Providing creative TLC since 2001.



UX UI AI Leadership

From the days when we used to design and code in HTML and Flash to modern masterpieces of UI & UX intelligence, I cut my teeth in digital and have continued to live in it since 2001. I still actively design while also leading UX & UI design teams. I have brought multiple platforms, innovations, apps, and digital marketing campaigns to market. My core UX skill set is in planning, strategy, research & discovery interviews, information architecture, UX documentation, flows, data flow mapping, wireframes and prototyping.

Career Milestones

- Helped bring 5 AutoTech SaaS products to market overseeing design (UX/UI), branding & marketing plans
- · Art Directed and Designed over 100 digital experiences
- · Created a social app that saved 6 children's lives
- Created a 360 national campaign with a snore recording GSK Breathe Right
- Oversaw Autoshow.ca for 4 years as lead creative

My UX Process:

- 1. Listen: interviews, conversations & research
- 2. Understand: learn the user profiles or create profiles and user stories
- 3. Map: Journey mapping (consumer CX flows, data flows, action flows, flows, KDIs & matrics)
- 4. Detail: List known, discovered and assumed (unvalidated) issues
- 5. Think: Concept & present general strategies and ideas
- 6. **Document:** Build living requirement documents and information hubs (BRD/Wikis/presentations)
- 7. Architecture: Build maps (Site maps, IA flows, page flows)
- 8. Structure: Create wireframes (Paper & low-fidelity digital)
- 9. UX: Create linear click through prototypes
- 10. Validation: Audit, test & rework solutions
- 11. Design: Create or direct high-fidelity UI design
- 12. Hand off: Create or direct asset package & update documentation for dev
- 13. Oversee & QA with Dev to launch

Skillset:

- Leadership: Team & department (12+ years)
- Client facing: 20+ years of experience presenting creative ideas, UX and technology to clients as well as public speaking
- · Process: Creation & documentation
- . Analysis: Documentation & BRDs
- UX Research: User flow mapping (IA), consumer Journey, data mapping & persona creation
- UX UI Creation: Wire framing (digital & pen/paper), prototyping & design
- Data Mapping: Documenting and building requirements for data integrations.
 Including data flow architecture mapping.

My UX UI Tools:

- Design: Pen&Paper, Figma, Sketch, Adobe CC
- Project Management: Wrike, ClickUp, Asana, Jira
- Documentation: Confulence, Microsoft Office Suite, Wikis
- Flows & Diagrams: Miro, Figma, Diagrams.net(Draw.io), OmniGraffle, Visio, Xmind

Projects







iWorkyWorky App (UI/UX & Creative Direction, Client Management)



Blu Ivy HR Brand Culture Scoring Platform (UI/UX, Creative Direction, Client Management)



RMS Marketing Platform (UI/UX & Creative Direction)

VIEW PRODUCT



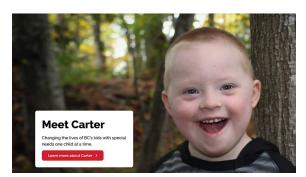
Bumper Automotive Marketing Platform (UX/UI, Creative Direction, Campaign Library Direction, Marketing)

VIEW PRODUCT



Asset Builder Platform (UX/UI, Creative Direction, Campaign Library Template Direction)

VIEW PRODUCT



Variety.bc.ca website redesign (UX Oversight, Creative Direction)



OnlineKars Auction Platform (UI/UX, Creative Direction, Client Management)

VIEW PRODUCT



GloveBox CMS Platform (UX/UI, Creative Direction, Template Direction, Marketing)

VIEW PRODUCT



Odometer Tracking Platform (UX/UI, Creative Direction)

VIEW PRODUCT



Autoshow.ca (UX/UI, Creative Direction)

VIEW PROJECT VIEW PROJECT

20+ Years Of UX, UI & IA Projects

I have Planned, UX'd, Designed, Art Directed and/or Creative Directed over 100 digital experiences in my career so far. View many of them below.

VIEW MORE UX PROJECTS

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