Hello, I'm

# Tarsilla Lee

A USER EXPERIENCE RESEARCHER, DESIGNER AND STORYTELLER

https://tarsillalee2019.wixsite.com/uiux



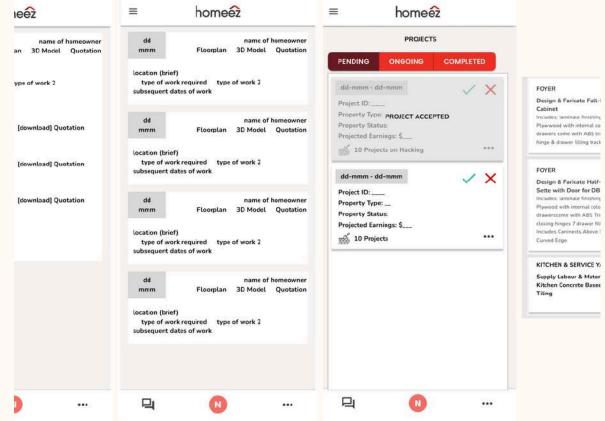


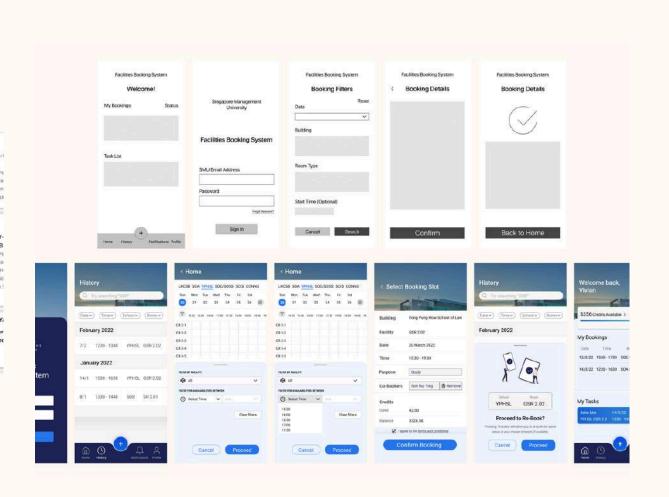
## **About Me**

With a degree in business and a major in data, design and communications, I balance both **storytelling** and **design** by putting customers at the forefront. I am a UI/UX Designer leveraging expertise in user research, interface design, and cross-functional collaboration seeking a challenging position to contribute to innovative design strategies and deliver exceptional **user-centric solutions**.

# Noteworthy Projects







PICK&GO

UX Design & Go to Market Strategy

MERCHANT PANEL

UX Research & Design

FACILITY BOOKING APP

UX Research & Design

## INTERNAL "POS" @ FELLOW

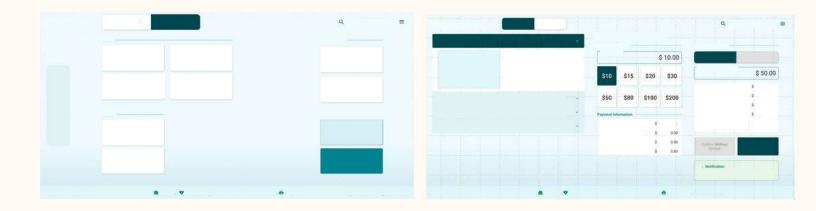
UX Research & Design

\*This was a 5-month long project with a 2028 roadmap focused on the internal system with a desktop-only view. The project was to improve a 20-year-old system which will serve over 100 staff, each with slightly different needs depending on their location, timing, resources, etc.



Typography

Low Fidelity



High Fidelity

- Improve the efficiency of an outdated software to guide the learned behaviours of users
- Create a modular system to upkeep its eventual scale and features

#### **Skillsets**

- Cross-functional collaboration
  - Users, Management, Developers, Senior Management
- Insight generation
- Rapid Ideation, Prototyping, Wireframing
- Empathy Map, User Journey Map
- Product Pitching
- User Testing (with wireframes)

#### **Deliverables**

- Mockups for over 16 flows for each of 2 interfaces
- Insight generation of key user pain points
- Proposed user flows for new work stream
- Polished brand guide (colours, font, icons)
- Interface Specification Document

**How Might We** 

<sup>\*</sup>This project required a signed NDA

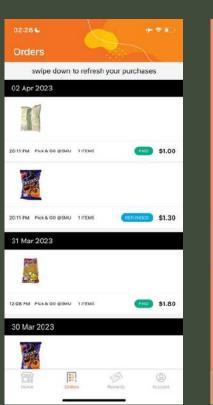
PICK&GO

UX Design & Go to Market Strategy

Pick&GO is a small-medium retail enterprise in Singapore. They market themselves as Singapore's first Al-unmanned convenience store but struggle to meet their bottom line, with plans to scale in Singapore, first, then, abroad.



Legacy







Revised

## **How Might We**

- Assist customers on a personal level?
- Make Pick&GO a customer's top of mind brand among other convenience stores?

#### **Skillsets**

- Cross-functional collaboration
  - Marketing, Operations, Finance
- Rapid Ideation, Prototyping, Wireframing
- A/B Testing (Copy Writing, Rebranding, Colour Theory)
- Focus Group Interviews
- Data Analytics & Presentation

## Deliverables

- Modular Designs
- Addressed Key Concerns with Proposed Designs
  - Al Chatbot for in-store support
  - Home page for design simplicity and advertising space
- Rebranding (Stylistics, Mascot, Colour Scheme)
  - 80% conversion rate 20% retention rate

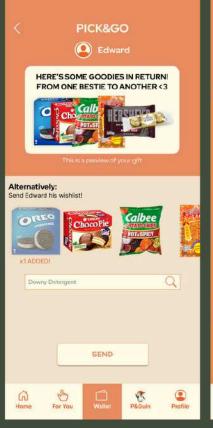
PICK&GO

UX Design & Go to Market Strategy

## **Go-to-Market / Business Redesigned**

- Customer-Centric Business
  - Curated insights for higher engagement
  - Develop social network with e-gifting, referral programmes, in-app credit transfers
- Increase in suppliers
  - Onboard new merchants/ suppliers to become a brand that is "a friend for all occassions" rather than compete in a single industry













## MERCHANT PANEL

UX Research & Design

Homeez is a renovation-technology start-up working with clients (homeowners) and merchants (contractors) to facilitate the design and build of home renovations. The project aims to build a panel for merchants, clients and business admins to oversee and track actionable items in the completion of the project.

## **How Might We**

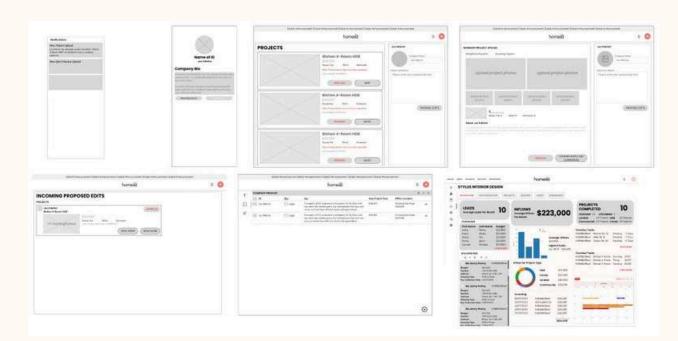
 assist customers (merchants and clients) with their on-the-go habits when it comes to renovation works?

#### Skillsets

- Multiple stakeholder interrelated designs
- Information Architecture / System Blueprint
- Rapid Ideation, Prototyping, Wireframing
- Focus Group Interviews
- Empathy Map, User Journey Map, Personae
- Product Pitching

#### **Deliverables**

- Addressed Key Concerns
  - Upload/ Download
  - Mobile design for on-the-go/one-handed use
  - "Task tracker" design



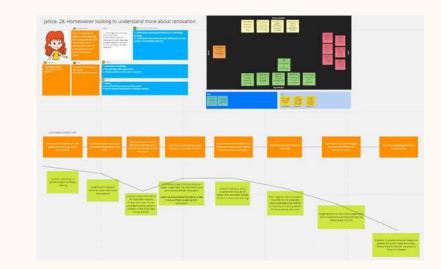
Desktop

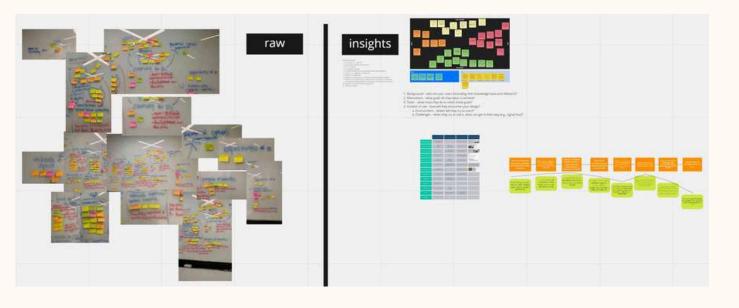
## MERCHANT PANEL

UX Research & Design

#### **UX Research**

- Information Architecture/ System Blueprint
  - Revised information architecture to accommodate introduction of new product. Considers the collection, approval and rejection of information from all parties.
  - E.g. Customer submits request for contractor > Admin reviews and uploads information into system > Contractor declines, approves or reserves project
- Focus Group Discussions, Competitor
   Analysis, Empathy Map, Customer Journey
   Map, Persona







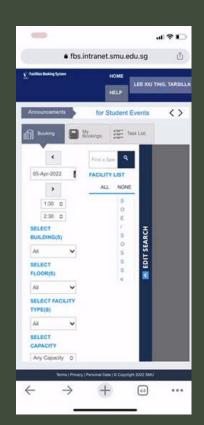


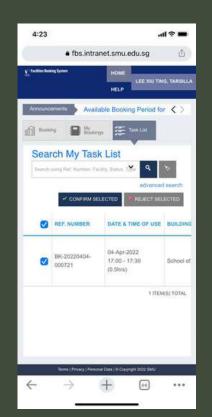
## FACILITY BOOKING APP

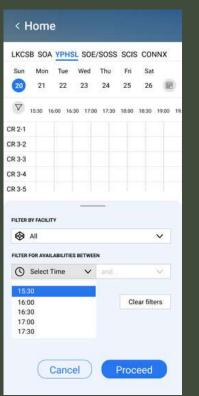
UX Research & Design

Legacy

Singapore Management University' Facility Booking Application is serves as the platform for students and staff to reserve facilities for ad-hoc use. The system has all along been operating on desktop view, accessed through the school's portal and is not mobile friendly.







Revised



## **How Might We**

• improve the online booking experience for busy, on-the-go users?

#### Skillsets

- Rapid Ideation, Rapid Testing, Prototyping, Wireframing
- Document Review, Heuristic Evaluation, Focus Group Interviews, Usability Testing
- Data Analytics & Presentation
- Product development (connecting with product engineers)

## **Deliverables**

- Tap-to-select designs (removed tap and hold interaction)
- Addressed Key Concerns with Proposed Designs
  - Single-sign in page
  - Full view of facilities and filters
- 400% reduction in time needed to complete user journey
- 700% increase in completion of bookings made on mobile

## FACILITY BOOKING APP

UX Research & Design

## **UX Research**

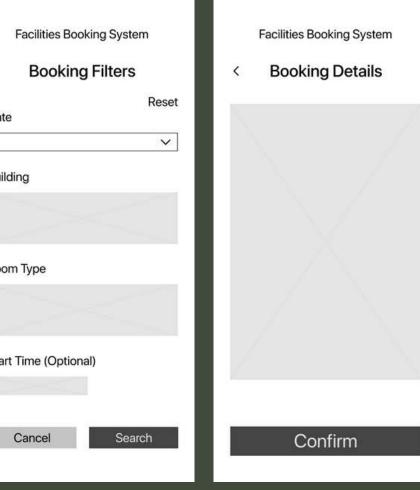
- Rapid ideation & Rapid Testing
  - 8 team members submitted wireframe ideas for the design before we moved into highfidelity prototypes.
- Usability Testing
  - Spoke with users and watched out for haptics that were relevant to them.
  - Interestingly, we found that most users booked a facility one-handed and when walking

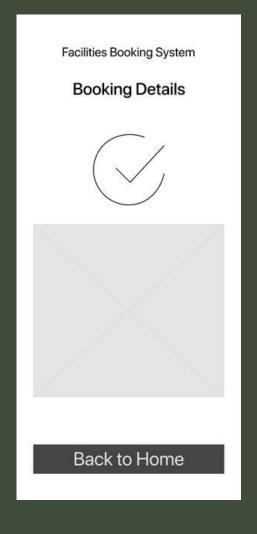




Facilities Bookin	g System	
Welcome!		
My Bookings	Status	
Task List		
+		
Home History	Notifications Profile	

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Facilities Booking System	
MU Email Address	Room Type
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Forgot Password?	
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## What Else?

**UX DESIGNER & STORYTELLER** 

Apart from UX work, I engage in communication or marketing-communication work. These include writing, copywriting, UX copywriting, pitch decks, marketing strategizing and others.



Rebranding of business
Promotional Video
3-Prong Marketing Strategy
Branding & Collaterals







Copywriting to improve SEO

- Wedding
- Photography
- SME Loan Space





Rebranding of Business for Singaporean Culture Pitch deck for Singaporean Government

Go-to-Market Strategy Rebranding of Business



For more information on my projects, please check out my portfolio :)

# Tarsilla Lee

A user experience researcher, designer and storyteller

Phone: +65 9138 3881

Email: tarsilla\_lee@hotmail.com

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