

Hey, I'm Caterina.

Having been born in Barcelona and raised in New York City, I'm a trilingual interaction designer. My curiosity drives me to explore aesthetics, and human behavior.

Currently I am part

of the Extia team in Barcelona as a UX design lead at AXA Insurance. We design fluid and satisfying user experiences for the insurance industry.

I love the work I do, and the people I engage with to brainstorm ideas, and share creative concepts for advancing towards a better future.

Being multicultural has widened my vision, and enhanced my focus for creating innovative solutions.

I enjoy every step of the design process, from the research work, to creating prototypes, to user testing, and implementing ideas for all digital interfaces. My ever-increasing understanding of human psychology and empathy are strengths I feel I possess for solving the needs of users and clients.

Below are some of the clients I've worked for, and the colored circles are those included in my portfolio.













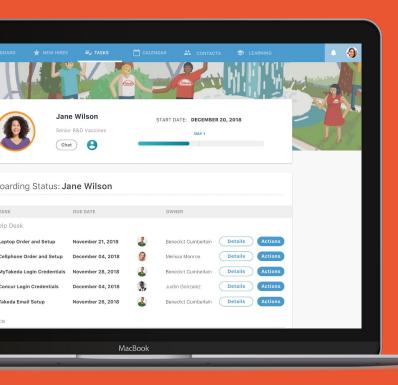












Takeda

HR Onboarding App

Challenge

Takeda, an international pharmaceutical company, came to us requesting that we develop an improved world class preboarding/onboarding online process. The goal was to align, on a global scale, the end to end hiring experience for new employees. While allowing enough flexibility for HR to incorporate their own local practices.

Roles

Qualitative user research, information architecture, UI design, prototypes, and user testing.



Customer Journey Map, after decoding interviews.



Takeda

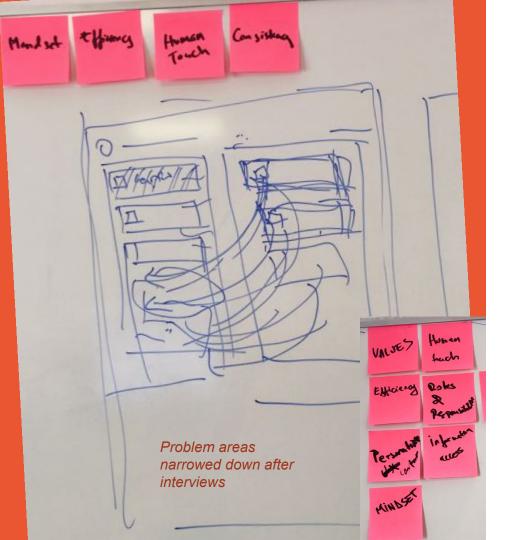
HR Onboarding App

Process

My boss and I conducted 58 interviews with new employees, managers, and HR reps, both in person and remotely. After decoding the interviews to identify initial problem areas, I mapped out a customer journey map with pain points, opportunities, and the tools used throughout the hiring process.

My team and I brainstormed ideas, and translated the insights into key app features for solving user's frustrations. The user testing was conducted in Zurich, and with Takeda's Boston and Tokyo offices, remotely. The goal was to identify and gather feedback on cultural differences to redesign the prototypes and retest them to the satisfaction of our clients.





Takeda

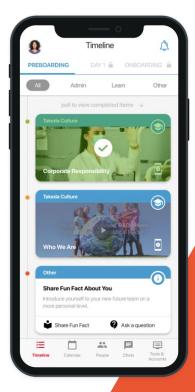
HR Onboarding App

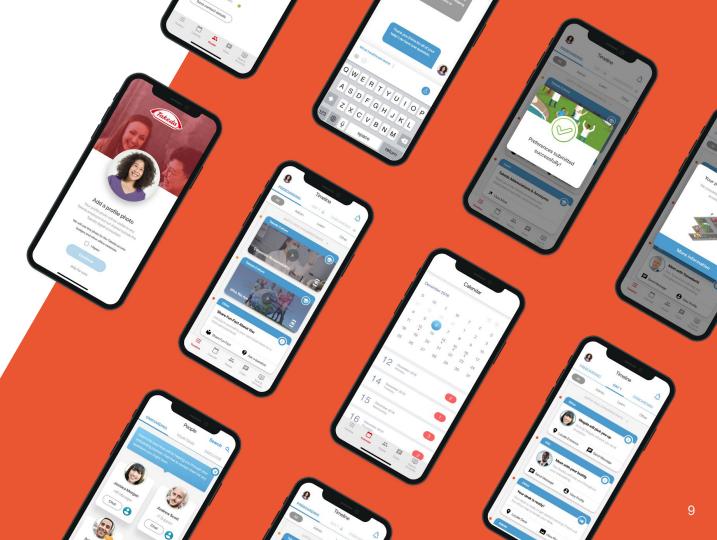
Our Solution

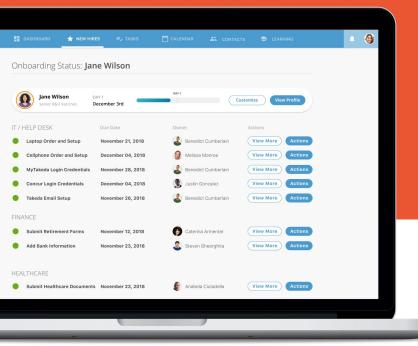
The multi-feature app for new employees was designed to provide the correct information at the appropriate time in their onboarding process. This solution would help new employees track, and prioritize their tasks with a personalized timeline display of their most relevant content.

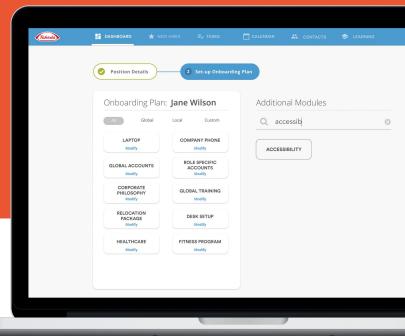
We also crafted a web interface for HR representatives to use when setting up each new employee's onboarding process. This tool would allow HR reps to personalize the automated content based on key factors, such as: location, job title, marital status, transportation method and more.











Recruiting manager tool 10



Presenting our insights at the Takeda Zurich office



Remote interviewing with Tokyo

Takeda

HR Onboarding App

The concept was very well received, which emphasized those unmet needs we had identified within the preboarding/onboarding process in Takeda.

Some comments from employees during user testing:

"I hope it gets up, and launched because this would be very beneficial."

- New Joiner

"It is important to have a continuous and consistent experience like this."

- HR Representative

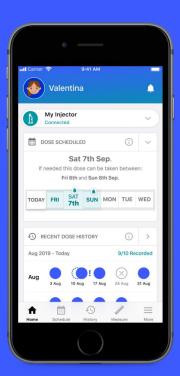
"This would be a one stop shop that is critical for both sides."

- New Joiner





A splash screen I illustrated to represent growth for children.



The home screen displays the injection dates and the status of the connected injector.

Phillips Medisize - Monter

Growth Hormone App

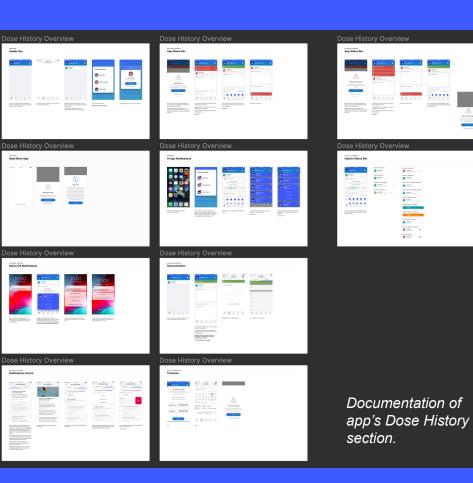
Challenge

Phillips-Medisize is a leading biotech company that provides drug delivery devices to the pharmaceutical industry, and were looking for a way to leverage their devices connectivity via bluetooth. Their main objective was to improve the patient/user experience and to create a direct feedback loop between patient, healthcare practitioners, and case managers.

The Monter mobile application was specifically for patients undergoing human growth hormone (hGH) injections, and their caregiver's involvement.

Roles

User research, information architecture, user flows, customer journey maps, prototypes, UI design, design QA and dev support.



Phillips Medisize - Monter

Growth Hormone App

Process

The design lead and I were responsible for the UX and UI designs of a patient app, and web portal for medical professionals.

For the prototyping and testing phases, my design partner and I worked alongside the director of Phillips Medisize Connected Health who conducted several focus groups for us to analyze the feedback and reiterate the designs, determined on creating an easy to use, and intuitive app for all ages that would be a vital tool for all patient's health care.



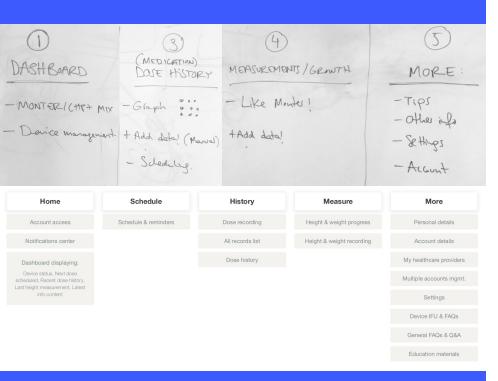
Phillips Medisize - Monter

Growth Hormone App

Process

My responsibilities included: UX benchmarking, analyzing and decoding user's feedback, updating prototypes based on client or user needs, supporting developers, and documenting design guidelines.

I also conducted all-day workshops and presented the works-in progress of design proposals to the clients who visited our Barcelona office. This close collaboration with the clients allowed us to complete our work to their satisfaction.



The Monter app architecture consists of 5 main sections allowing the user to reach all the functionalities available.

Phillips Medisize - Monter

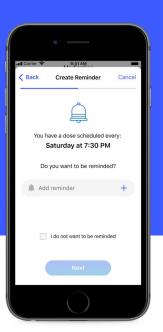
Growth Hormone App

Our Solution

The app enabled users to set a medication schedule with reminders, record the dosage taken from the connected device, track injection history, and monitor growth measurements.

The Monter mobile app functions in conjunction with a smart autoinjector to support medication management. Doctors can meanwhile use the web platform to track their patient's health progress, and send them private messages or reminders.

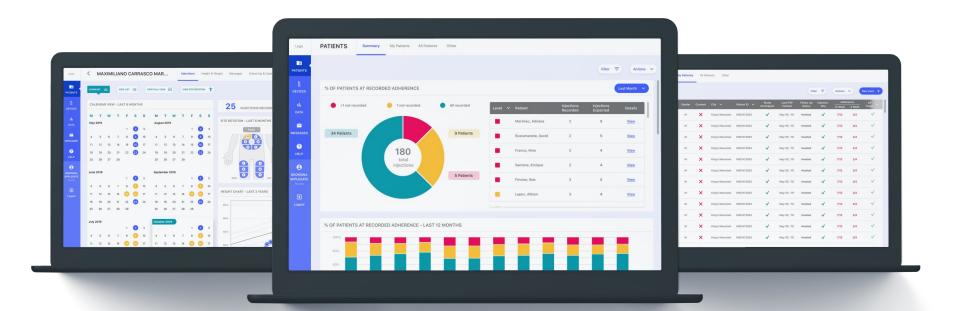








App for patients and caregivers.



Art Basel

The New York Times

Art Galleries Respond to Virus Outbreak With Online Viewing Rooms

After canceling its fair, Art Basel Hong Kong will present more than 2,000 works online with an estimated value of \$270 million. That's just the beginning as the art world goes virtual.



New York Times article.

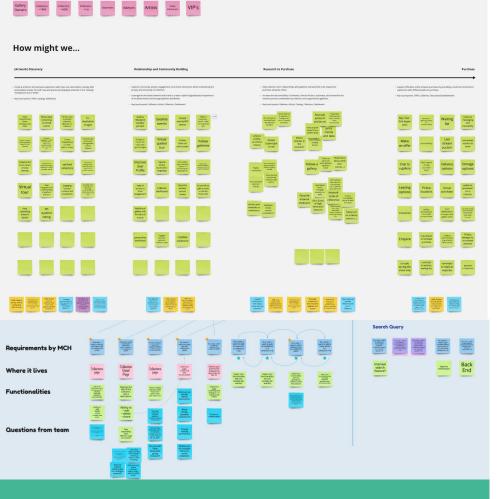
Online Viewing Rooms

Art Basel

Challenge

Art Basel is an international modern art fair that physically brings together artworks and art collectors. I had been assigned as their sole UX/UI designer a few months prior when covid appeared. When Art Basel's exhibition events were cancelled, their digital platform had to urgently be reimagined and revamped with enhanced features.

Expectations grew to enhance their digital presence, and though a challenging process it was also illuminating for me while designing new UX features in a shorter time than usual. I juggled between near-future designs, current designs, and quality assurance, in constant collaboration with the engineers who were building them.



Art Basel

Role

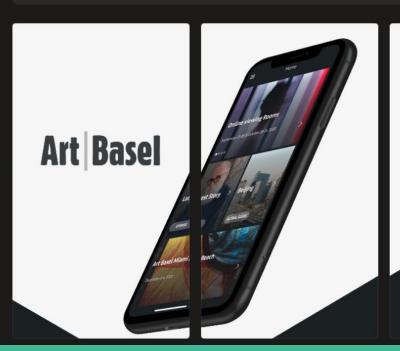
UX benchmarking, UI design for a responsive web and app, information architecture, design QA, and graphic designs for iTunes and Google stores.

Lifestyle
MCH Messe Schweiz (Basel) AG

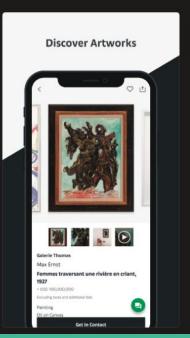


☆☆☆☆☆ Not Enough Rating 12+ Age

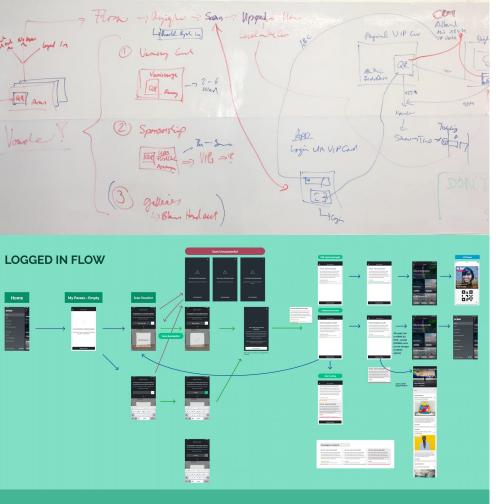
Art Basel - Official App is only available on iOS.









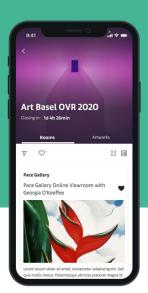


Art Basel

Process

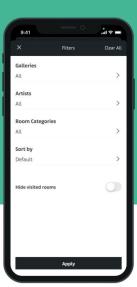
I worked as the sole UX designer along with a team of 12 engineers and 1 PO using the agile method of 3 week sprints for 1 year. After I familiarized myself with all of Art Basel's diverse online platforms, I was able to research, create, and present new concepts and wireframes to the client. I also redesigned their entire login flow, online viewing rooms, a new voucher redeeming feature, and made vast improvements throughout all of Art Basel's digital platforms. While I continuously imagined and visualized future designs, I was able to verify that the developers carried out the designs. And was always available to support them in any way possible.

Art Basel





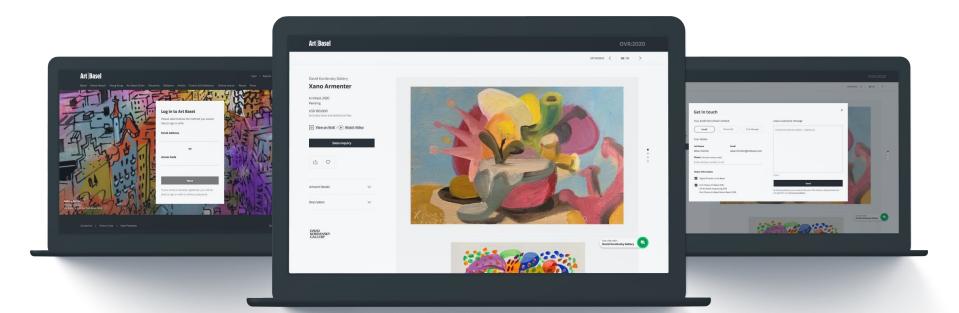




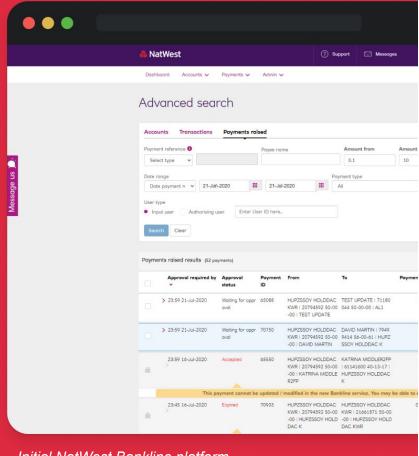




Art Basel







NatWest

Bankline Usability Improvements

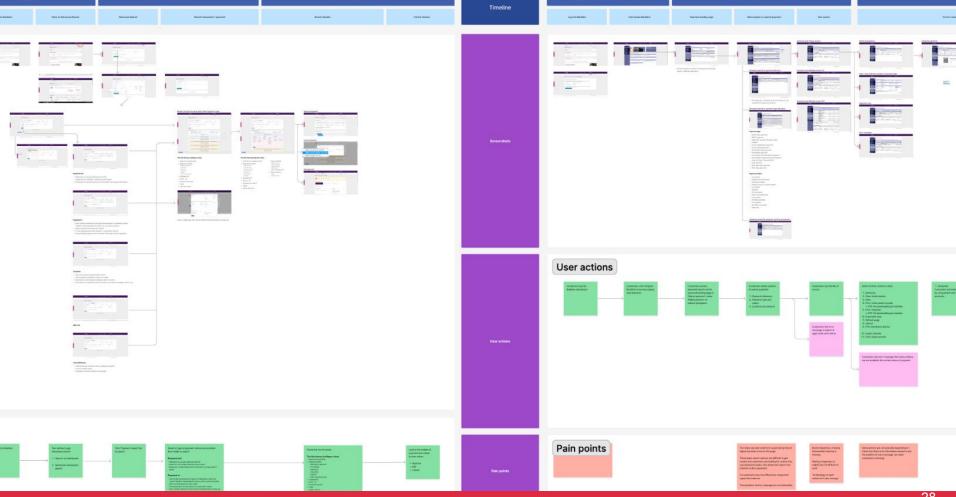
Challenge

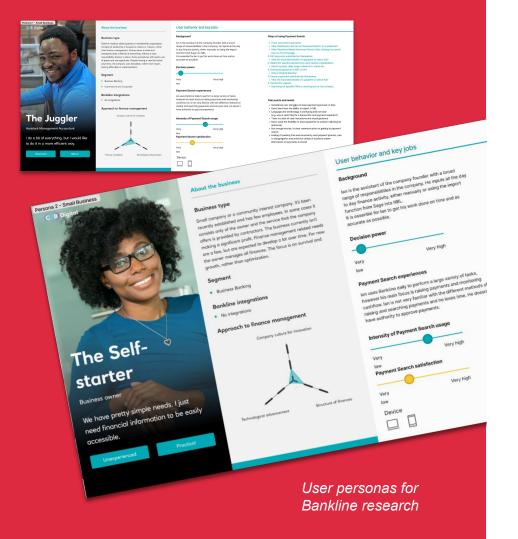
NatWest is a prominent retail and commercial bank in the United Kingdom. They needed us to enhance their SME sector's existing platform; called Classic Bankline. Their customers were grappling with a convoluted user journey, encountering non-intuitive label names, and data values while attempting to access their audit-related reports.

Over 760 calls daily inundated NatWest's call center, prompting the need for a streamlined SME portal. Aside from improving usability, we needed to reduce the reliance of helpdesk support with a 12% target.

Role

User research (qualitative and quantitative), create customer journey maps, create user personas, conduct user testing, conduct ideation workshop, present insights to stakeholders.





NatWest

Bankline Usability Improvements

The Process

Was a collaboration between the product owner, UX designer and myself as user researcher.

First, I met with internal stakeholders to better understand the product, and their business needs. Then, I planned, recruited and conducted two rounds of 1:1 user interviews with eight Bankline users from various sized companies. Once I had gathered the qualitative data, analyzed it, and identified the common pain points I then created an in-depth 15 min. survey that I strategically disseminated among 150 users.

To share my research findings a collaborative ideation workshop with my team and internal stakeholders took place, in which we collectively brainstormed ideas and prioritized pain points to achieve the best UX design solutions.





NatWest

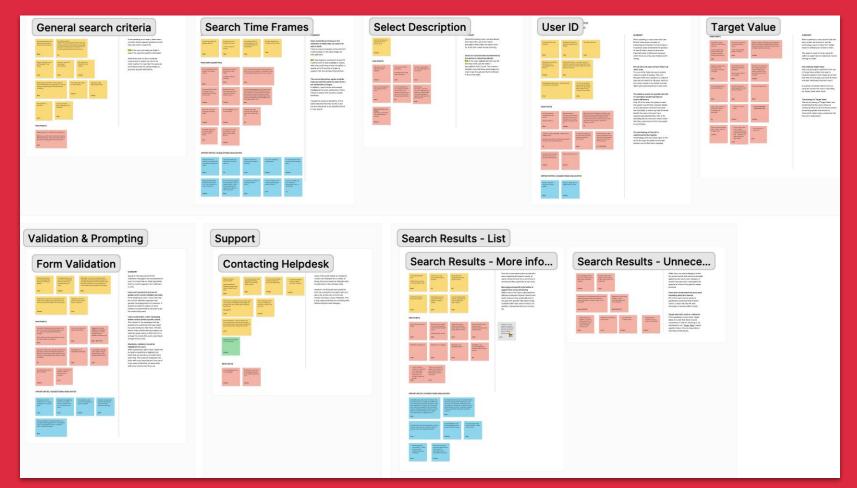
Bankline Usability Improvements

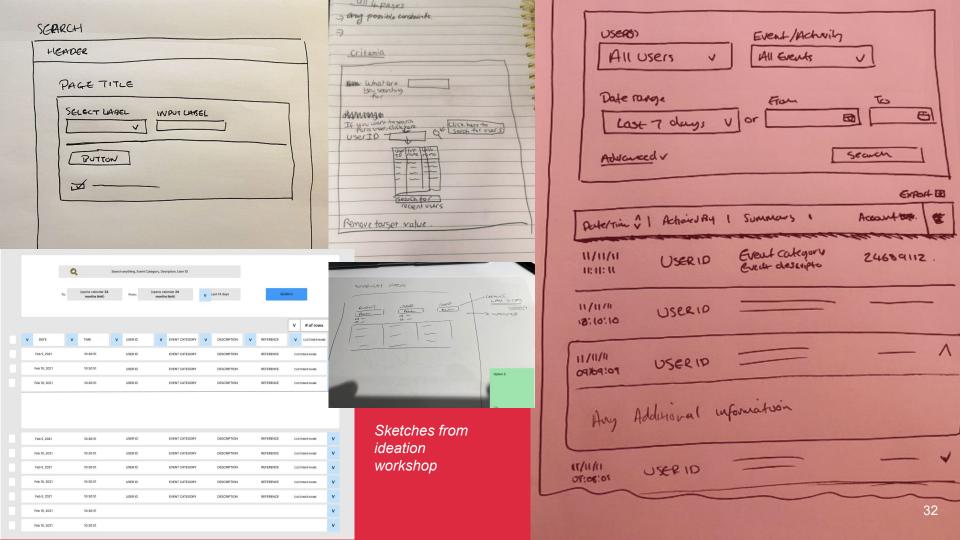
After reviewing the thirteen insights I had previously gathered, the team and I categorized them into three main themes:

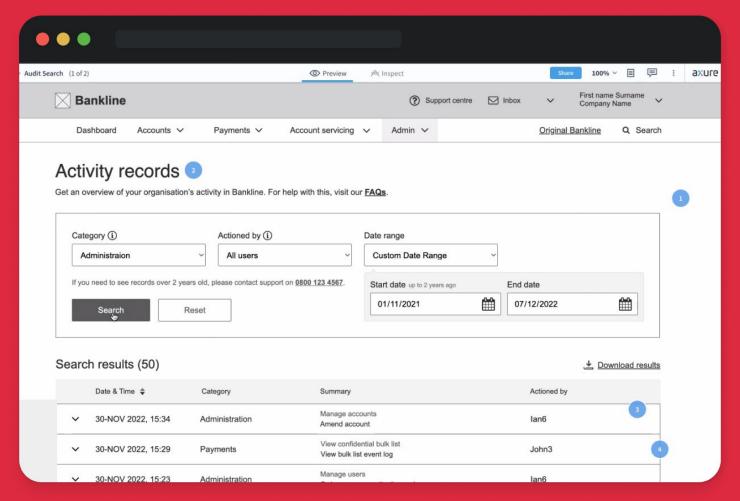
Awareness: Users were not aware that certain features existed due to a lack of communication and visibility. We wanted to eliminate the need for users to embark on digital scavenger hunts.

Search: Users were confused with the various filters and the terminology being used. Our redesign focused on refining the language, transforming the search tool into an intuitive guide, seamlessly connecting users with the information they sought.

Search Results: Users felt stuck once obtaining the results due to missing visual components and the lack of actions such as the ability to export the data. Our goal was to empower our users to navigate efficiently and export data effortlessly.









NatWest / Bankline Usability Improvements

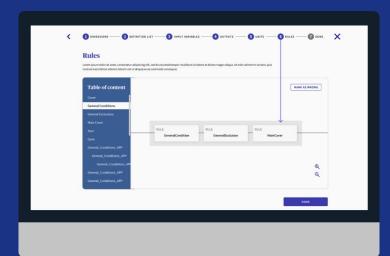
Solution

Our UX designer was then able to synthesize the collaborative workshop ideas that we had brainstormed, and create a low fidelity wireframe for me to use for testing five individual users who had originally participated in my initial interviews.

To alleviate our user pain points we designed a solution that included: visually impactful elements, refined terminology, an enhanced search feature, the ability for users to export results, and the option to hide sensitive financial information.

By the end of my contract we had enhanced NatWest's SME user experience platform, and solidified the project's success with overwhelmingly positive feedback.





Design concept integrating AI in the user flow.

AXA

Digitalizing the Policy Process

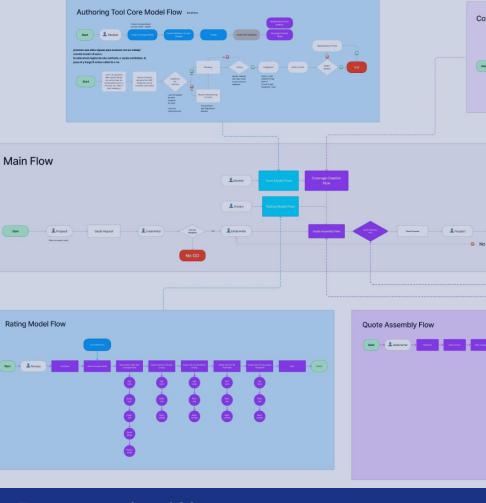
Challenge

As part of AXA's innovation team I was assigned the formidable task of enhancing the UX/UI of one of their internal tools named, Computable Contracts aka: CC. This software tool had been built two years prior by AXA's own top engineers, although, without any design principles applied.

CC is a powerful software aimed at helping AXA's global entities digitize their contracts building process, and facilitate its agents with a speedier customer claims service.

AXA's other main objective with CC was to white label it, and create such an indispensable tool that other insurance companies would want to purchase it.

But CC users were encountering enormous challenges navigating its complex interface. One user said he needed an entire year to learn how to use the product, though appreciating its benefits.



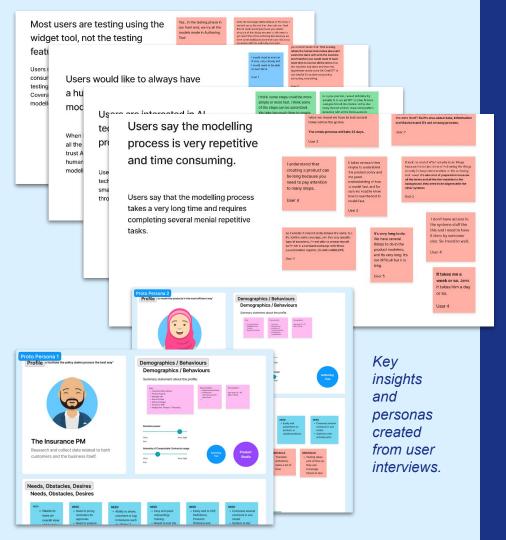
Digitalizing the Policy Process

Role

UX design lead, user research (qualitative and quantitative), create customer journey maps, create user personas, conduct user testing, review all UI design, mentor junior UI designer, design QA, support developers, and present design concepts to stakeholders.

The current user flow of CC





Digitalizing the Policy Process

Process

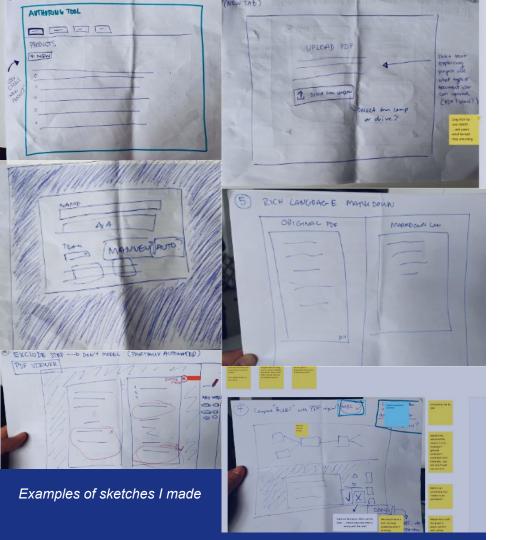
As Lead UX Designer I addressed the urgency for streamlining, and simplifying the usability of CC with a more intuitive and pleasantly efficient experience.

I immediately delved into the preliminary existing research and once gaining a comprehensive understanding of the current landscape, I meticulously mapped out the user flows, crafted proto personas for my 1:1 subsequent user interviews.

Eight users were interviewed for gathering valuable insights. Four were managers with approval rights, and the other four were modelers who were responsible for the core modeling process by inputting manually extensive data.

The main insight encountered was the tool's repetitiveness and its time consumptive challenges on its users, demanding a tedious core modeling process.

This revelation guided my team's main strategy to singularly focus on improving the core modeling process.



Digitalizing the Policy Process

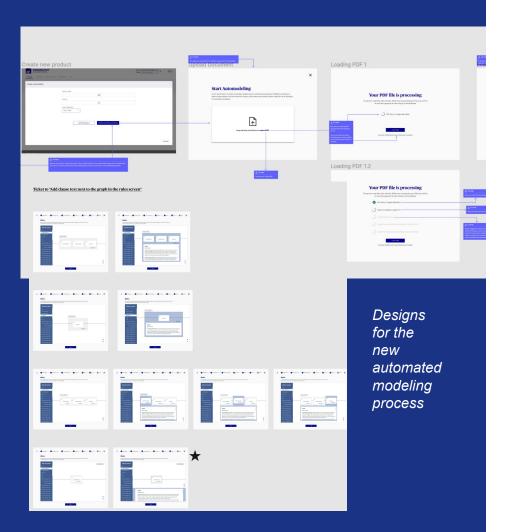
Solution

I, with the engineers and the Product Owner (PO) collaborated, brainstorming solutions for providing an easier, and more condensed core modeling process.

We concluded after many tests and brainstorming sessions that leveraging AI technology would transform the duration of the modeling process from a one month endeavor to a matter of days.

I identified and mapped out the steps involved in the current modeling process in order to assign what appropriate tasks should be delegated to AI.

Once we refined the proposed steps and were approved by our internal stakeholders, with the assistance of my junior UI designer I created a hi-fidelity prototype for further testing to validate our hypothesis.



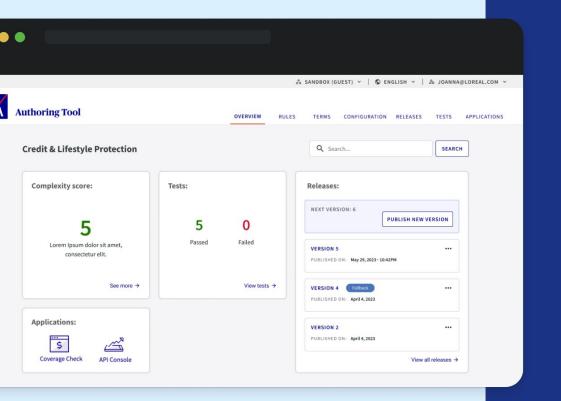
Digitalizing the Policy Process

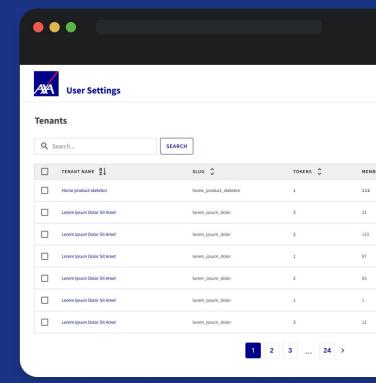
I conducted user tests for assessing the new automated modeling process, with our newly integrated AI GPT technology.

I conducted a remote workshop that involved twelve users for testing and providing preliminary feedback on our first iteration. The response was very positive, but also filled with doubts and concerns for how precise the technology could actually function. To help ease eliminate the user's worries we provided them with the ability to review the Al's completed work and highlight any errors made.

Throughout the Computable Contracts' revamping, other smaller design projects like, enhancing the dashboard, refining the user settings page, simplifying visual components, removing extraneous information, and optimizing data tables across the program were taken care with a consistent vision amongst the team and I.

We were delighted to hear from the PO that the users have expressed much excitement with the UX/UI enhancements, and underscored the positive impact it's had on their overall experience.





Final design proposal for the CC dashboard and User Settings section.

Check out my travel photography website I built with HTML and JavaScript

Thank you for your interest.

Enjoy!



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