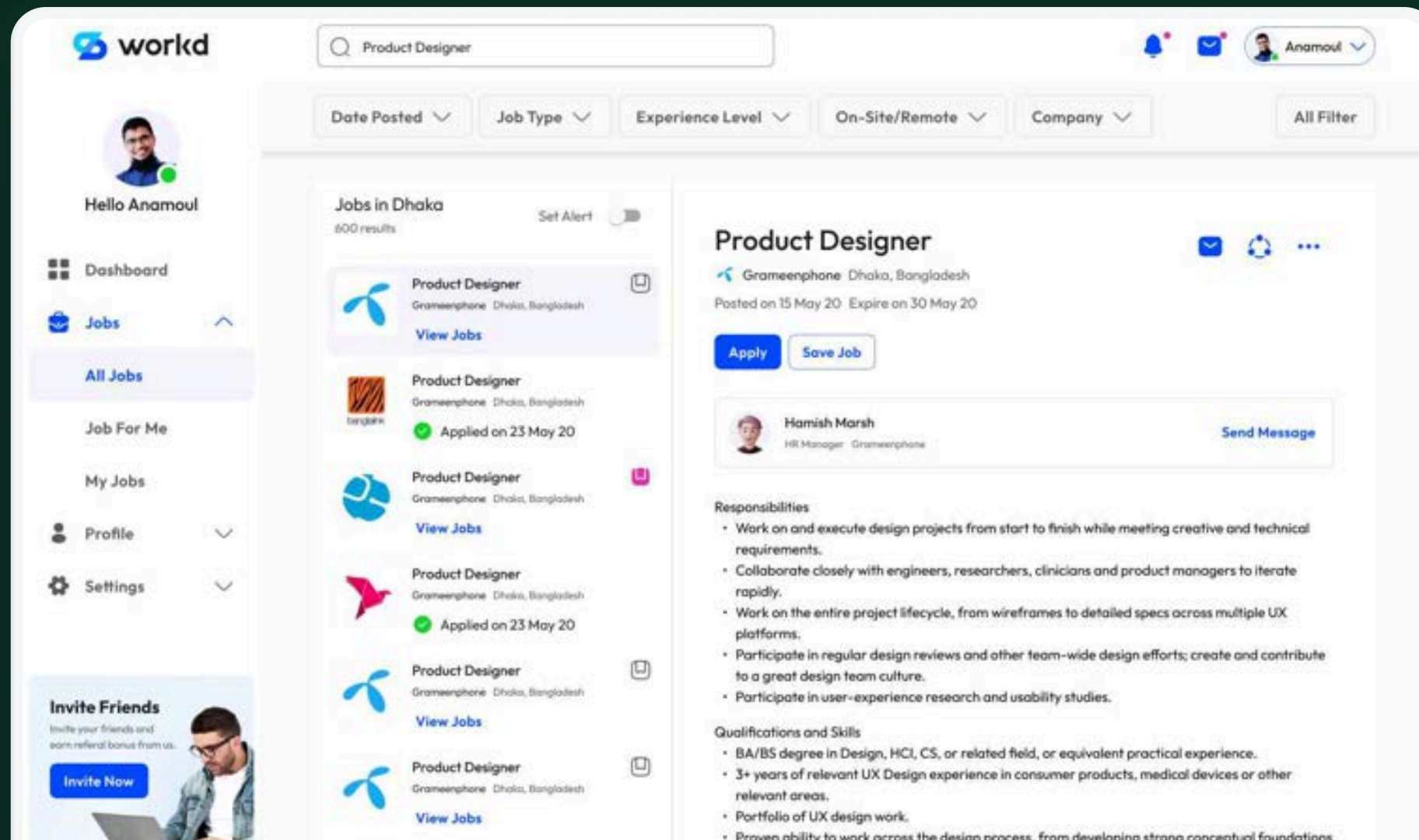
We have sessions with 10 job seekers and 3 employers. We also had brainstorming discussion sessions with our internal cross-functional team members. So what we found-

- The job seekers used different platforms to apply for jobs but 75-80% time they don't get a response.
- It is a hassle to fill up a lot of input fields when applying for a job.
- Uploading relevant attachments is time-consuming and very hassling for low-speed internet connectivity.
- It is hard to reach the hiring team or company and also get informed on the hiring process.
- The employers get the applications from different platforms and 80-85% time they get irrelevant candidates.
- It hassles to sort out and organize the best candidates from a huge number of applicants. Also, automate the hiring process.



The Competitive Analysis

I analyzed BDJobs, LinkedIn, Glassdoor, Indeed, and other popular hiring platforms. I analyzed their user journey flows, job application process and the hiring process.



Information Architecture

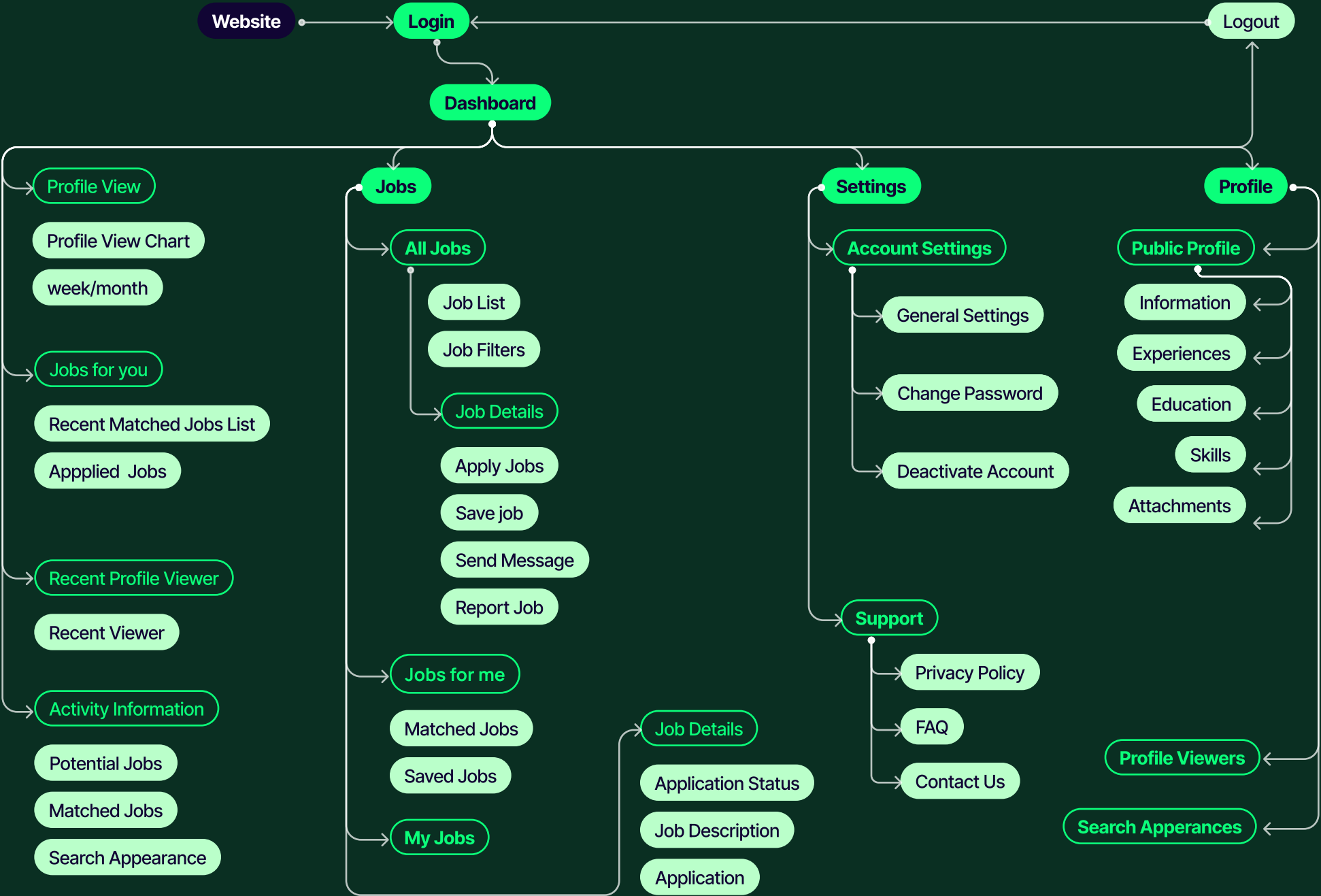
Journey

Navigation

Tabs/Pages

Main Screen

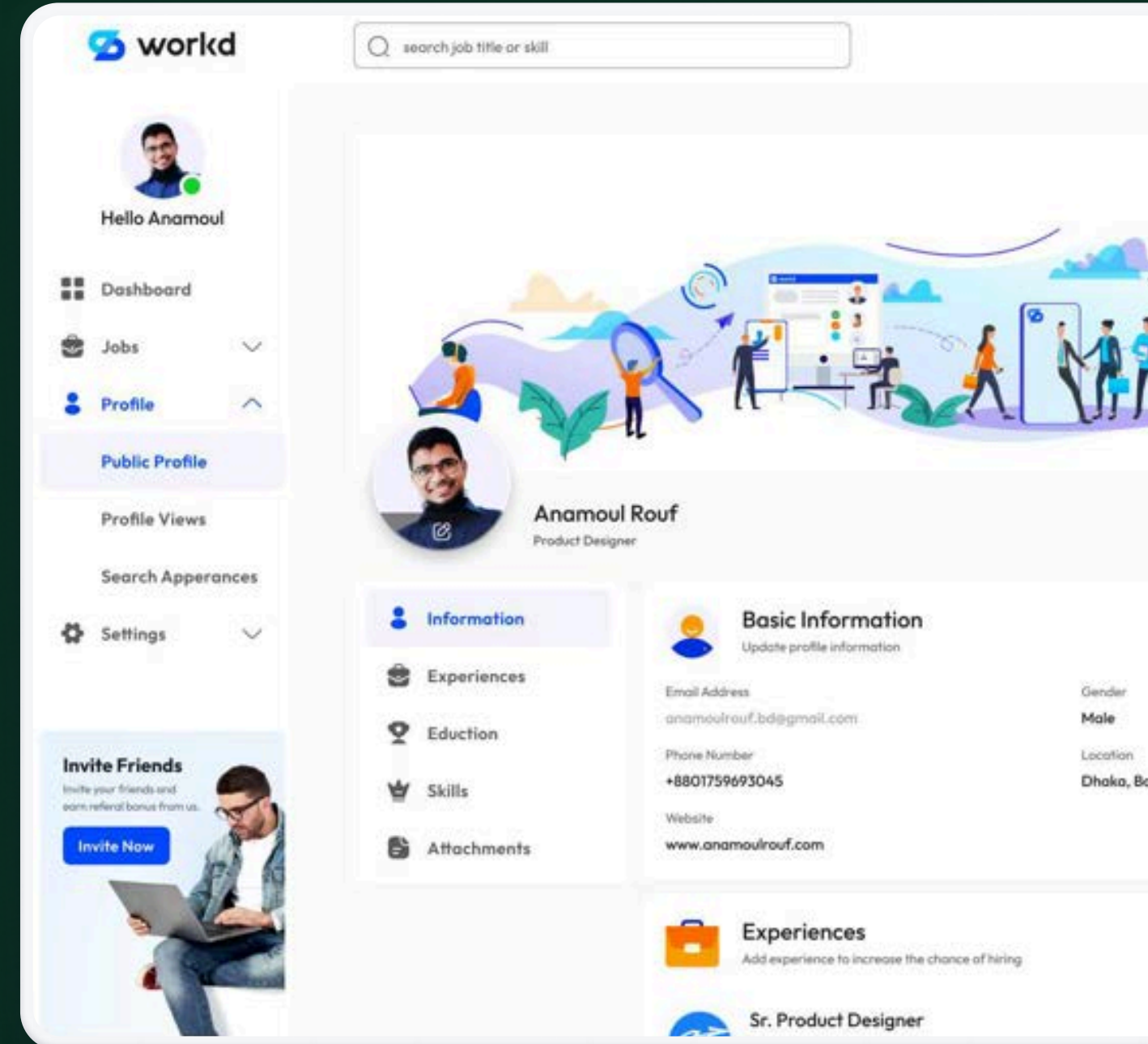
Sub Screen



Sketchs, Wireframing and Testing

The following steps were to sketch wireframes based on the user flow maps and built the flow and low-fidelity prototype for a series of testing sessions.

- Creating wireframes helped me to visualize the ideas and gave us the basic structure for how users would use the app.
- When creating these wireframes, we kept the user needs from the earlier findings and research in mind.
- I have done several testing sessions with a close group of users.

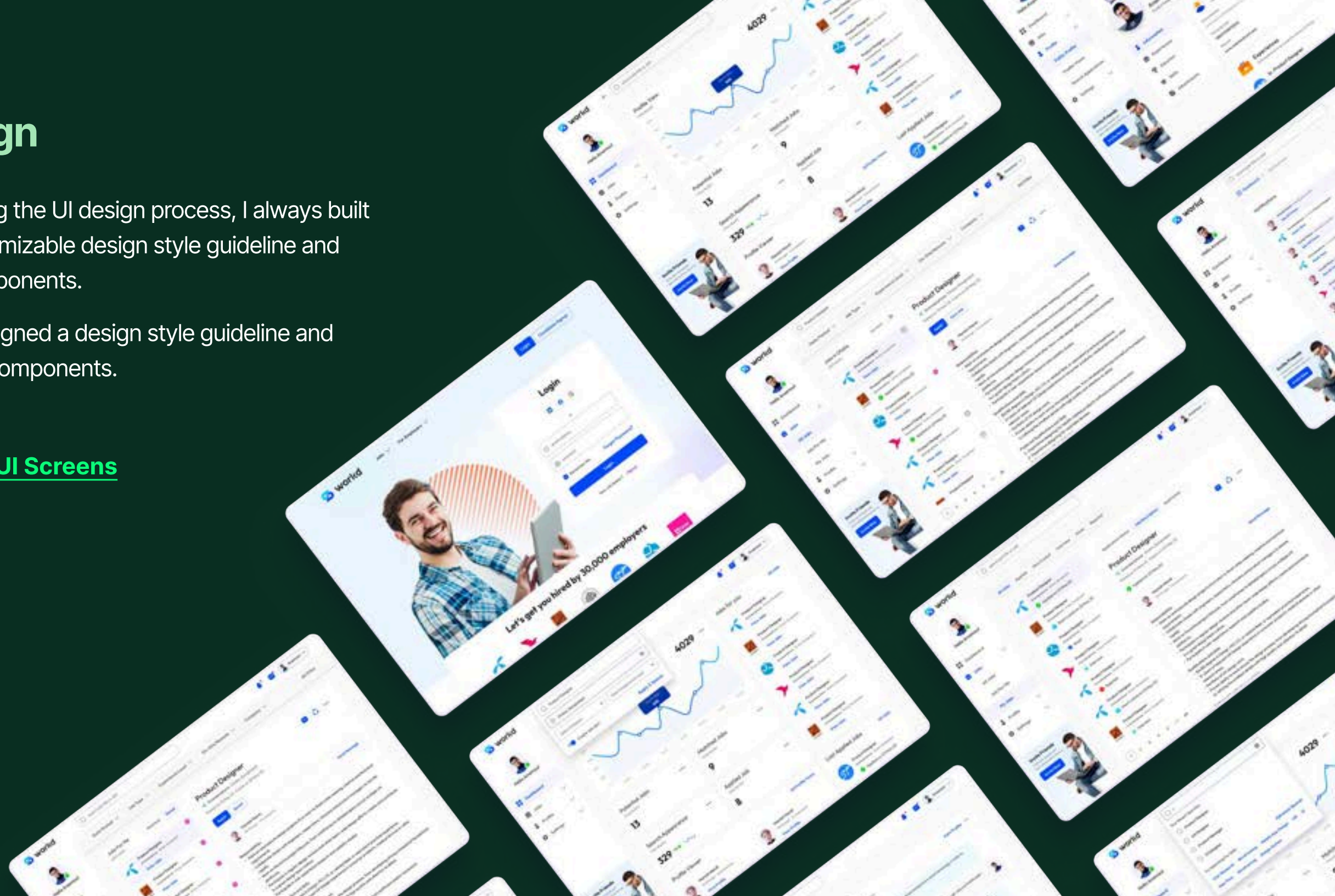


UI Design

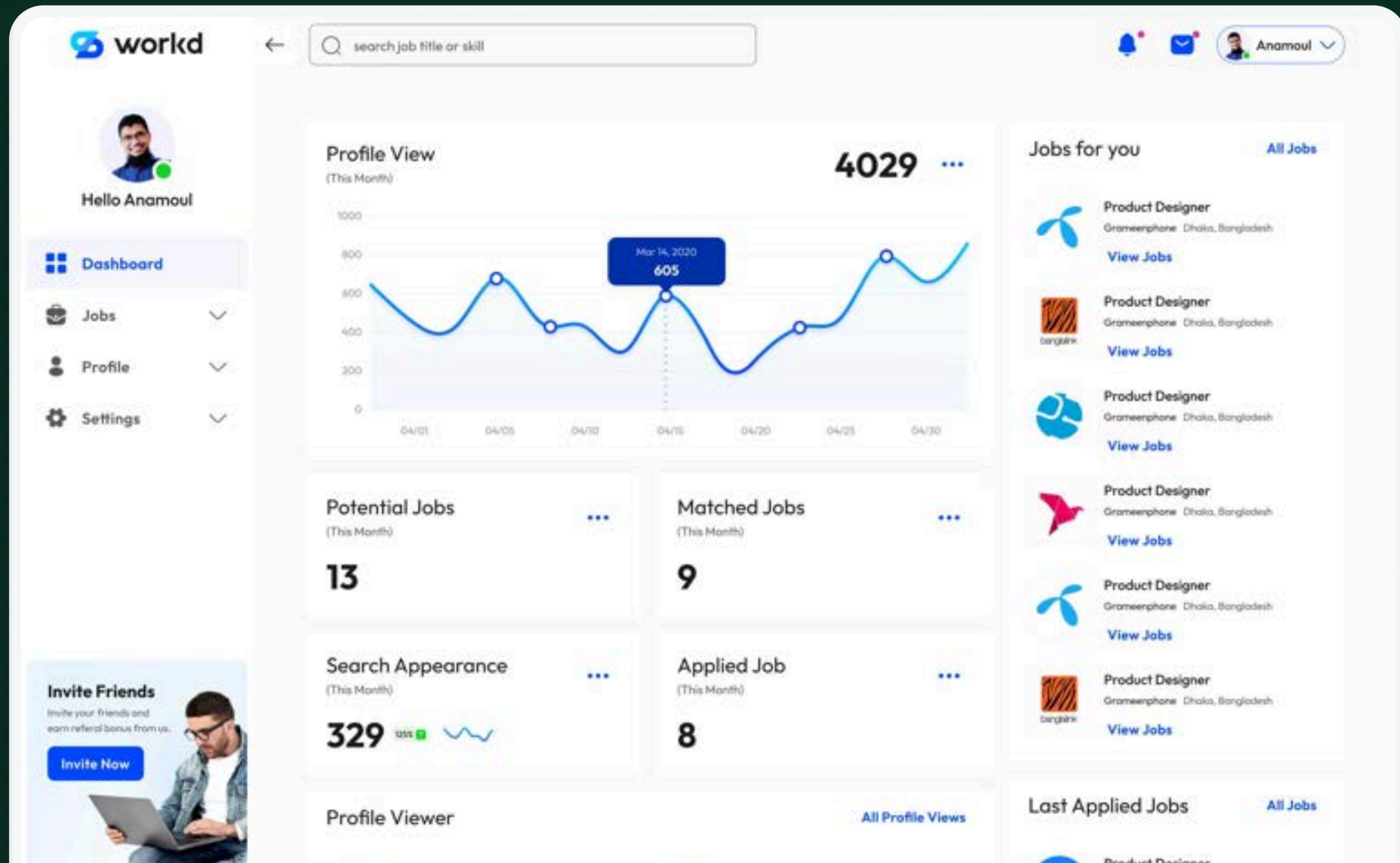
Before starting the UI design process, I always built a highly customizable design style guideline and reusable components.

- I have designed a design style guideline and reusable components.

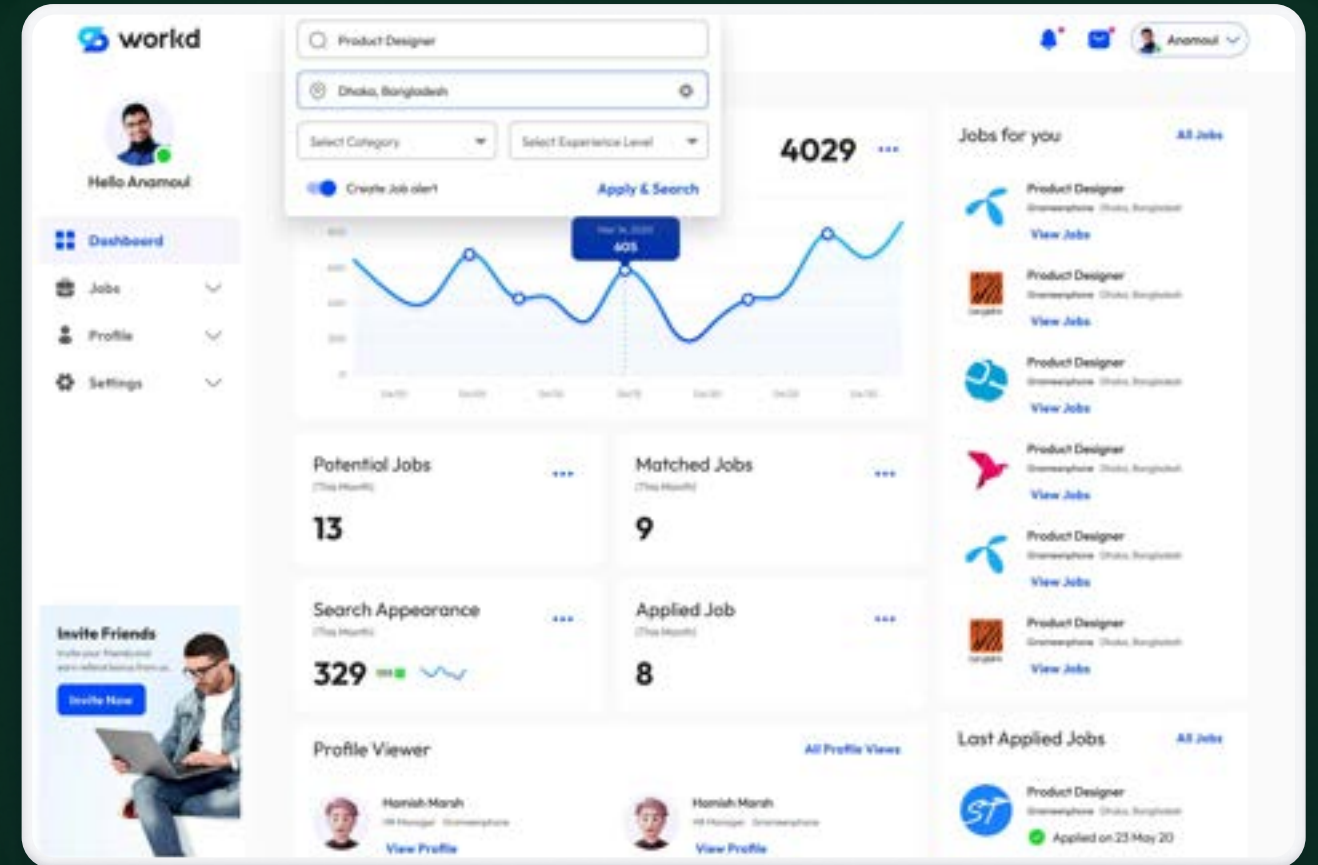
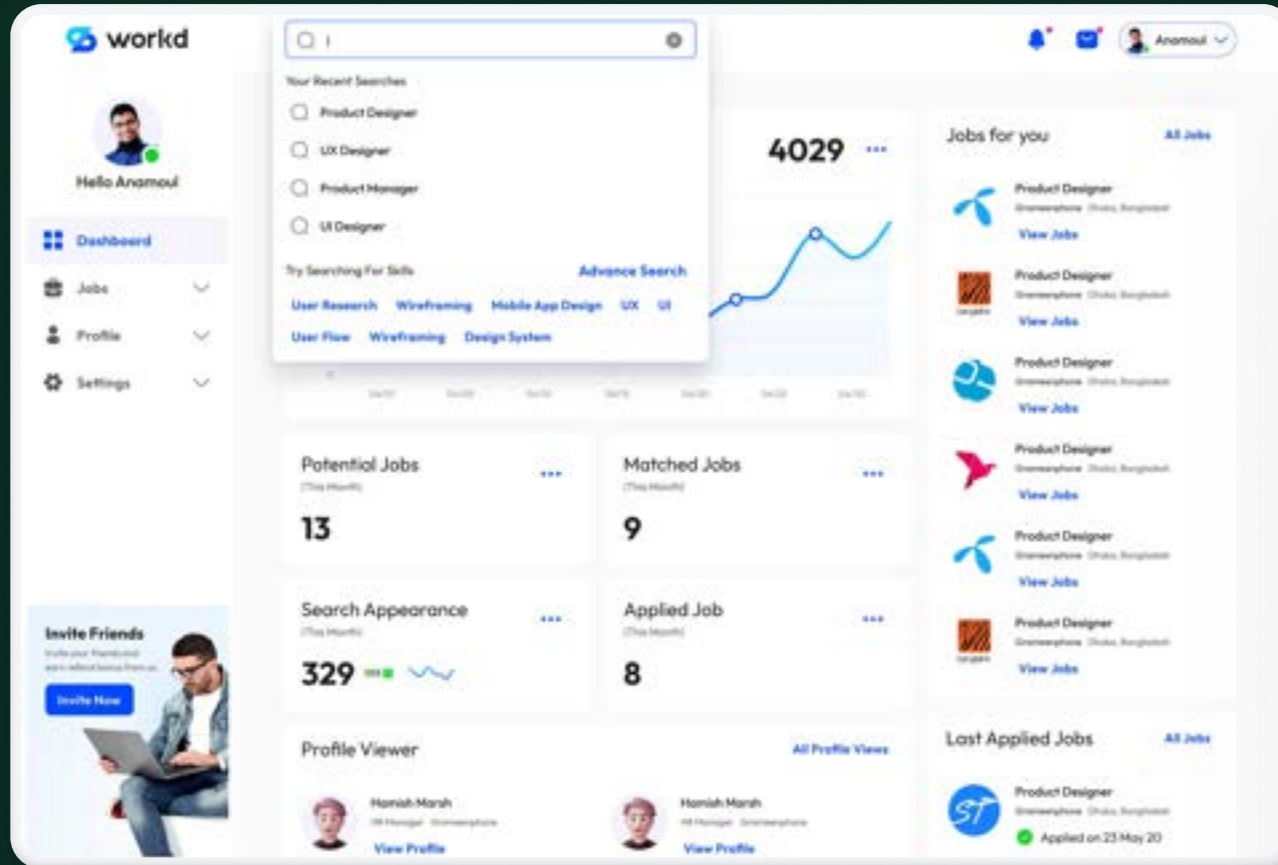
[Explore the UI Screens](#)



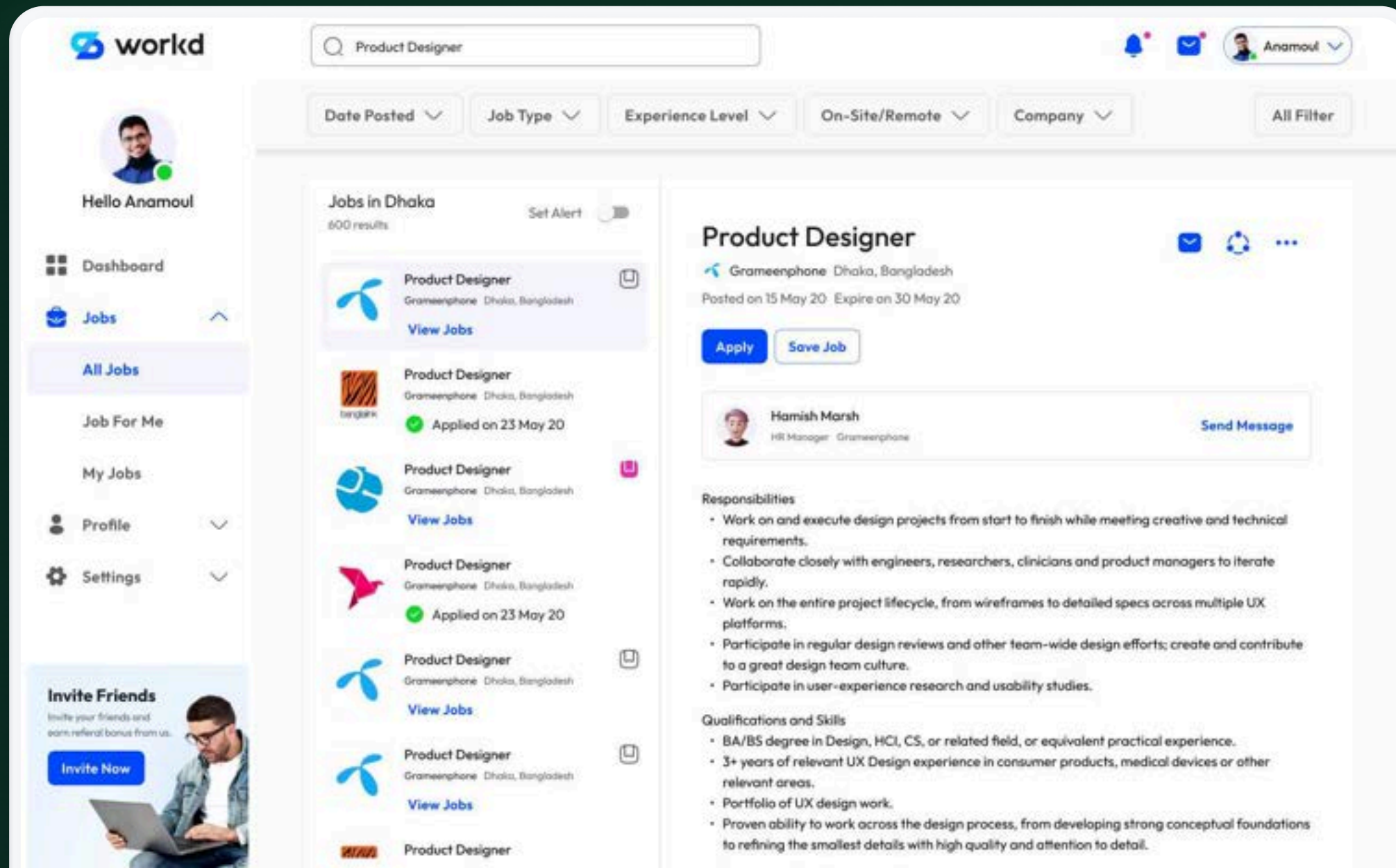
Dashboard




Search




Job Board




My Jobs




search job title or skill




3



2

 Anamoul



Hello Anamoul

Dashboard

Jobs


All Jobs

Job For Me

My Jobs

Profile


Settings



Product Designer

Grameenphone Dhaka, Bangladesh


Applied on 23 May 20



Product Designer

Grameenphone Dhaka, Bangladesh


Short Listed on 23 May 20



Product Designer

Grameenphone Dhaka, Bangladesh


Hired



Product Designer

Grameenphone Dhaka, Bangladesh


Interview



Product Designer

Grameenphone Dhaka, Bangladesh


Rejected



Product Designer

Grameenphone Dhaka, Bangladesh

Short Listed on 23 May 20



Product Designer

Grameenphone Dhaka, Bangladesh


Interview

Application Status

Job Description


Application

Product Designer

 Grameenphone Dhaka, Bangladesh

Posted on 15 May 20 · Expire on 30 May 20

Applied on 23 May 20

 Hamish Marsh

Hlt Manager · Grameenphone

Send Message

Responsibilities

- Work on and execute design projects from start to finish while meeting creative and technical requirements.
- Collaborate closely with engineers, researchers, clinicians and product managers to iterate rapidly.
- Work on the entire project lifecycle, from wireframes to detailed specs across multiple UX platforms.
- Participate in regular design reviews and other team-wide design efforts; create and contribute to a great design team culture.
- Participate in user-experience research and usability studies.


Qualifications and Skills

- BA/BS degree in Design, HCI, CS, or related field, or equivalent practical experience.
- 3+ years of relevant UX Design experience in consumer products, medical devices or other relevant areas.
- Portfolio of UX design work


Invite Friends

Invite your friends and earn referral bonus from us.



Invite Now




My Profile



search job title or skill



Anamoul



Hello Anamoul

Dashboard

Jobs


Profile

Public Profile



Profile Views

Search Appearances

Settings



Anamoul Rouf
Product Designer




Information

Experiences

Education

Skills

Attachments



Basic Information
Update profile information

Email Address
anamoulrouf.bd@gmail.com


Phone Number
+8801759693045

Website
www.anamoulrouf.com

Gender
Male

Location
Dhaka, Bangladesh

Edit




Experiences

Add Experience

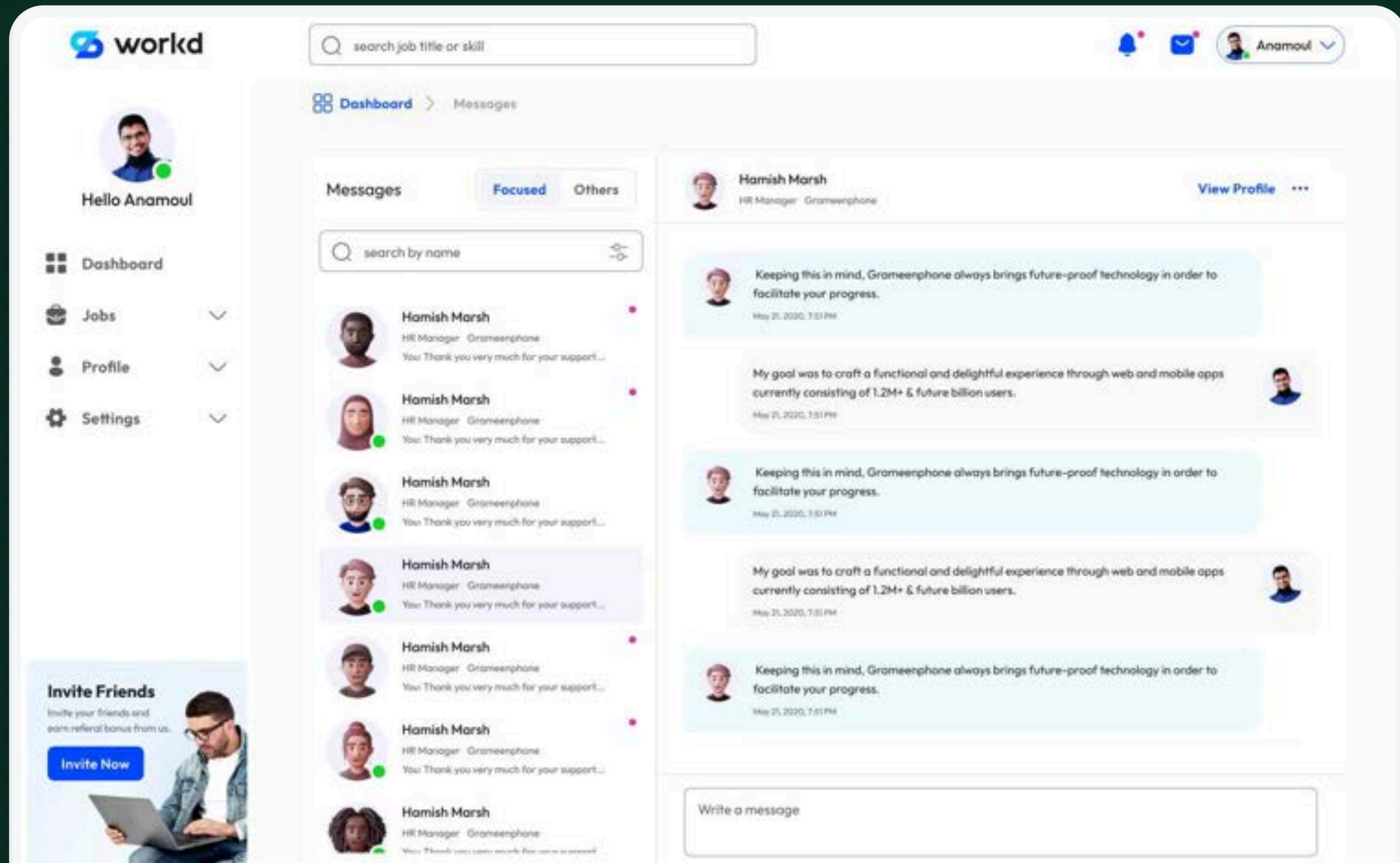
Invite Friends

Invite your friends and earn referral bonus from us.

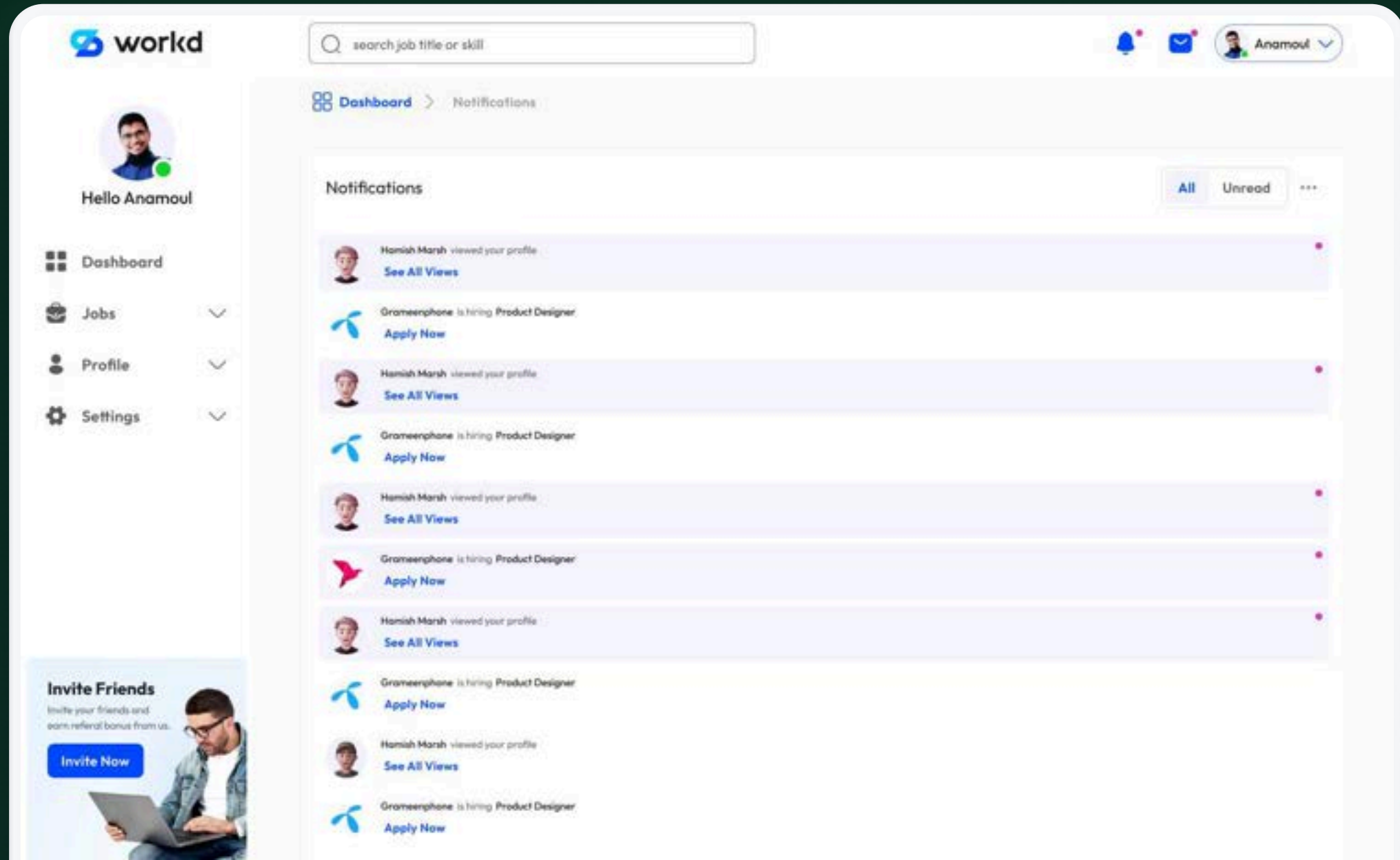
Invite Now



Messages



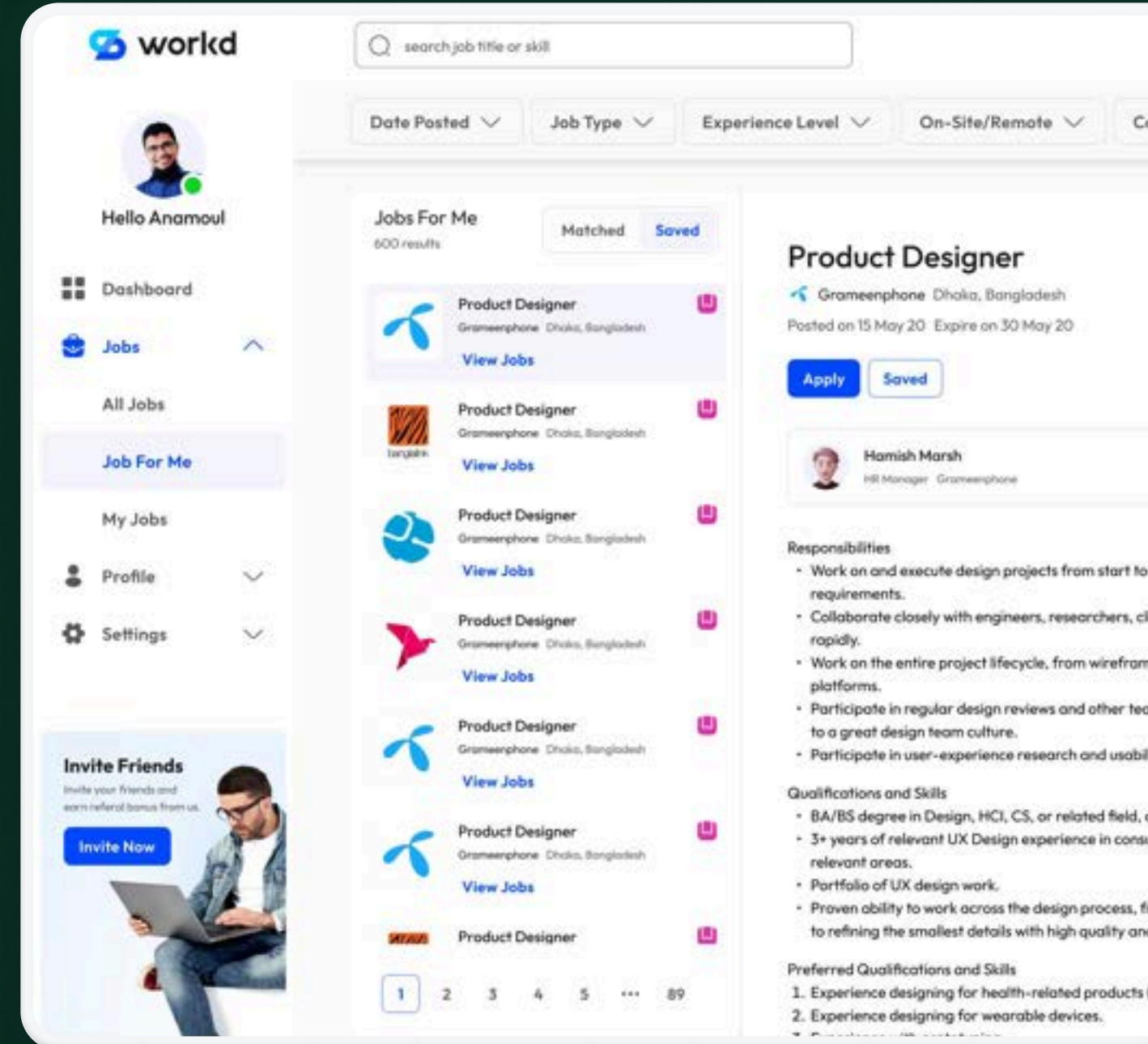
Notifications



Usability Testing

The goal was to assess the app's overall usability and identify areas for improvements that could facilitate the completion of the tasks. The participants were given the same set of jobs.

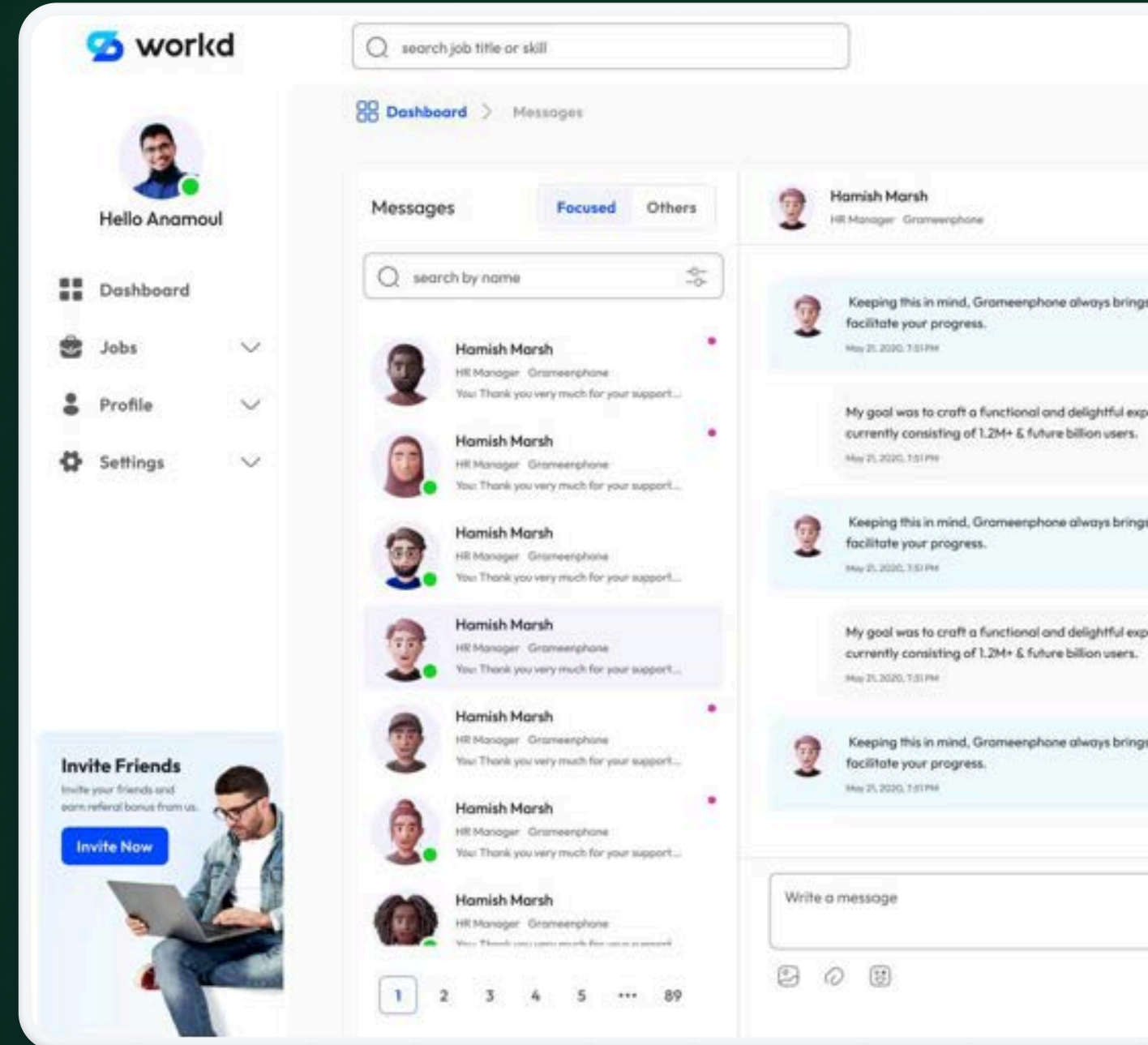
Due to the NDA issue, I've only shared the information authorized by the authority.



Refine & Deploy

Based on the usability testing sessions, we refined and updated the design. Then, we created deliverables for development handover. I maintained continuous communication with the developers during the development period.

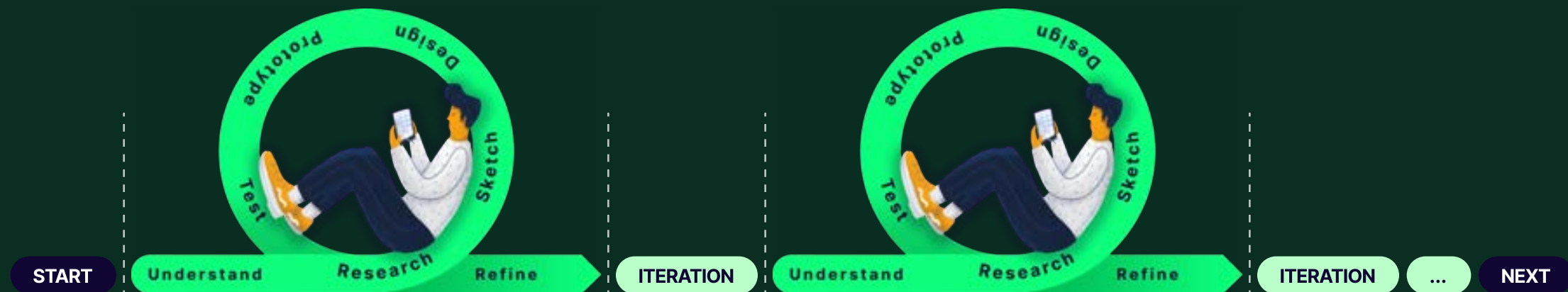
After the successful deployment, it is time to collect feedback from the user.



Results & Future Iteration

We've monitored and measured the results for the first 6 months.

- The number job applications success rate was **increased by 35%**.
- A job portal with more efficiency and functionality job search experience.

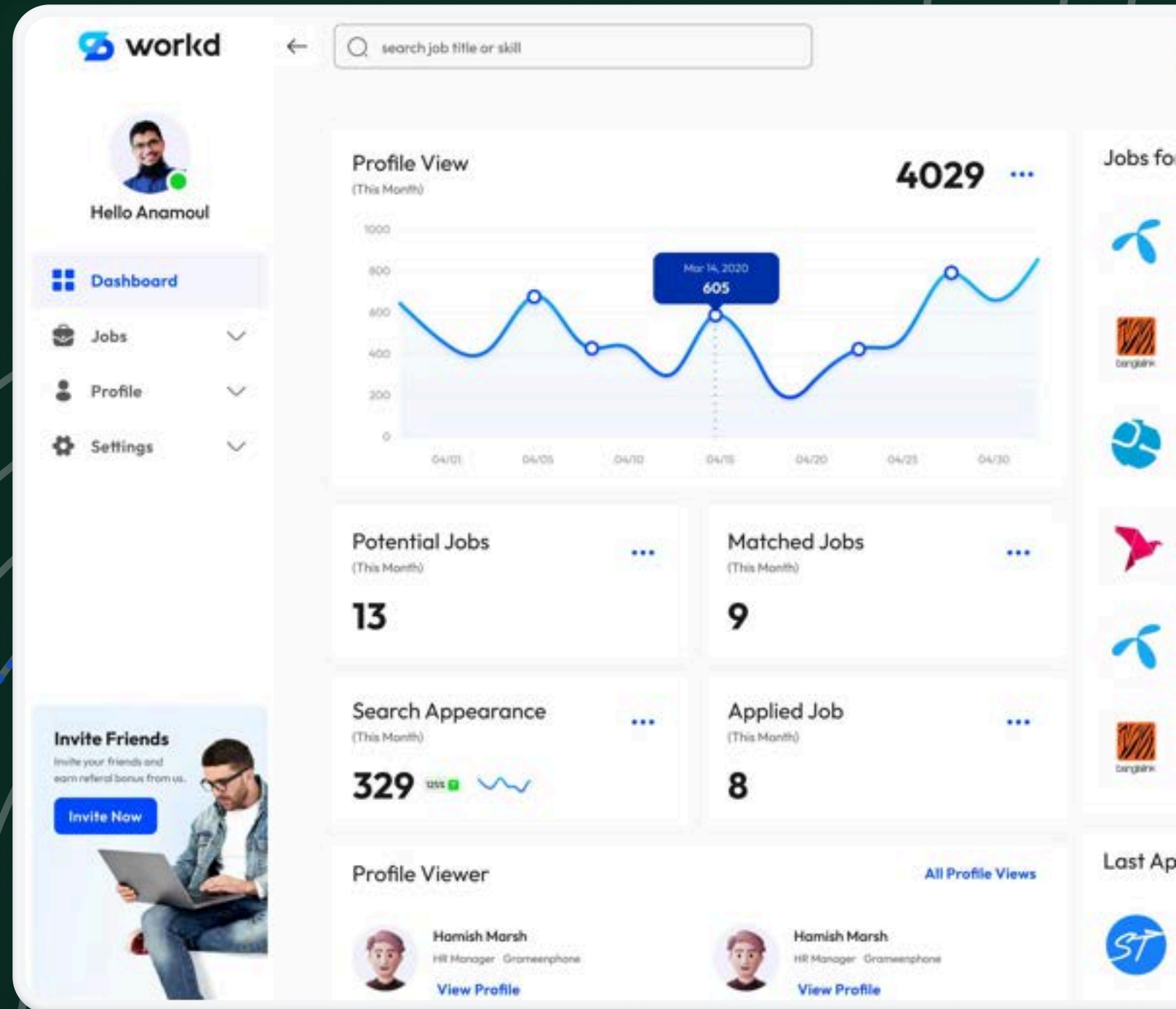


Thank you

Feel free to reach me

✉ anamoulrouf.bd@gmail.com

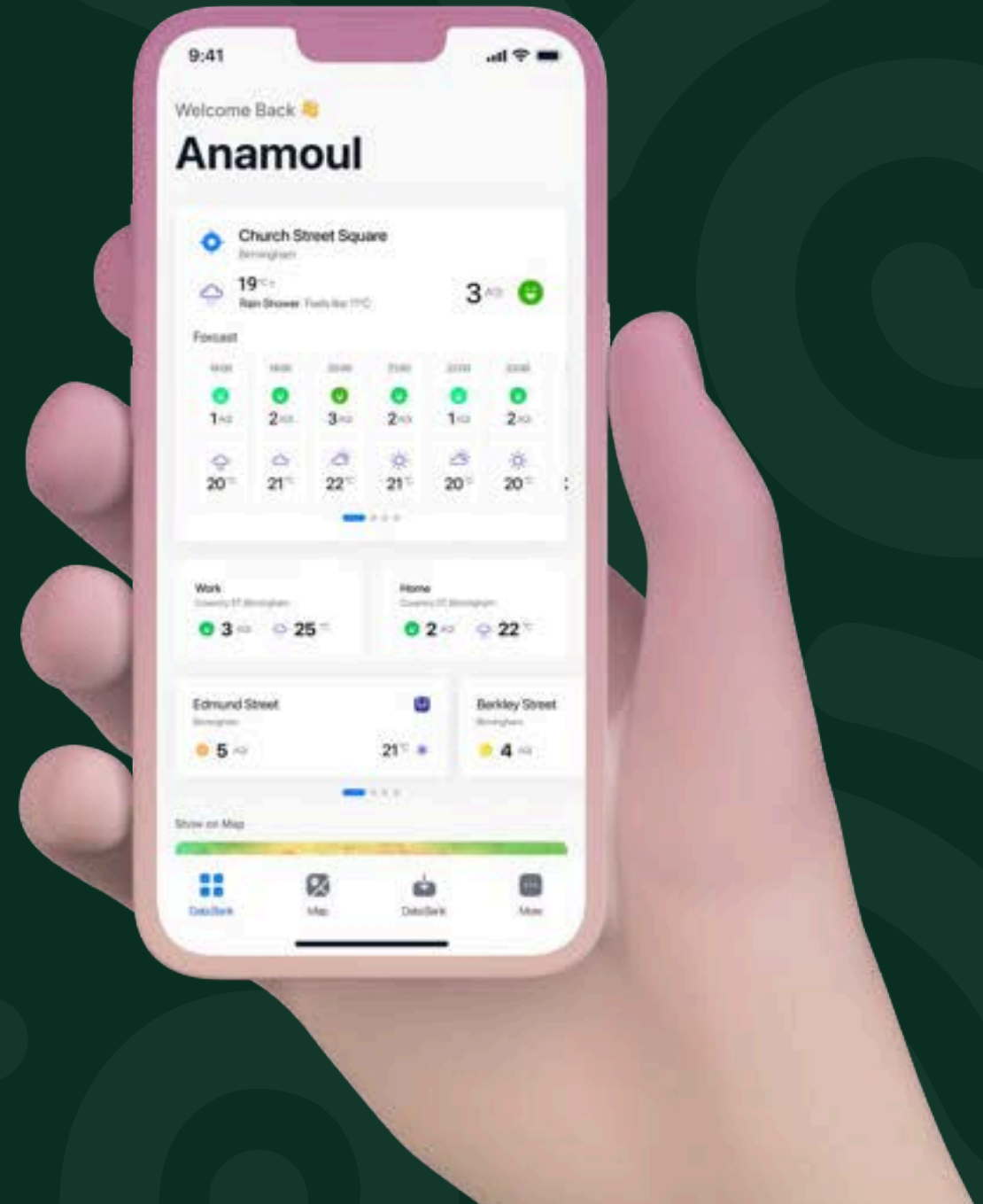
🌐 <https://anamoulrouf.com>





AirQI

A Real-time **AQI App**
(Air Quality) with
Weather Forecast



A Real-time AQI App (Air Quality) with Weather Forecast

Project

AirAQ App

Timeline

June 2021 – September 2021

Platform

Hybrid

Tools

Figma, FigJam, Notion.

My Role

UX Research, UI/UX Design.

Team Collaboration

Product, Business, and Tech.

Background

AirQI provides real-time and forecast air pollution and weather data. Our main challenge is to design a hybrid app that provides an intuitive customize experience to its users.

Goal

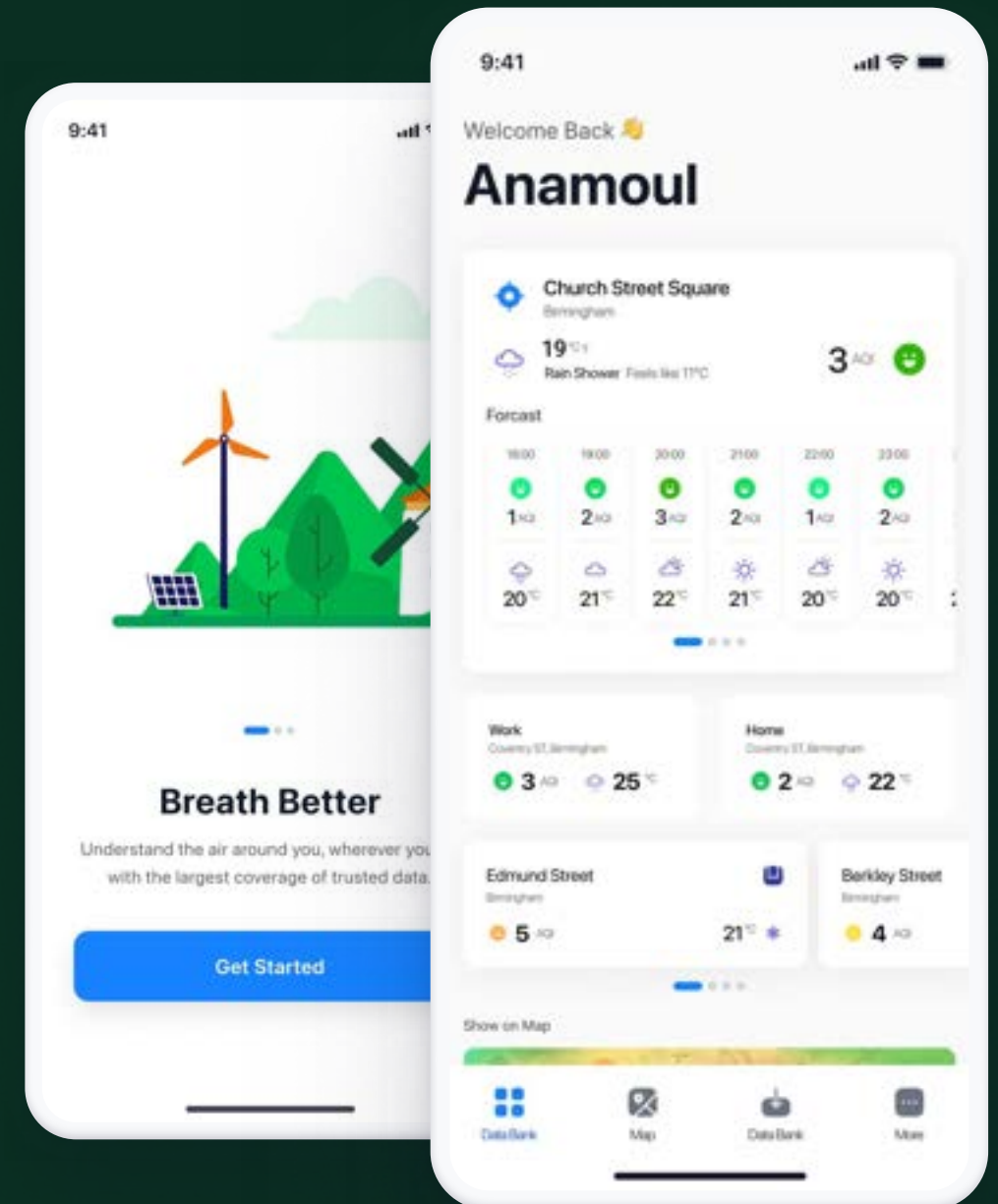
- Design a conversion-friendly user flow.
- Get more efficient, functional, and scalable apps with more efficient, and functional.



Design Challenge

Our main challenge was to design a web app that facilitates its users to know about air quality and weather information.

- It has to be easily used by non-tech people.
- Users can get air quality and weather updates through notifications for saved & current locations.
- Users can get air quality and weather forecast.
- Users can also request air quality information data.

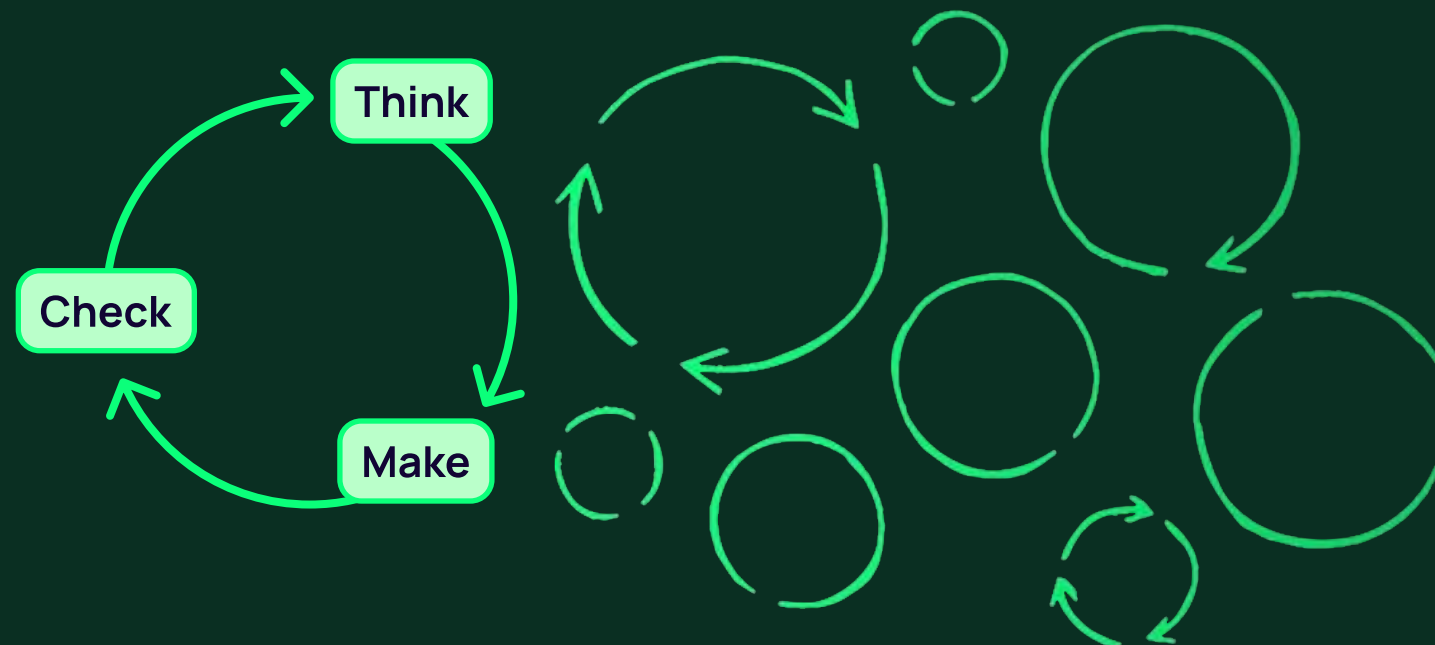


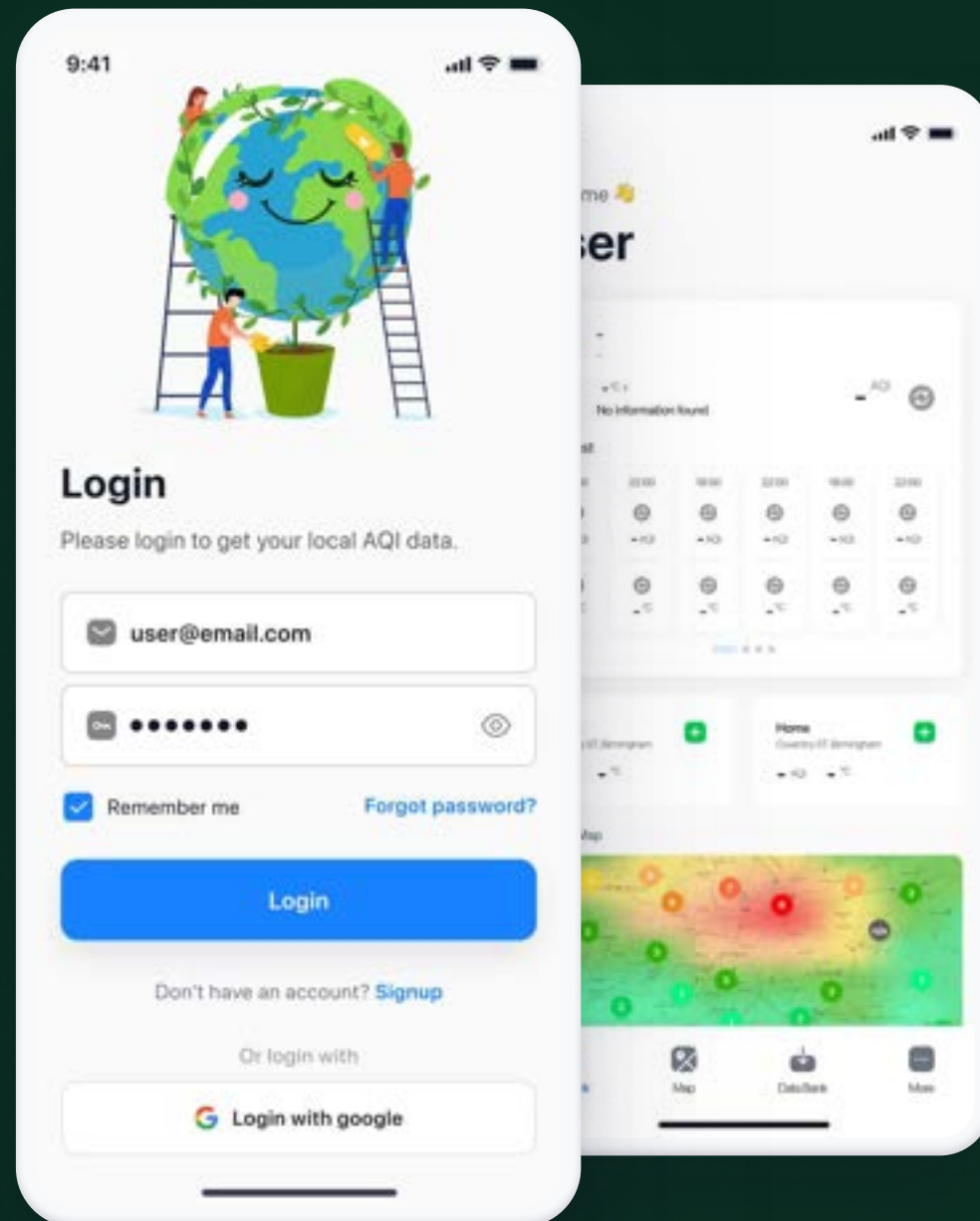
The UX Process

When we have minimal time and resources, selecting an efficient, sustainable, and flexible design process is always challenging. I have chosen the approach to the Lean UX process. It is an iterative process with three simple steps.

- Think
- Make
- Check

and keep repeating the steps.





The Discovery

The discovery phase was a quick, high-intensity effort that allowed us to -

- Define project goals and milestones
- Review the existing solutions by other similar products
- Understand business visions
- Empathize the users' needs, behaviors, and pain-points
- Understand technological feasibility and constraints.

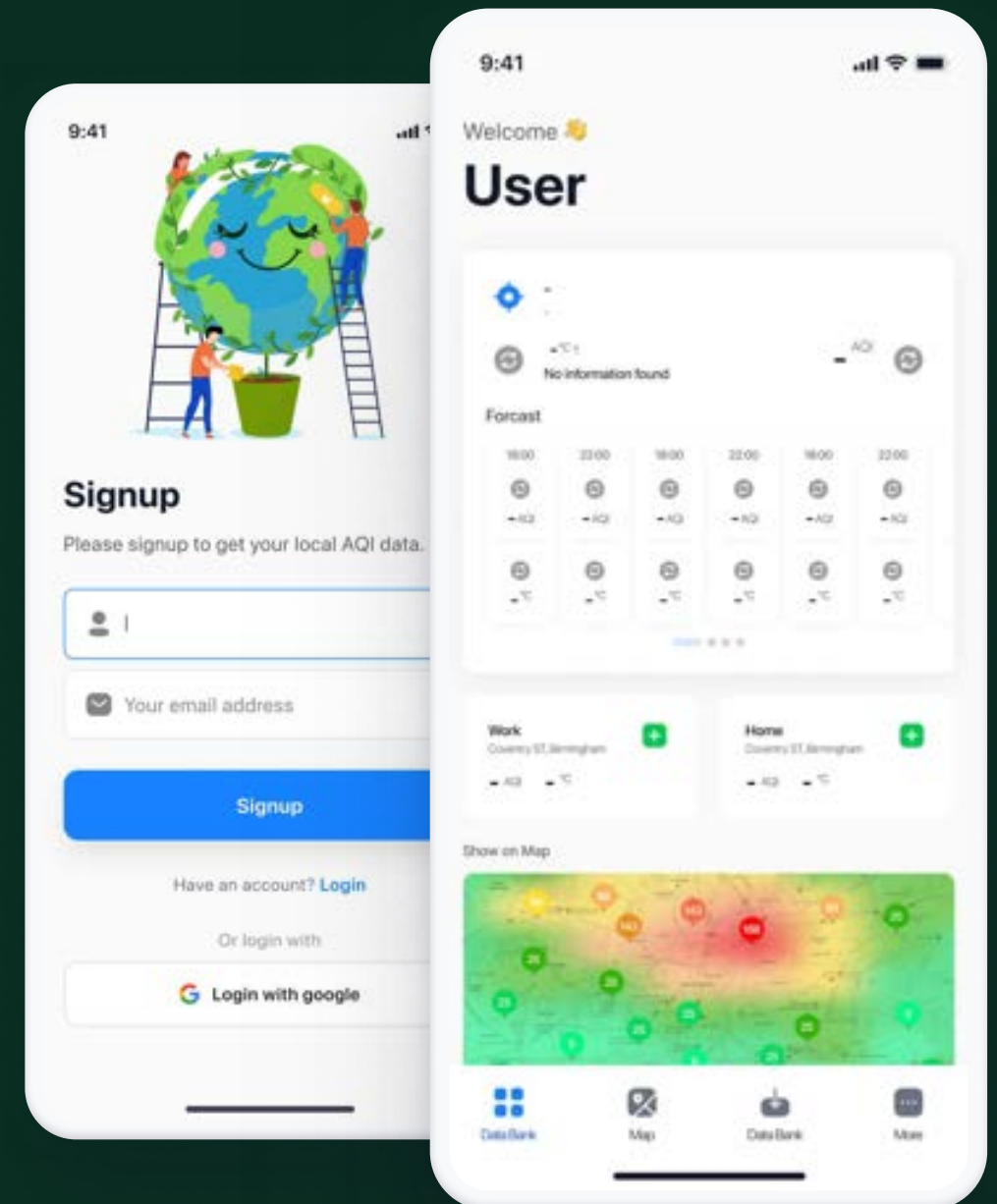
Here are three considerations that help me to understand and prioritize the issues.

- How satisfying is the solution for users?
- How well is this solution for users' problem solving and also good for business?
- How challenging would it be to build from the technical feasibilities and limitations?

The Findings

We have sessions with 10 targeted users. We also had brainstorming discussion sessions with our internal cross-functional team members. So what we found-

- I analyzed IQAir, BreezoMeter, Plume Labs, Airveda, and other popular air quality information provider apps. I analyzed their user journey flows, information architecture, and information presentation flows.



Information Architecture

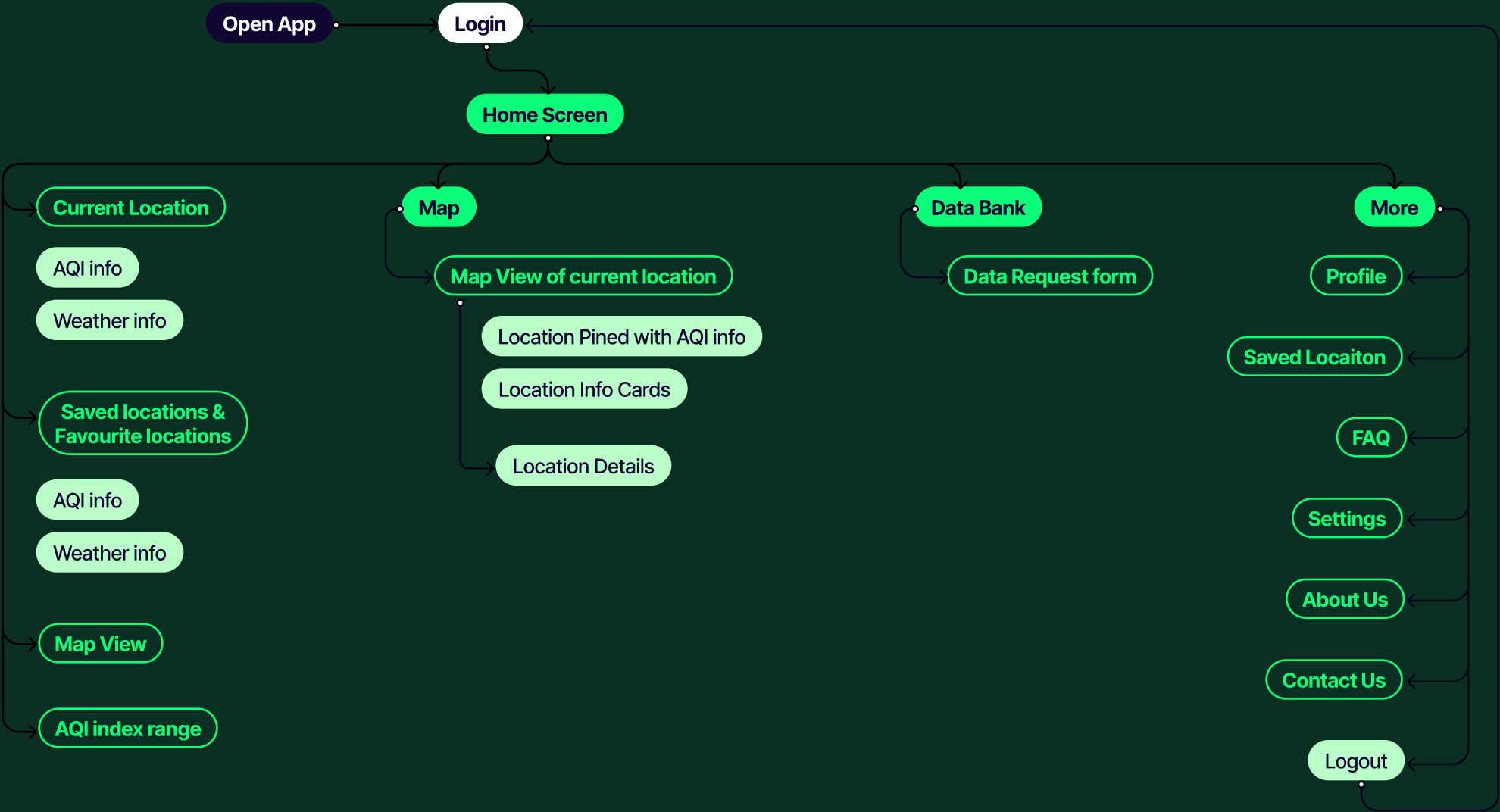
Journey

Navigation

Tabs/Pages

Main Screen

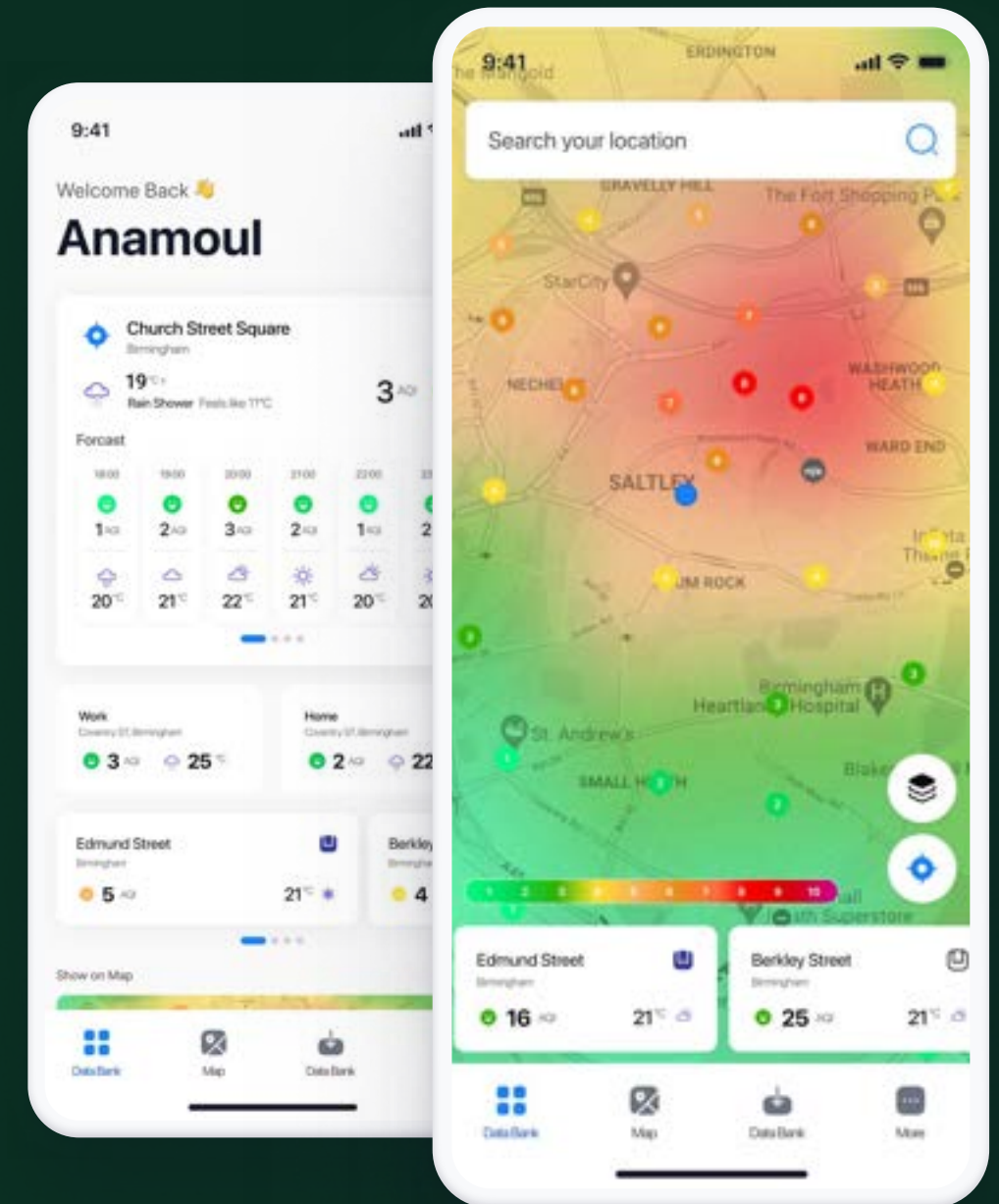
Sub Screen



Sketchs, Wireframing and Testing

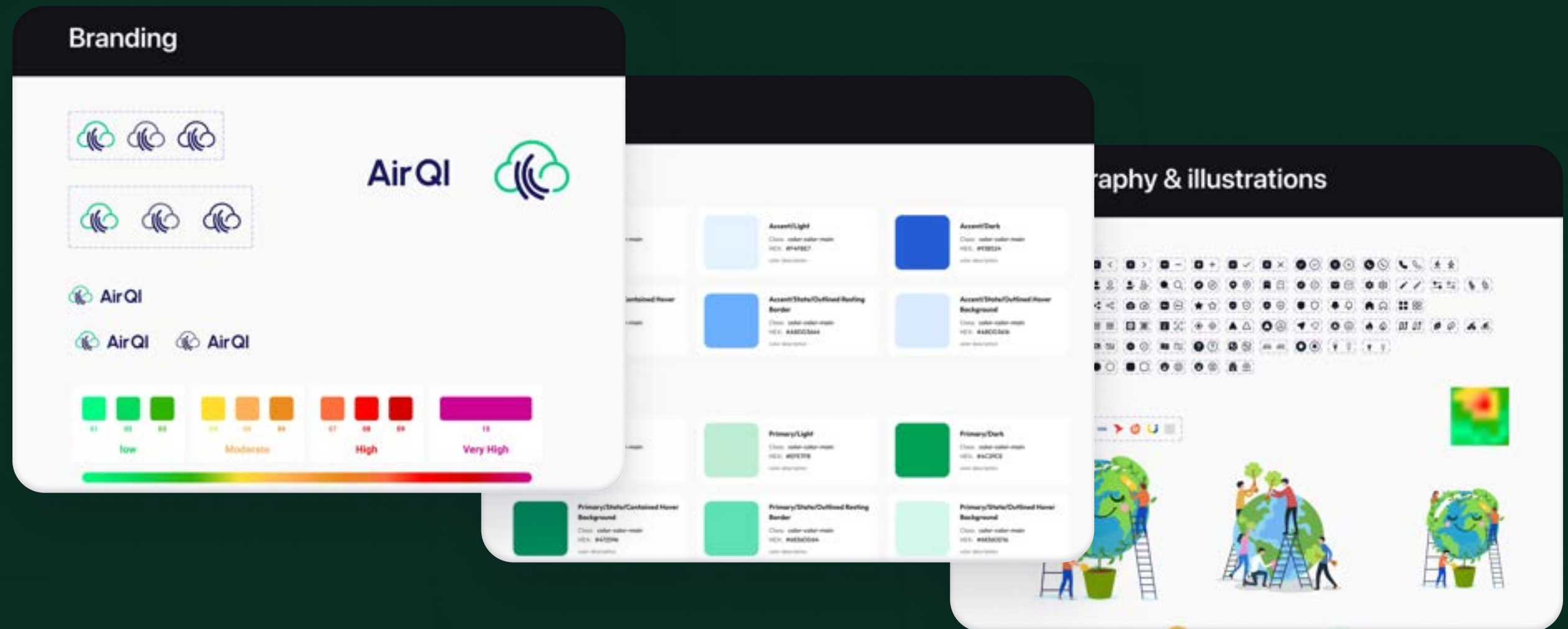
The following steps were to sketch wireframes based on the user flow maps and built the flow and low-fidelity prototype for a series of testing sessions.

- Creating wireframes helped me to visualize the ideas and gave us the basic structure for how users would use the app.
- When creating these wireframes, we kept the user needs from the earlier findings and research in mind.
- I have done several testing sessions with a close group of users.



Design Guideline & Design System

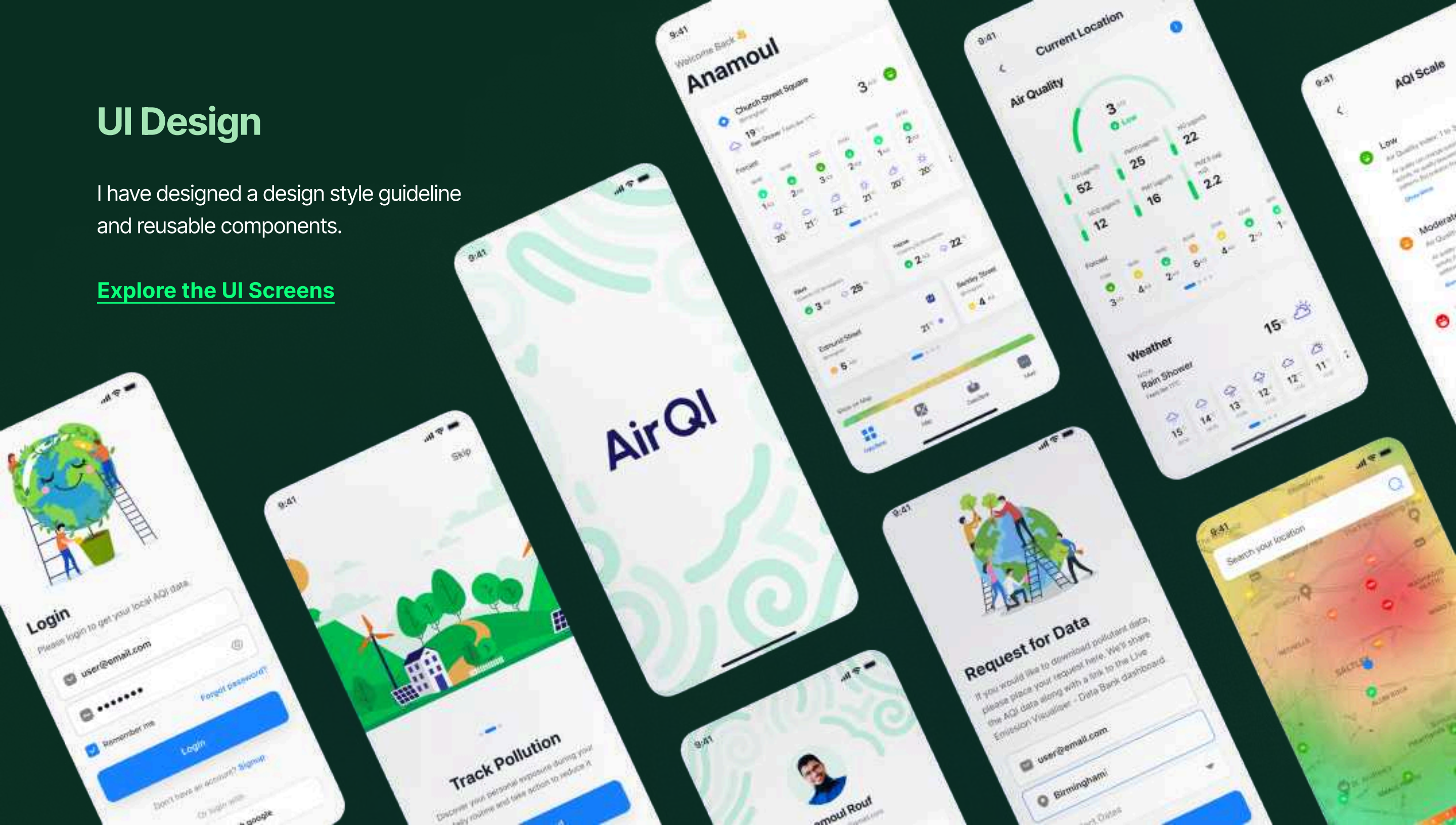
Initially, we built basic style guidelines. Afterward, we built a highly customisable design system to create a design language



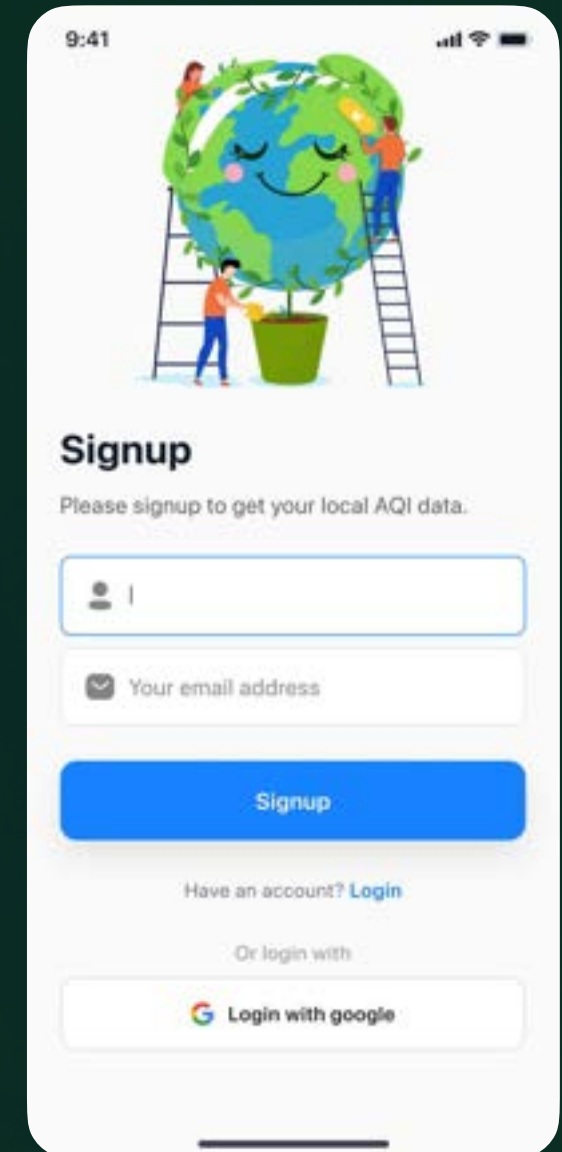
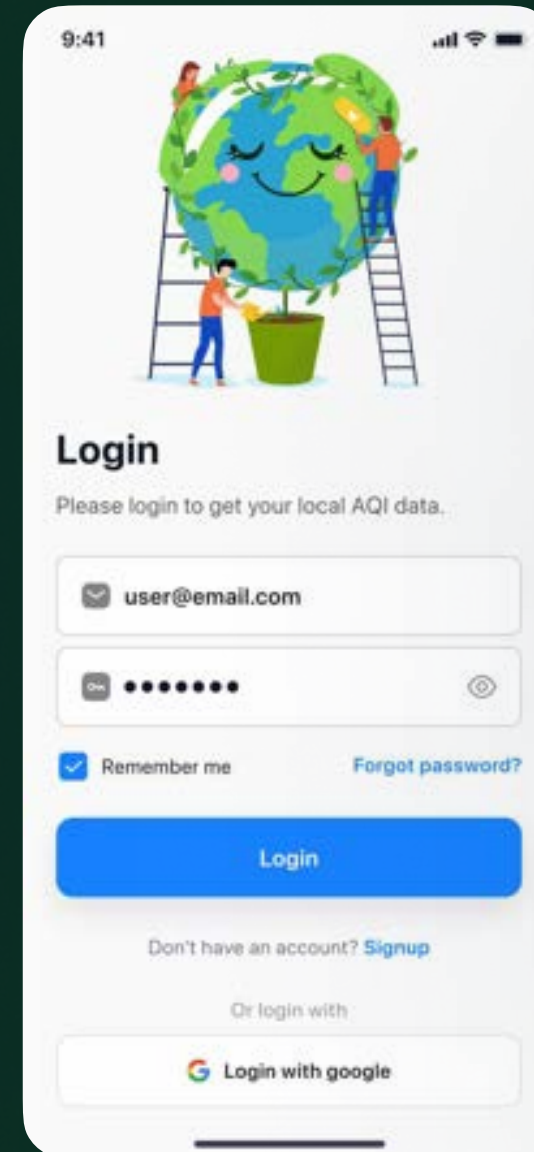
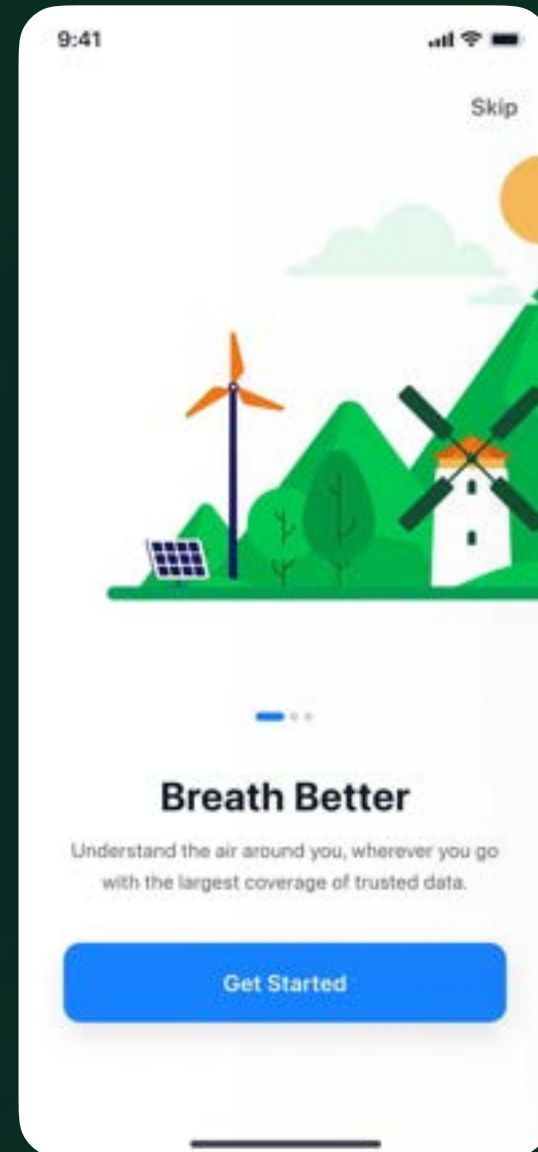
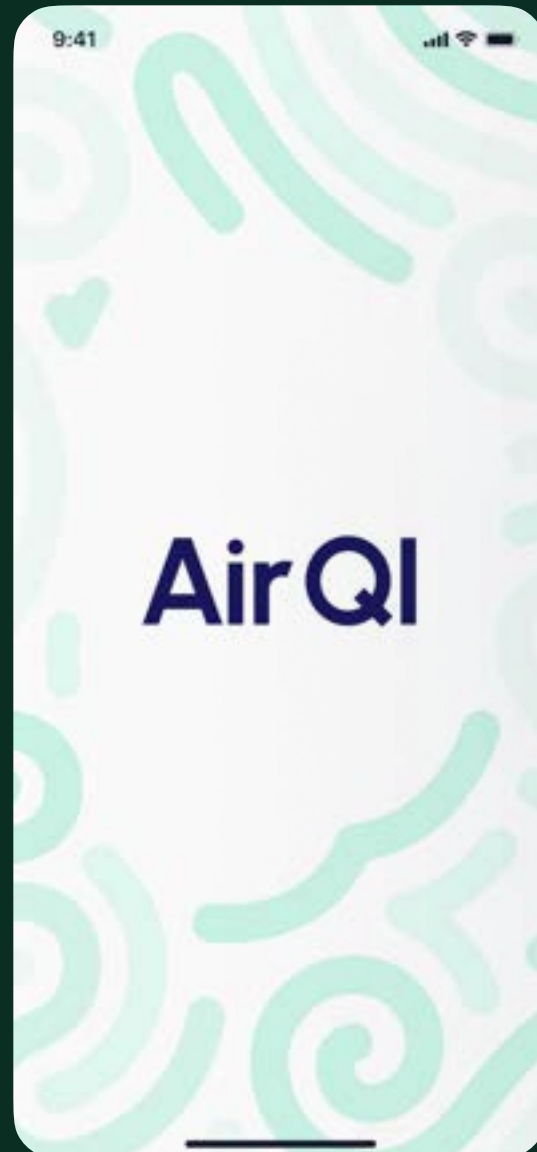
UI Design

I have designed a design style guideline and reusable components.

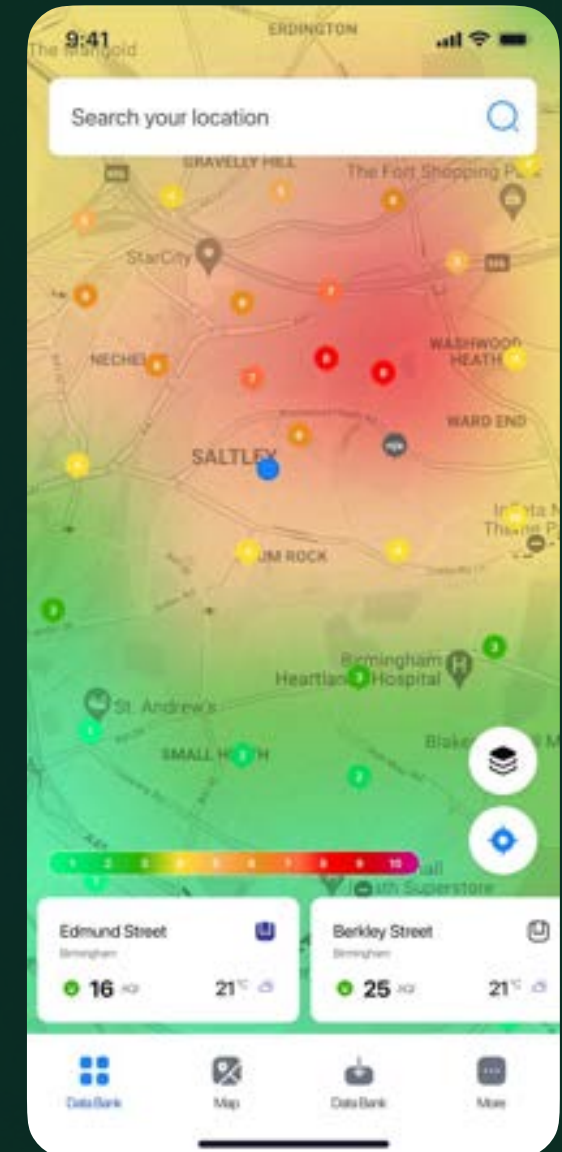
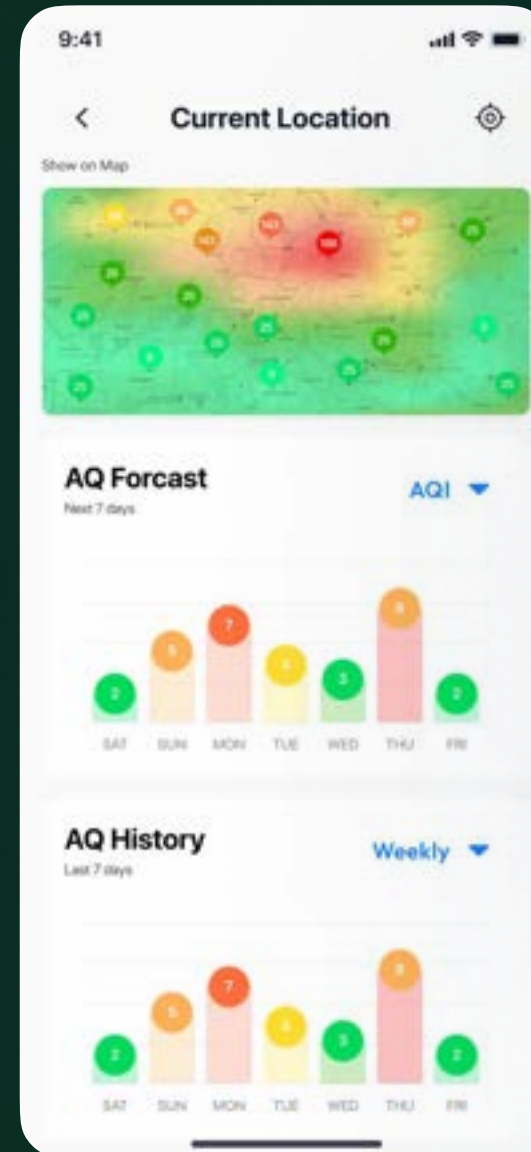
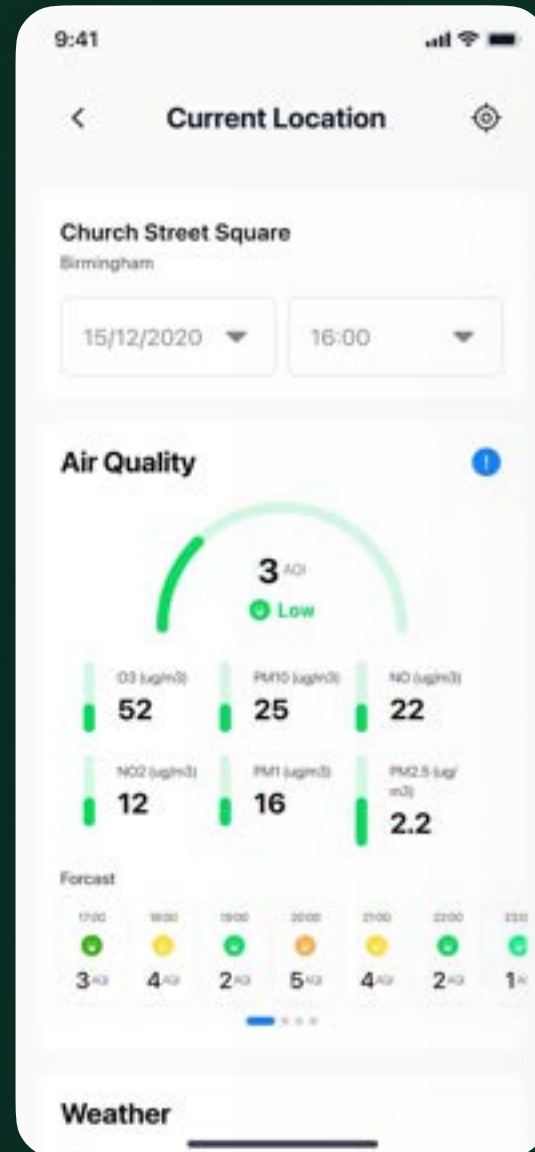
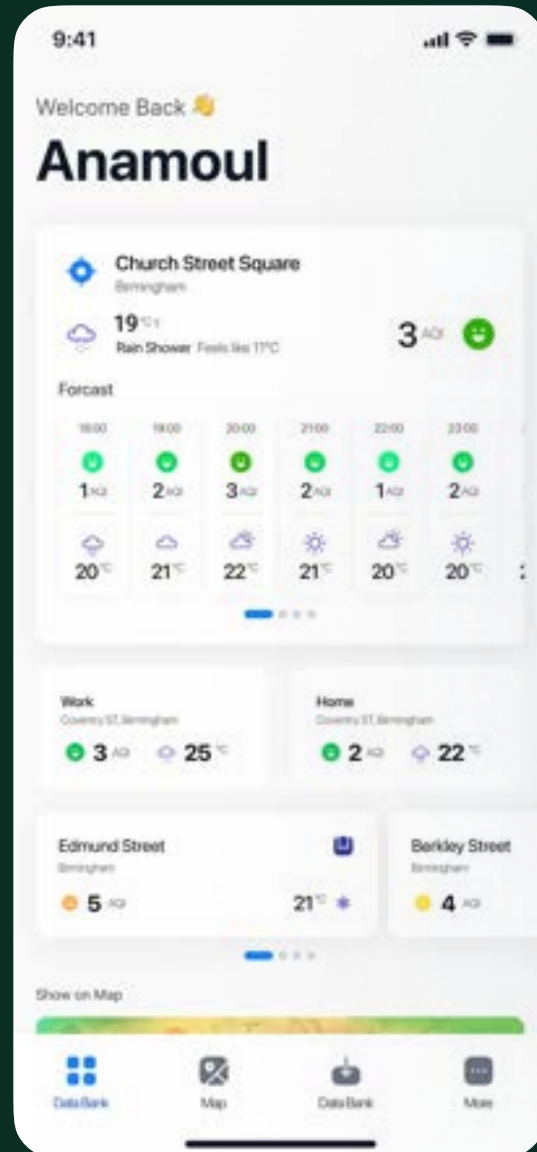
[Explore the UI Screens](#)



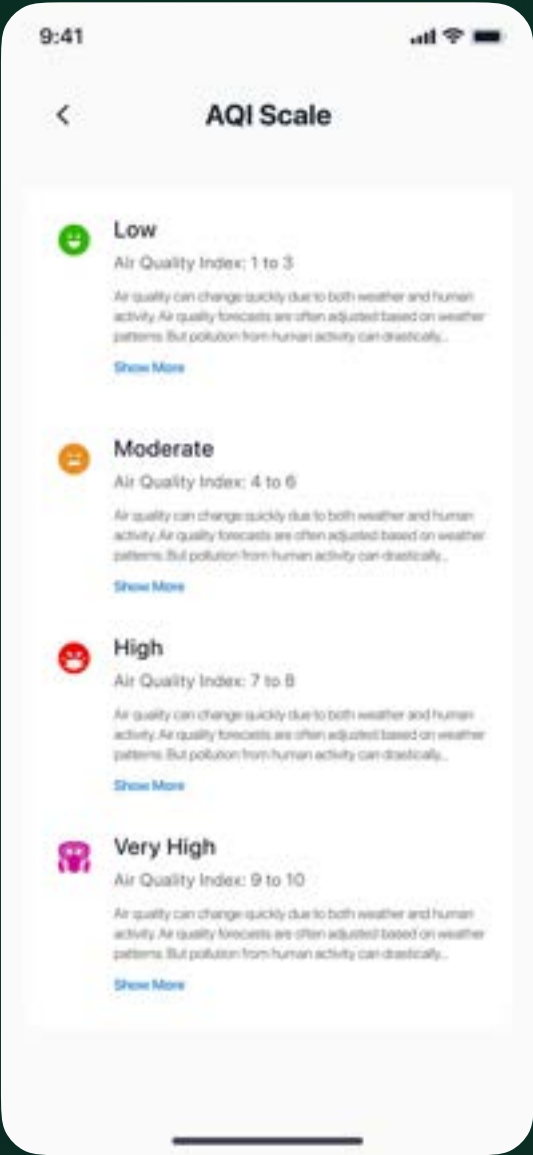
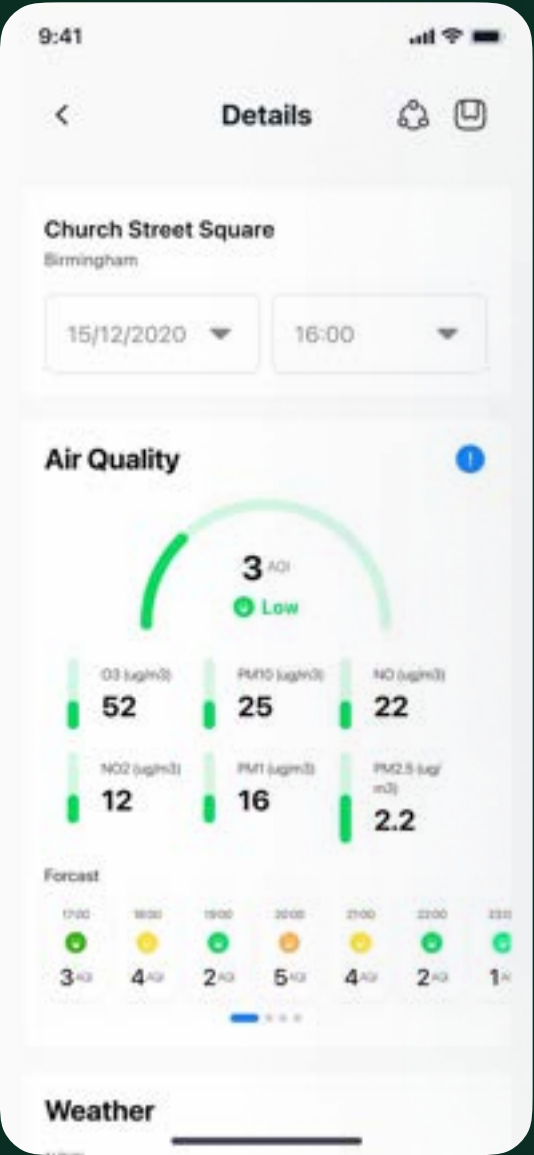
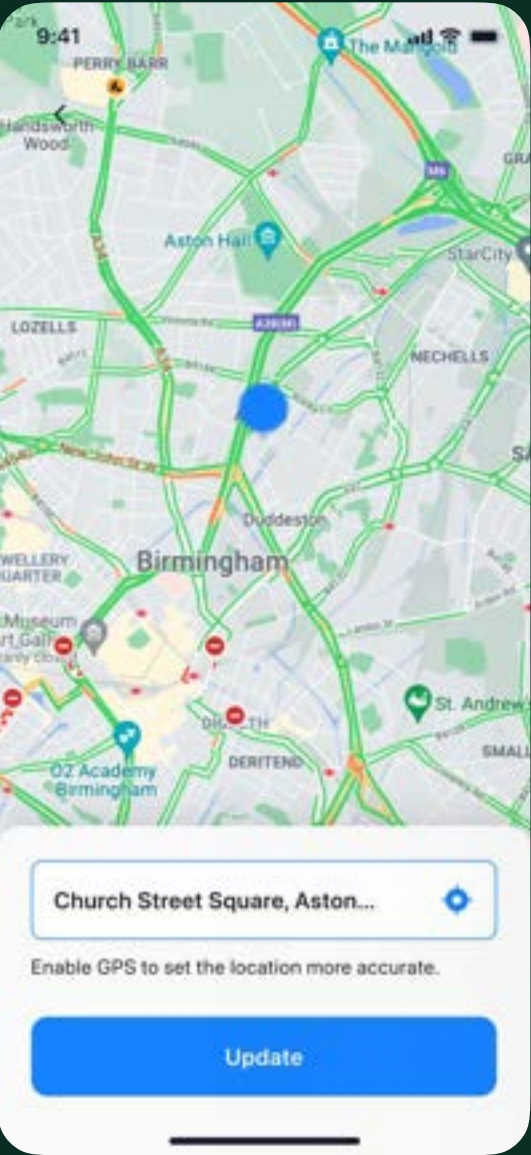
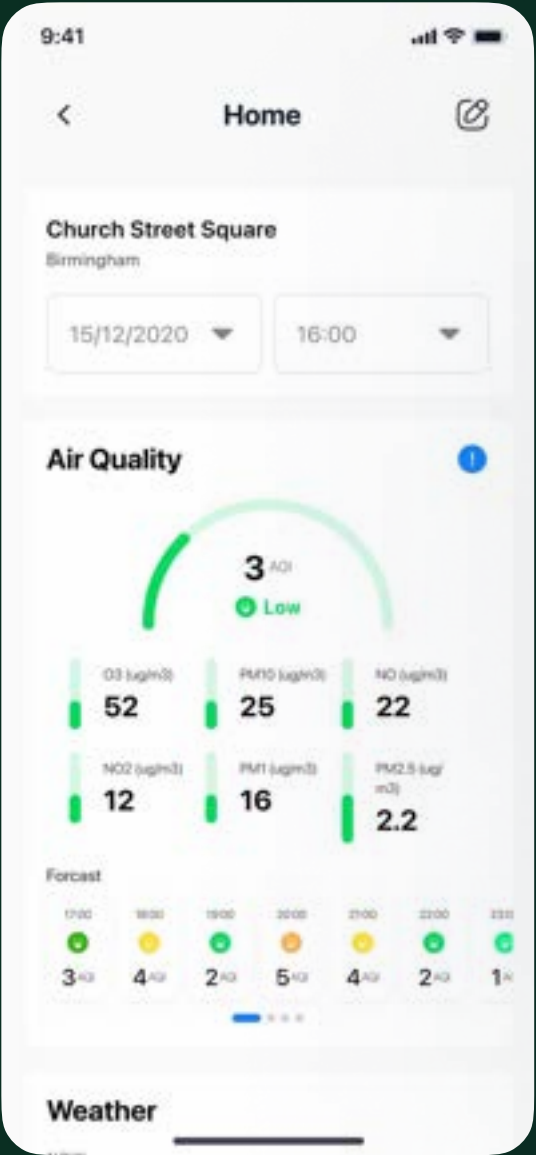
Onboarding



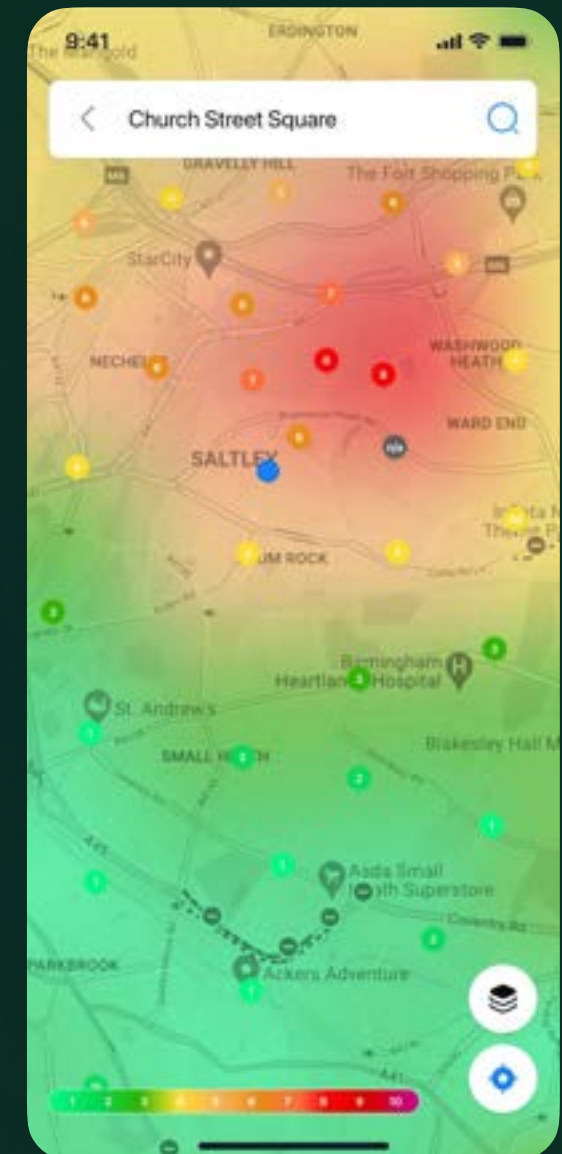
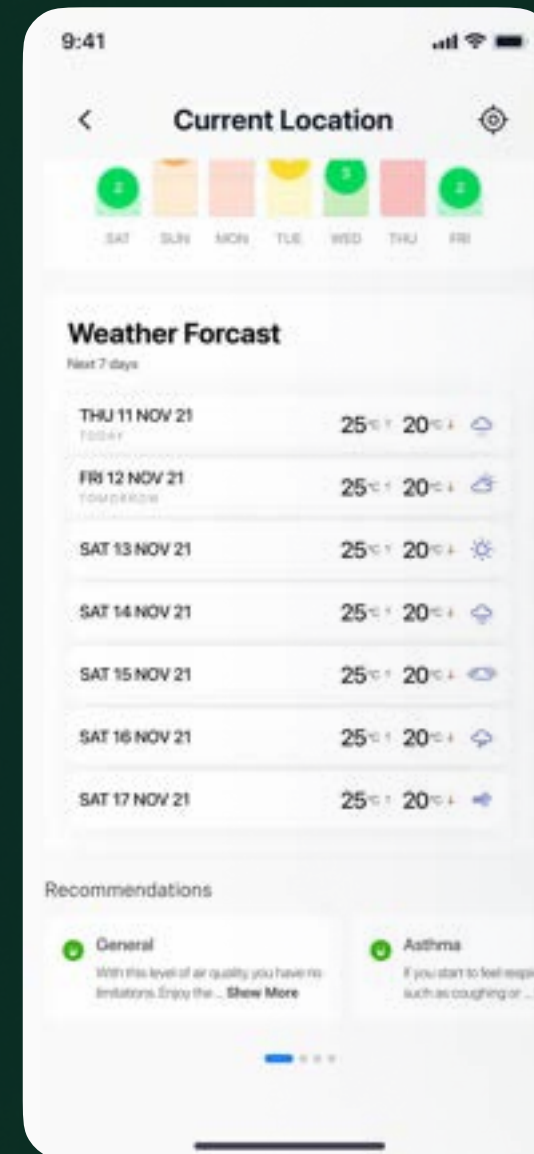
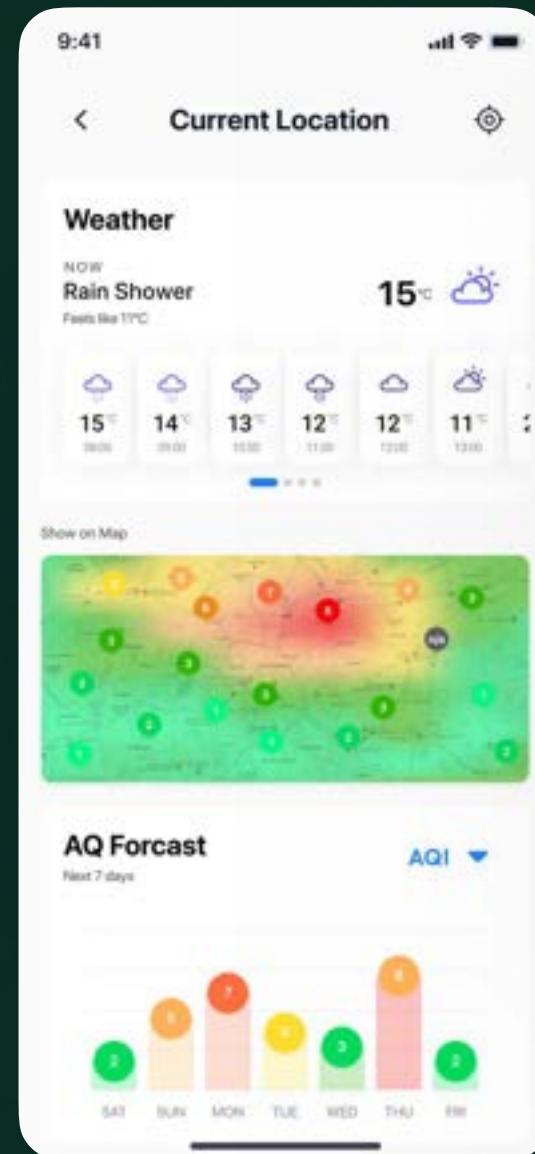
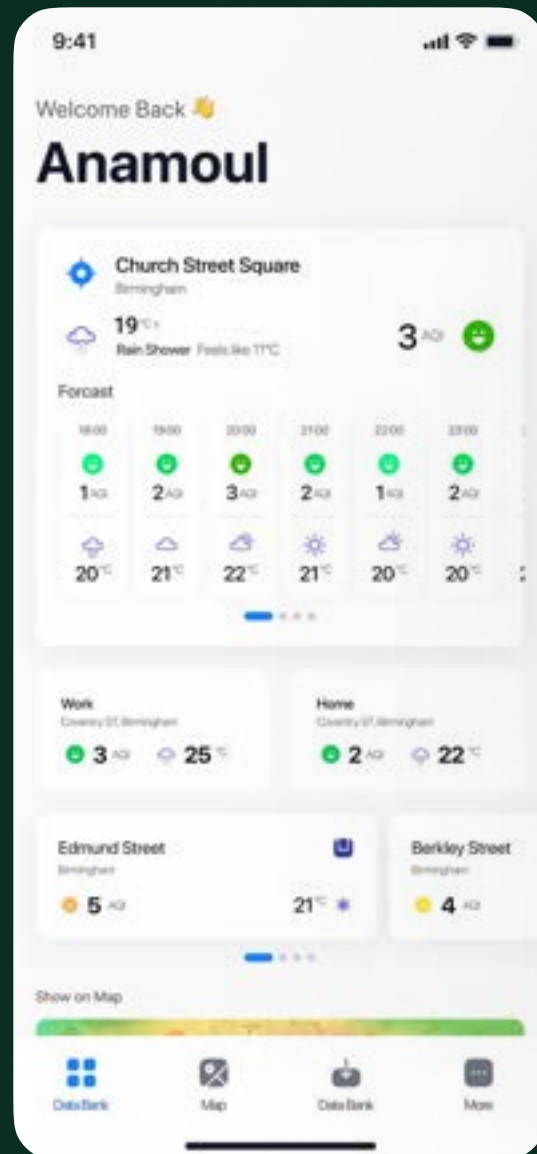
AQI Information



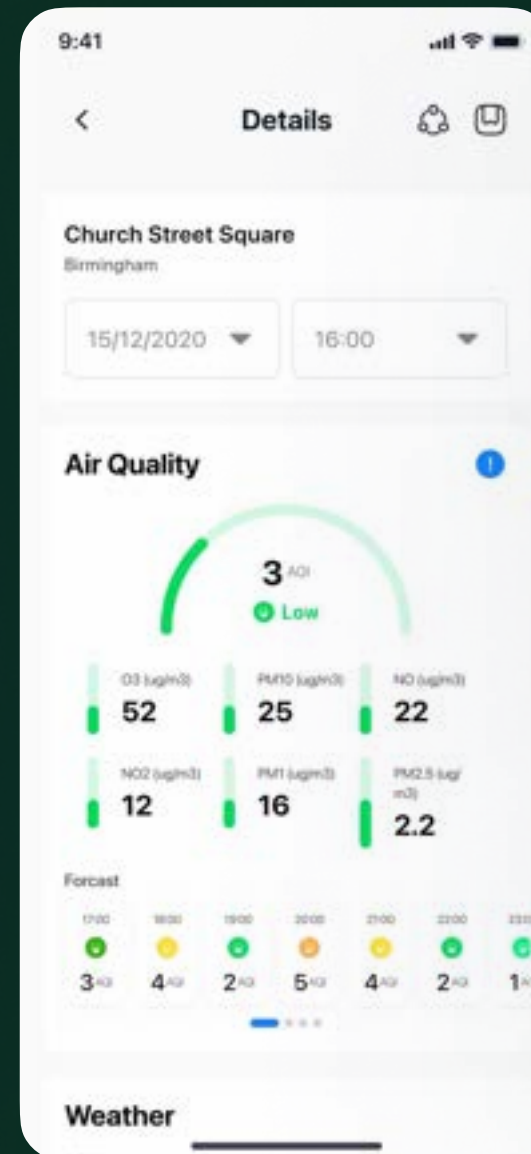
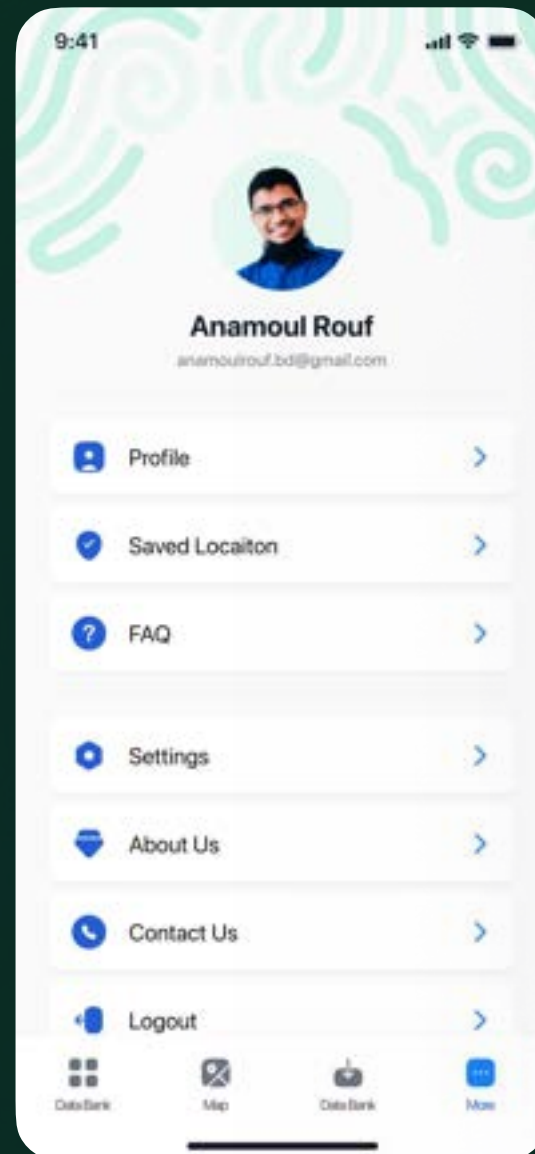
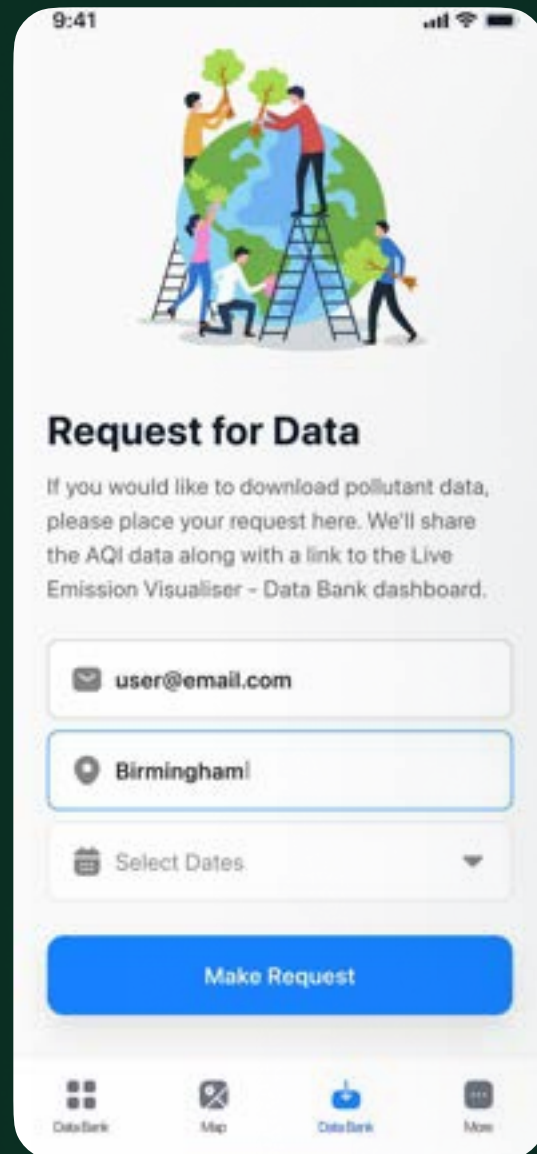
AQI Information



Weather Update



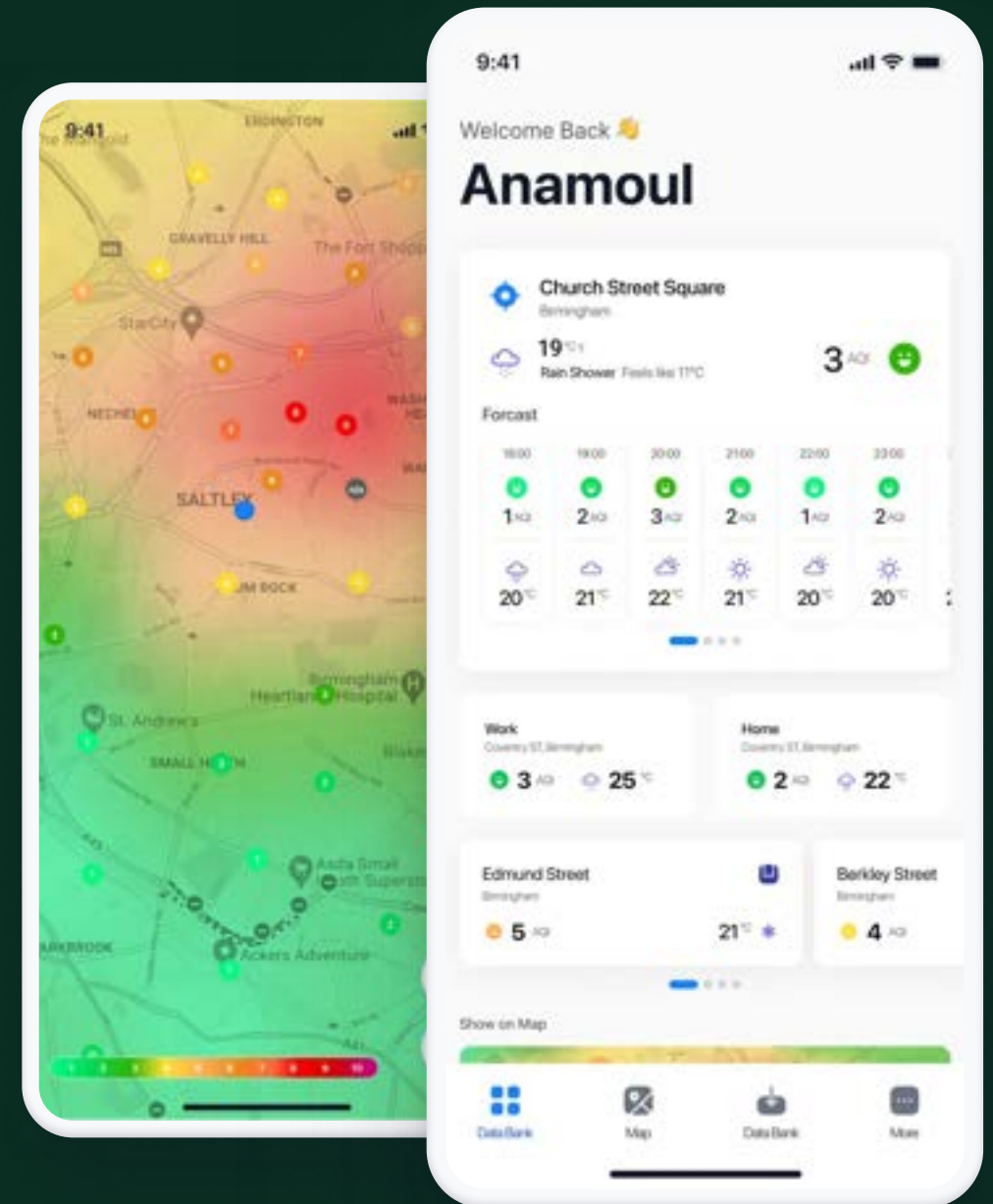
Other Screens



Usability Testing

The goal was to assess the app's overall usability and identify areas for improvements that could facilitate the completion of the tasks. The participants were given the same set of jobs.

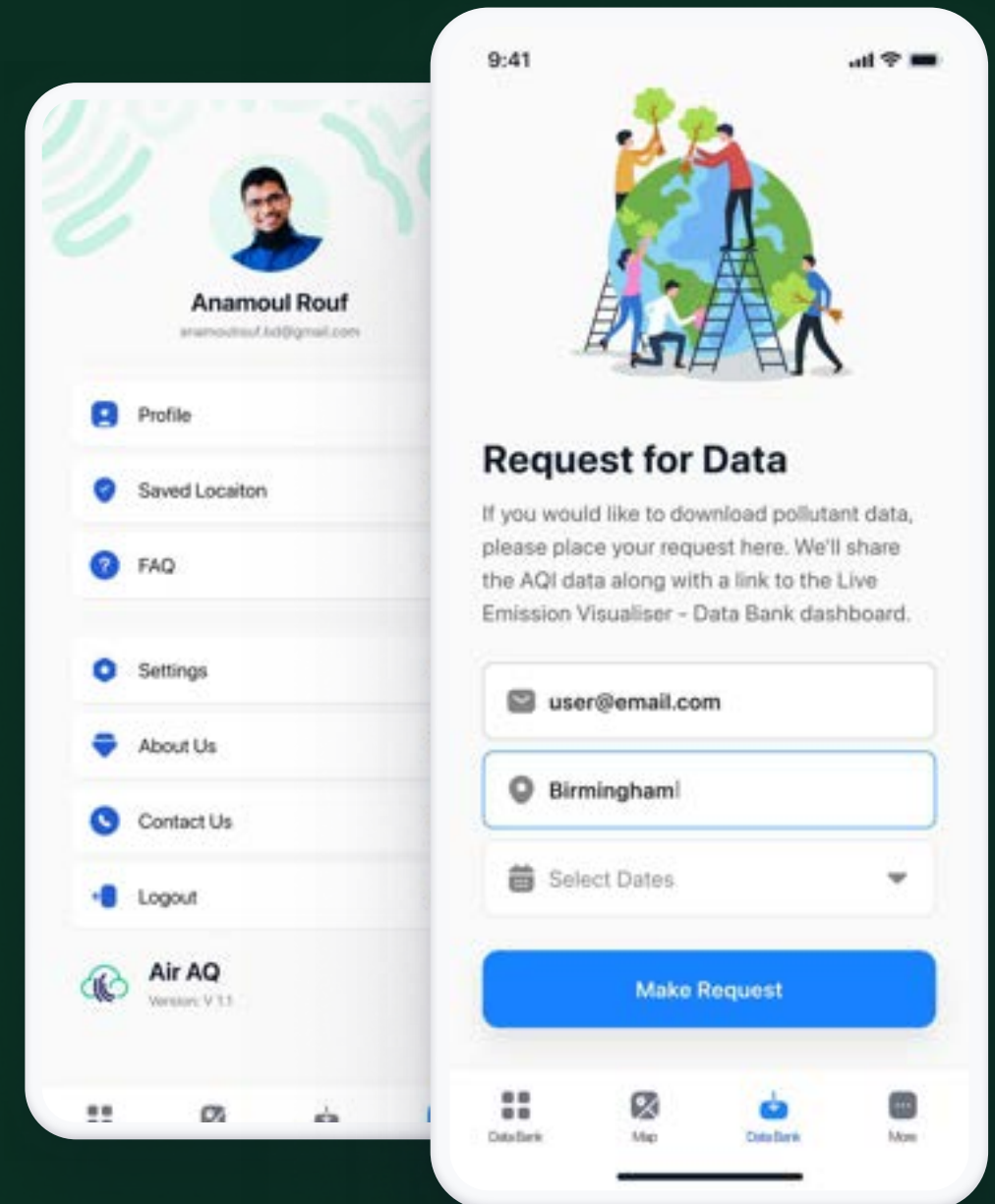
Due to the NDA issue, I've only shared the information authorized by the authority.



Refine & Deploy

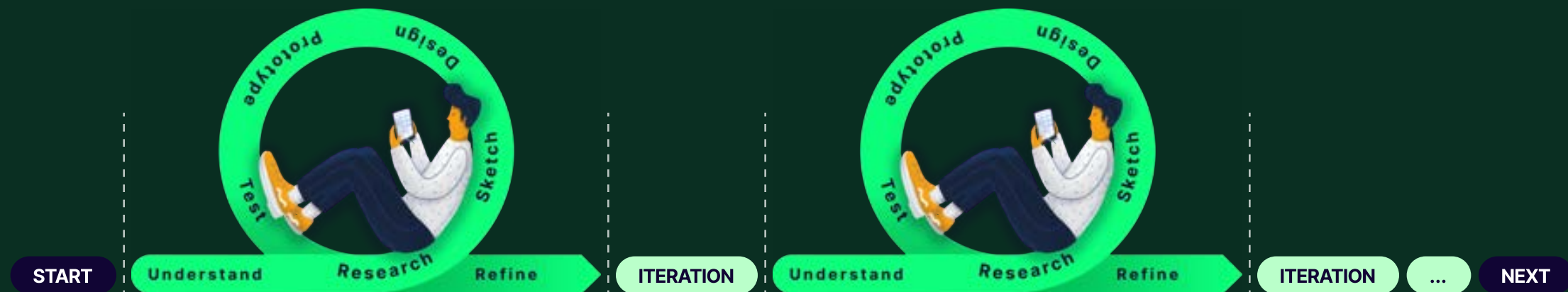
Based on the usability testing sessions, we refined and updated the design. Then, we created deliverables for development handover. I maintained continuous communication with the developers during the development period.

After the successful deployment, it is time to collect feedback from the user.



Results & Future Iteration

As it was an one-time client project, I don't have the opportunity to measure the results.



Thank you

Feel free to reach me

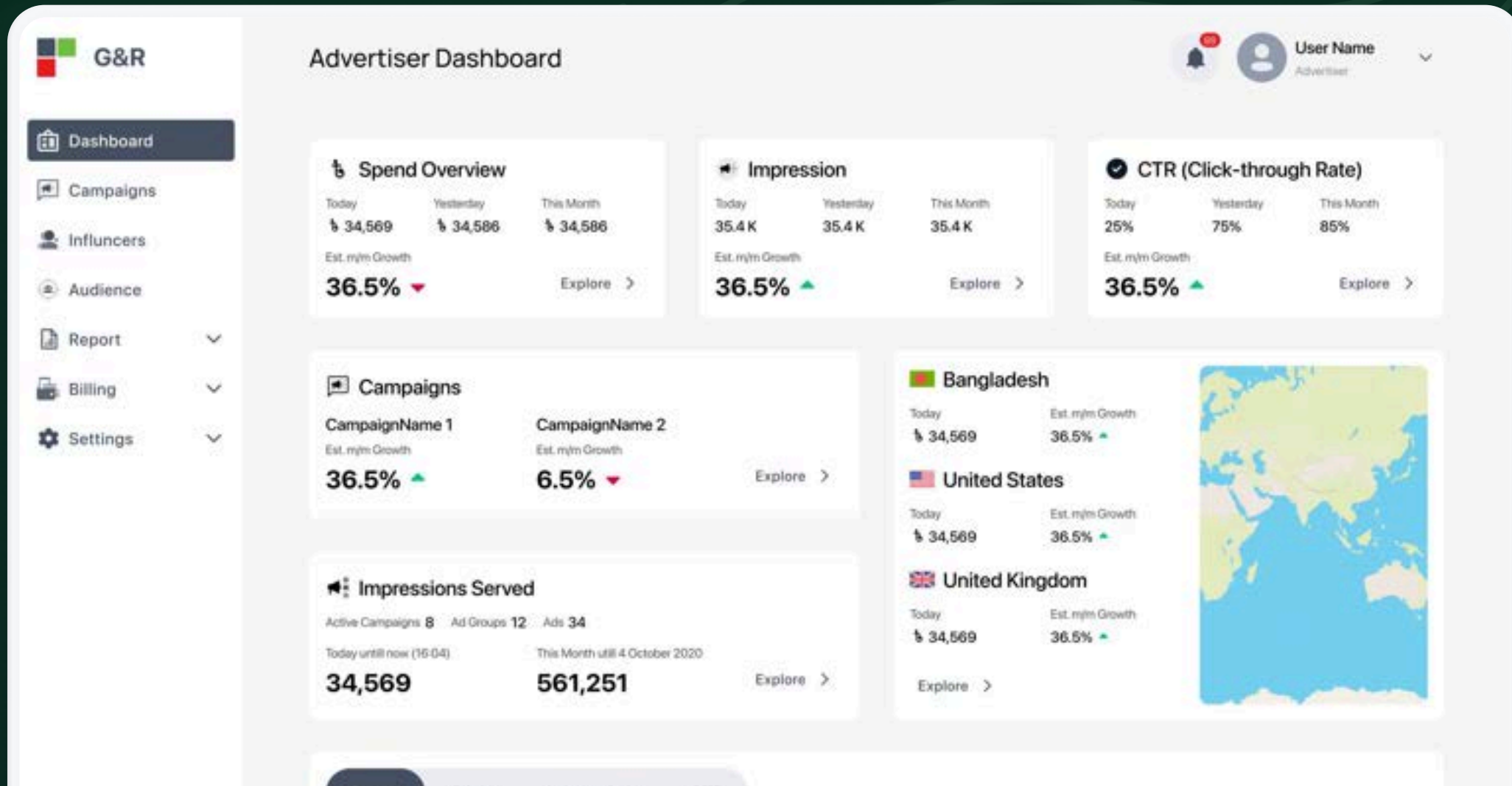
✉ anamoulrouf.bd@gmail.com

🌐 <https://anamoulrouf.com>





Redefine the ad network experience for Advertiser & Publisher





Redefine the experience for **Advertiser & Publisher**

Project

G&R Dashboard Wireframe Design

Timeline

2 Month

My Role

UX Research, UI/UX Design

Tools

Miro, Figma.

Platform

Web App.

Team Collaboration

Product, Marketing & Customer Support, and Tech.

Background

G&R Ad Network is a platform of advertisement network. It has type of customers- advertiesers and publishers. I was requested to help G&R Product team to design a mid-fidelity wireframe.

Design Challenge

The G&R team planned to restructure and redesign the existing platform for their customers. Our challenges was to define the user role, and to design functional, simple, intuitive, innovative, easy to use, conversion-friendly, and frictionless wireframes.

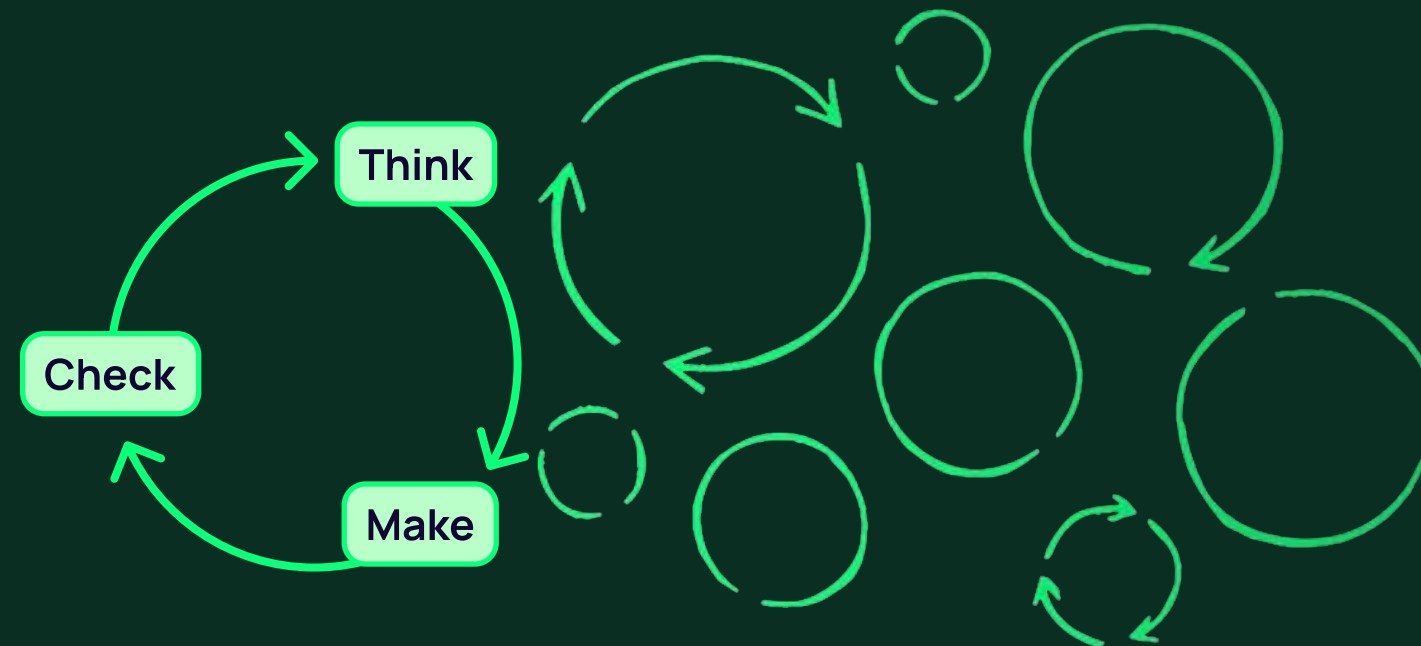
Process

Design Thinking & Lean UX Design

It is always challenging to select an efficient, sustainable, and flexible design process when we had very limited time and resources. I had selected the approach to the Lean UX process. It is an iterative process with three simple steps.

- Think
- Make
- Check

and keep repeating the steps.

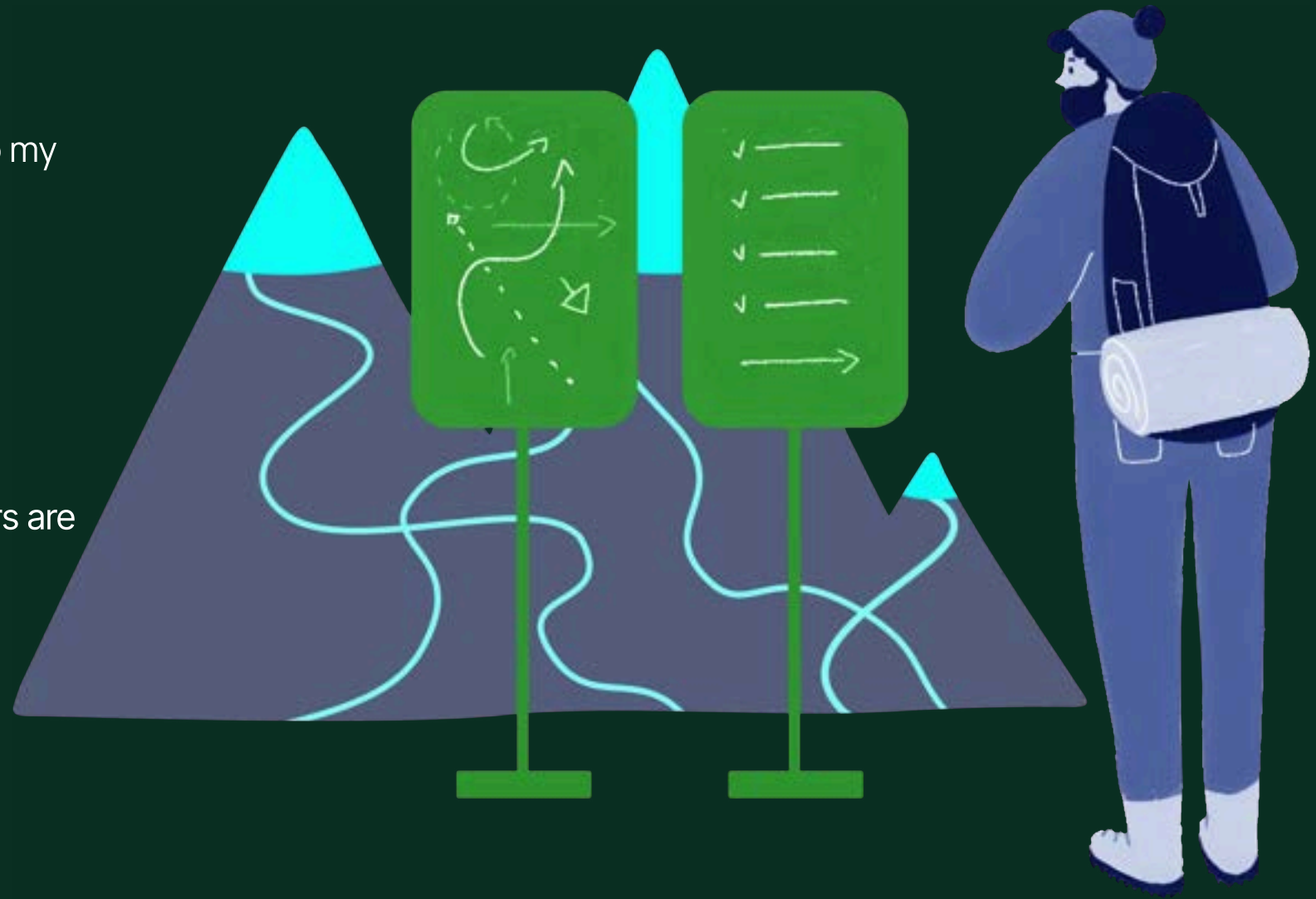


Understanding

I have no ideas about the ad network industry!

It is crucial to understand the end goal from users and business perspectives. So I started seeking answers to my questions.

- What does the product do?
- What are the business goals?
- Who is the audience? How they are related to it?
- Where they live, what they think, like & do?
- Why/How often do they use it?
- Do there are similar products in market? How their users are using the services?



Findings

We started with UX Audit in the existing system

To gain an insight, we explored the existing user journey to find the ux problems.

- There are 2 types of user roles in the system - Advertisers and Publishers.
 - A customer can have one role in system. A customer can also have both roles if it is permitted from System Admin.
 - Only the G&R authority will have the System Admin access.
 - The customers who have the both roles, It is hard and confusing for them to do all the activities of both roles.
- Examples - switching user role, generate and export custom reporting, getting live data and forecast, using publisher credits to launch ad in advertiser dashboard.



Information Architecture

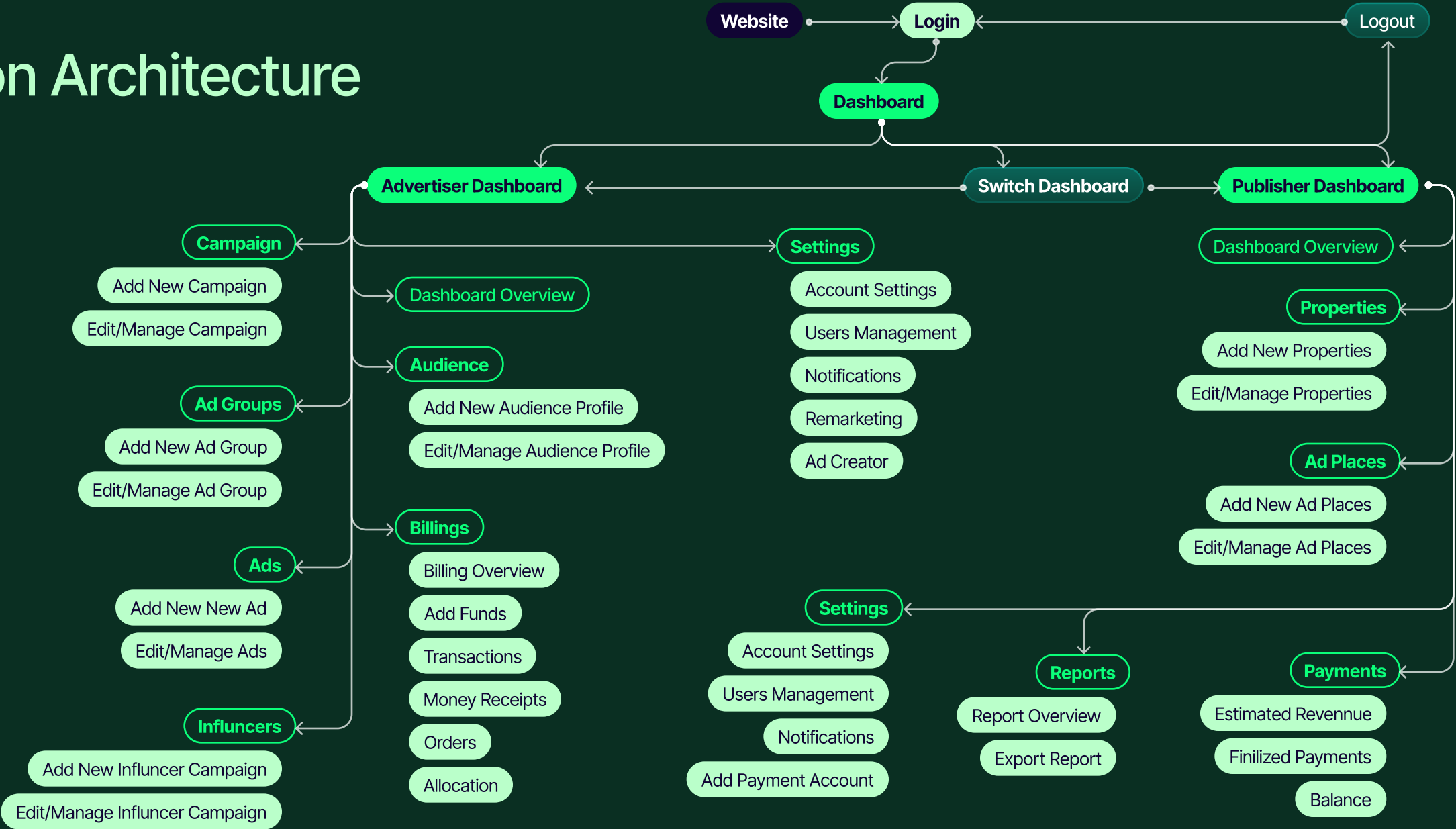
Journey

Navigation

Tabs/Pages

Main Screen

Sub Screen



Wireframing & Prototyping

We created digital wireframes and built a low-fidelity prototype. Also, we conducted a series of sessions for usability testing.

The following steps were to sketch wireframes based on the user flow maps and built the flow and low-fidelity prototype for a series of testing sessions.

[Explore the Wireframe Screens](#)



Testing

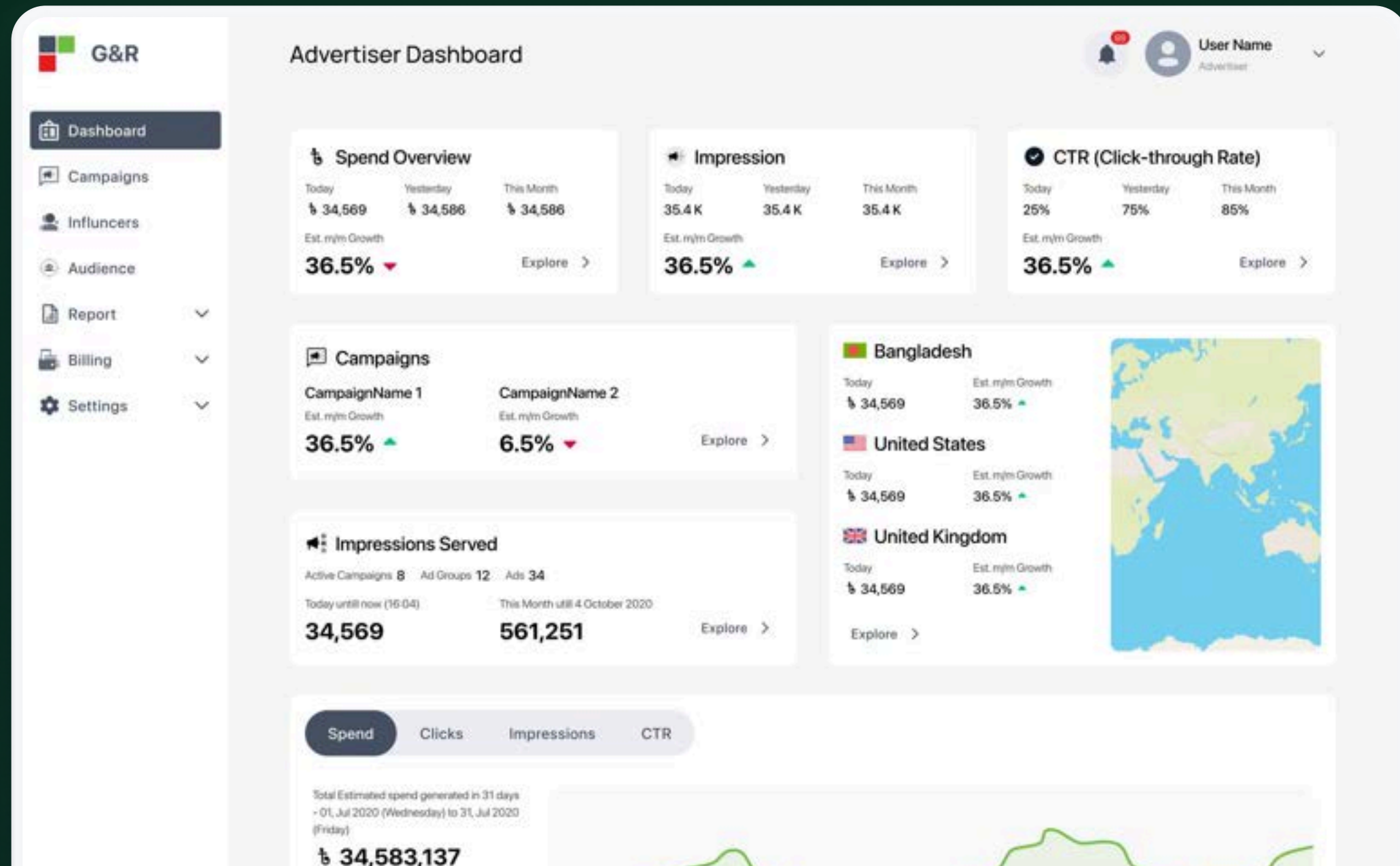
We invited some focus group users for testing sessions.

- Creating wireframes helped me to visualize the ideas and gave us the basic structure for how users would use the app.
- When creating these wireframes, we kept the user needs from the earlier findings and research in mind.
- We have done several testing sessions with a close group of users.

Explore the Wireframe Screens



Advertiser Dashboard



Campaigns

G&R

Dashboard

Campaigns

Influencers

Audience

Report

Billing

Settings

← Campaigns

Notifications

User Name

Advertiser

Add New Campaign

Lorem ipsum is simply dummy text of the printing and typesetting industry. Lorem ipsum has been the industry's standard dummy text ever since the 1500s, when an unknown

Add New Campaign

List of Campaigns

All Campaigns

enter campaign name

Campaigns	Budget	Spent	Run Rate	Impressions	Clicks	CTR	CPC	CPM
<div><div></div><div>CampaignName 1</div></div>	₺ 1,702,908	856,651,740	85.29%	1,625,790,161	8765	5.5%	₺ 21.60	₺ 4.74
<div><div></div><div>CampaignName 2</div></div>	₺ 1,702,908	856,651,740	85.29%	1,625,790,161	8765	5.5%	₺ 21.60	₺ 4.74
<div><div></div><div>CampaignName 3</div></div>	₺ 1,702,908	856,651,740	85.29%	1,625,790,161	8765	5.5%	₺ 21.60	₺ 4.74
<div><div></div><div>CampaignName 4</div></div>	₺ 1,702,908	856,651,740	85.29%	1,625,790,161	8765	5.5%	₺ 21.60	₺ 4.74
<div><div></div><div>CampaignName 5</div></div>	₺ 1,702,908	856,651,740	85.29%	1,625,790,161	8765	5.5%	₺ 21.60	₺ 4.74
<div><div></div><div>CampaignName 6</div></div>	₺ 1,702,908	856,651,740	85.29%	1,625,790,161	8765	5.5%	₺ 21.60	₺ 4.74

Billings

G&R

Dashboard

Campaigns

Influencers

Report

Billing

Billing Overview

Transactions

Money Receipt

Orders

Allocation

Settings

Billing Overview

Available Balance

₹ 27,456,987

Recent Budget

₹ 327,456,987

Average Budget

₹ 34,586

Actual Balance

₹ 27,456,987

Recent Budget

₹ 327,456,987

Average Budget

₹ 34,586

Lifetime Balance

₹ 27,456,987

Recent Budget

₹ 327,456,987

Average Budget

₹ 34,586

₹ Add Funds

₹ Add Funds

₹ Add Funds

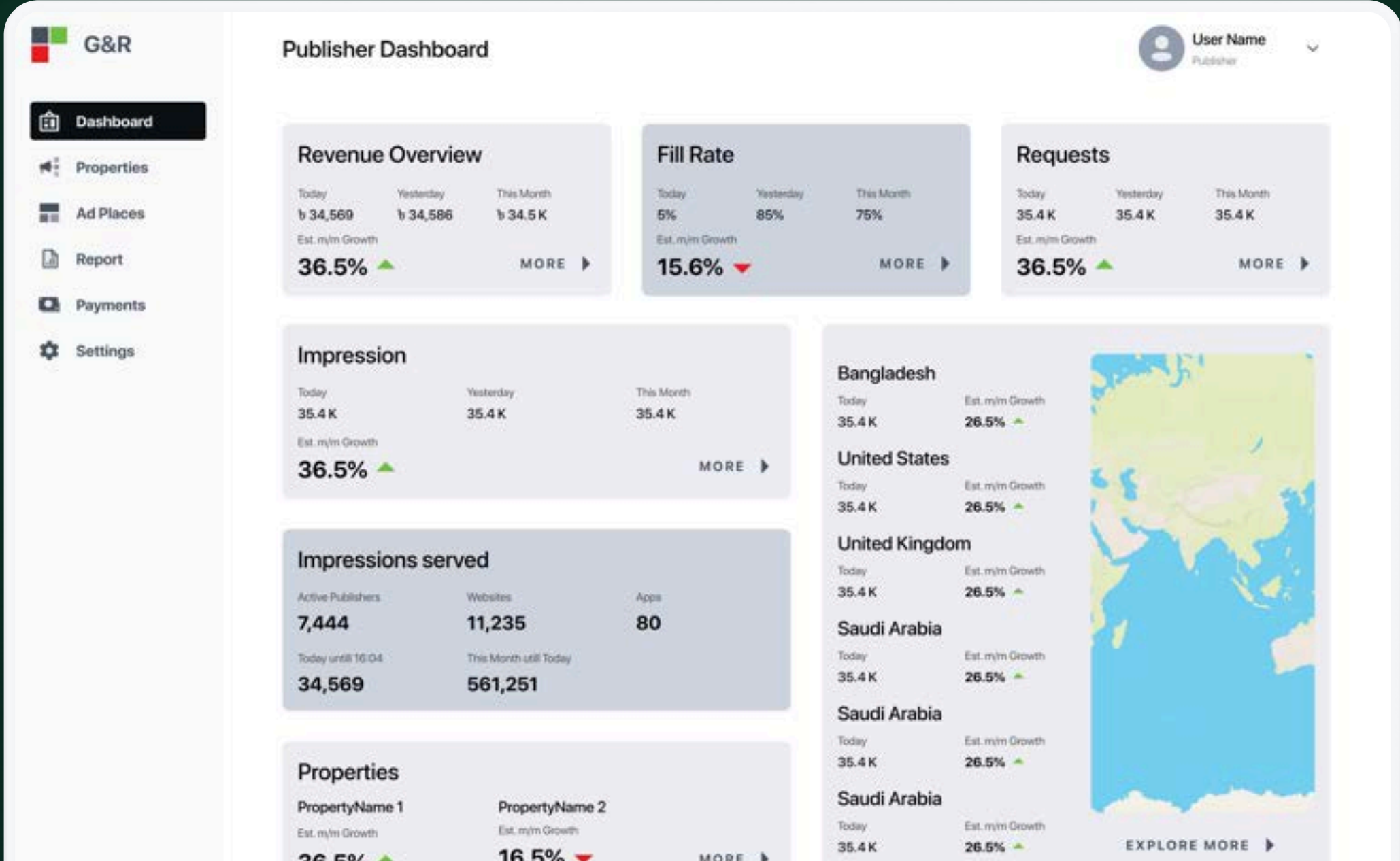
₹ Add Funds

Recent Transactions

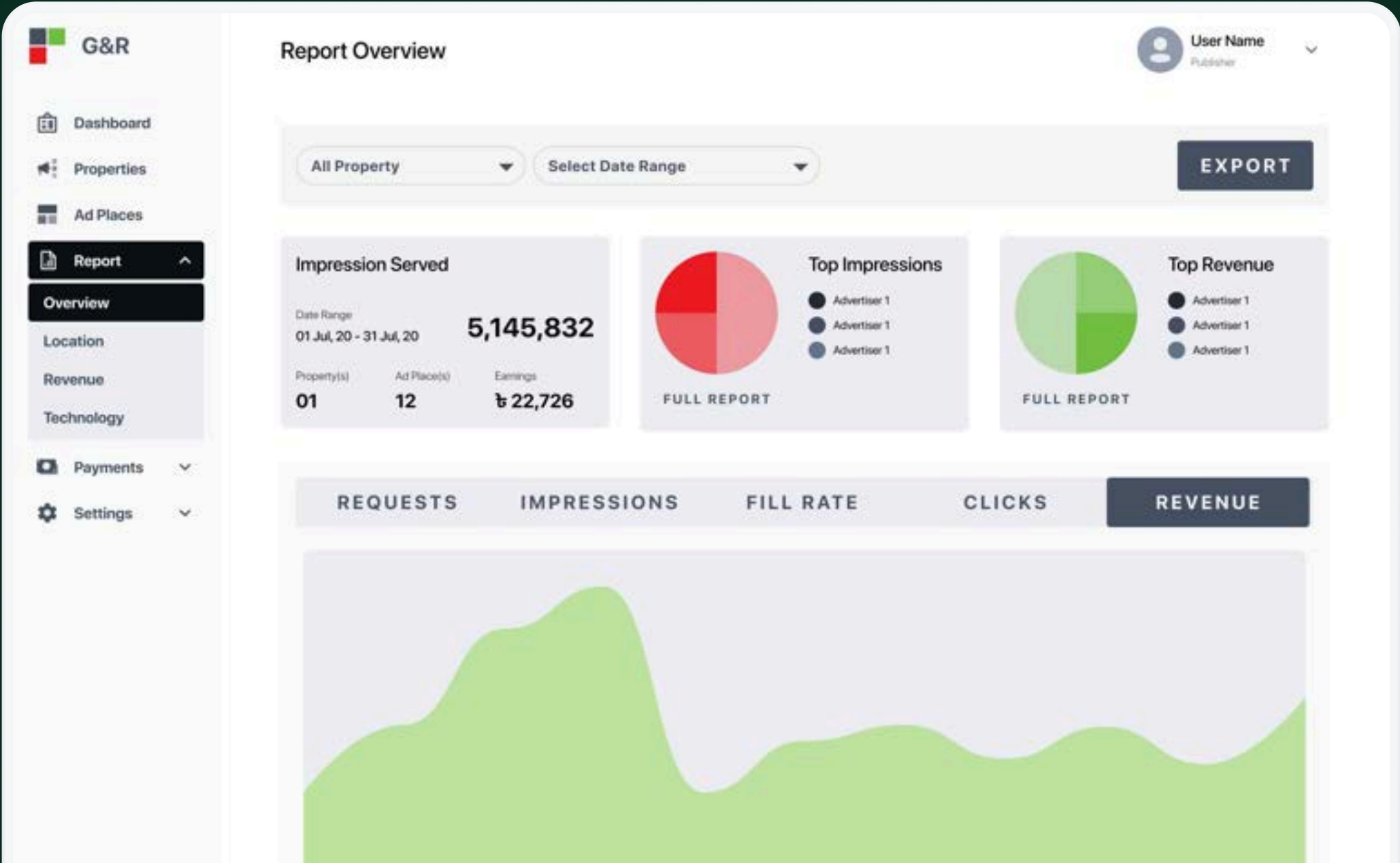
All Transactions

Date	ID	Source	Status	Amount
2020-04-19	2987	20200115-1219	Processing	₹ 245,000.00
2020-03-10	2967	20200115-1219	Complete	₹ 245,000.00
2020-04-19	2987	20200115-1219	Complete	₹ 245,000.00
2020-03-10	2967	20200115-1219	Complete	₹ 245,000.00

Publisher Dashboard



Report



Refine & Handover

Based on the usability testing sessions, we refined and updated the Wireframes.

We created deliverables for the handover. I maintained continuous communication with the team during the development period.

- Prepared design documentations
- Write user stories
- Maintained a close communication with the team
- Unit testing sessions with the demos

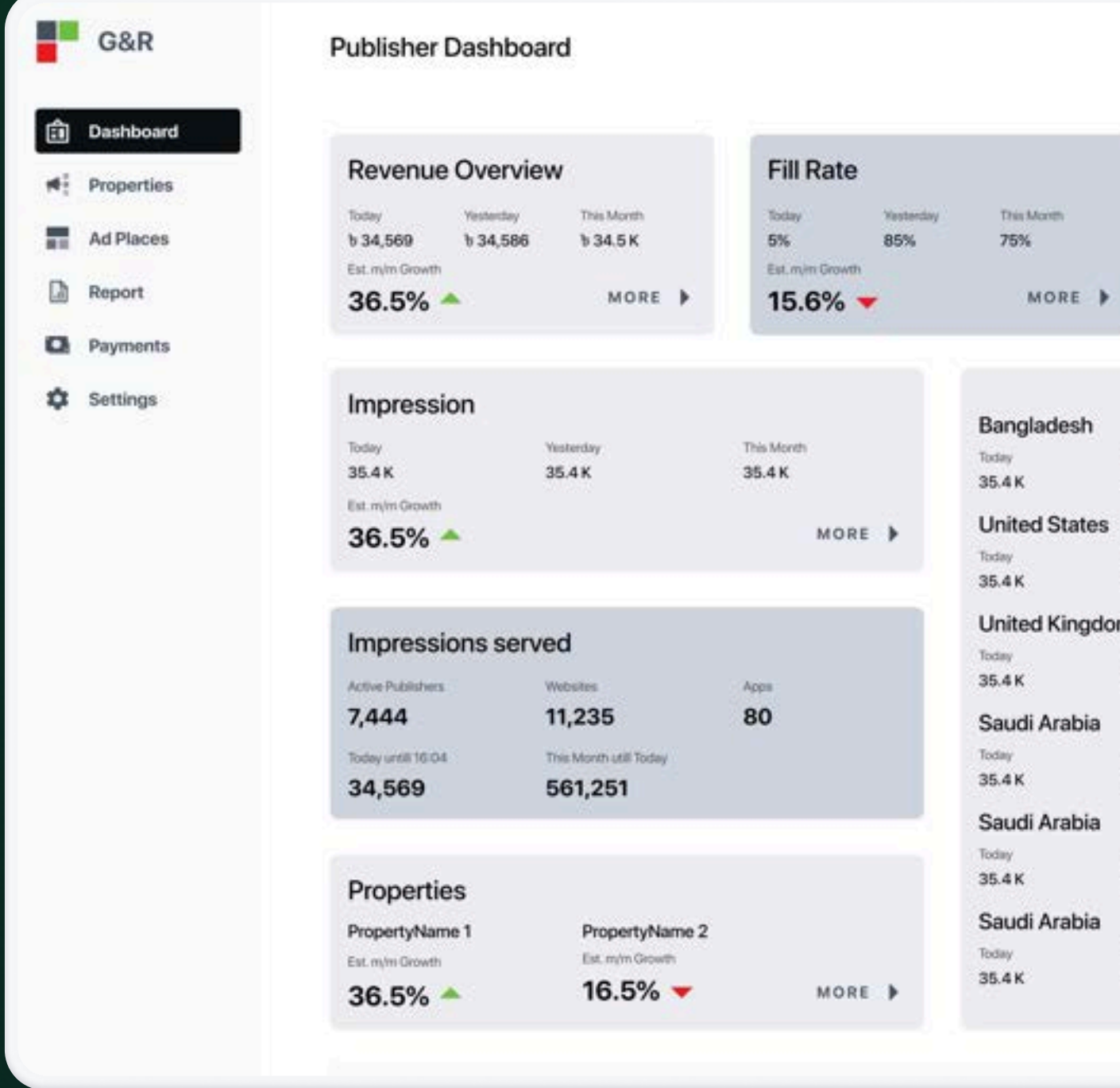


Outcomes & Future vision

Validation & Future Iteration

It's an one time project.

So, I don't have the opportunity to measure the success of it.



Thank you

Feel free to reach me

✉ anamoulrouf.bd@gmail.com

🌐 <https://anamoulrouf.com>

