## HireHive

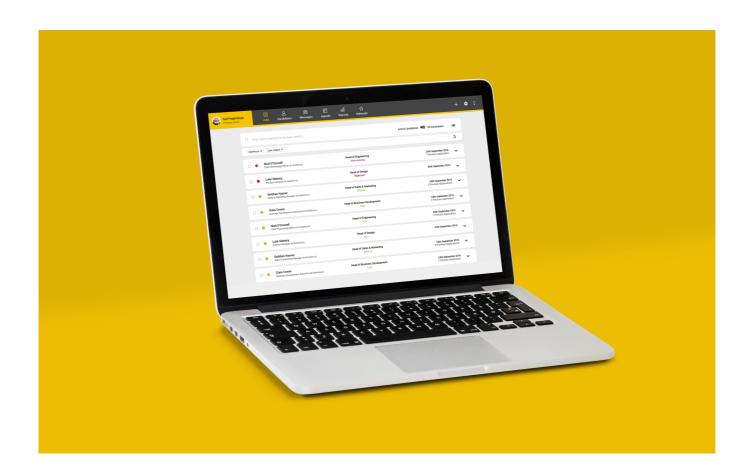
Launched in 2011 and used by companies like Lufthansa, charity:water and Mercedes-Benz, HireHive is an ATS SaaS product targeted towards internal recruiters and hiring managers.

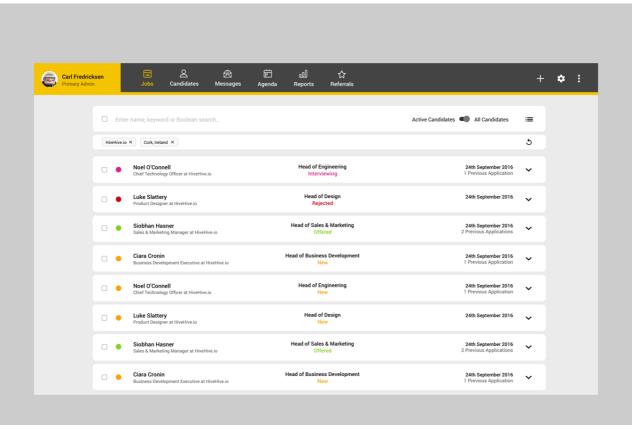
I was tasked with addressing the many UX issues that had arisen through a number of years of changes and iterations, culminating in an entire UX and UI redesign of the application, that now places HireHive as a world class SaaS product.

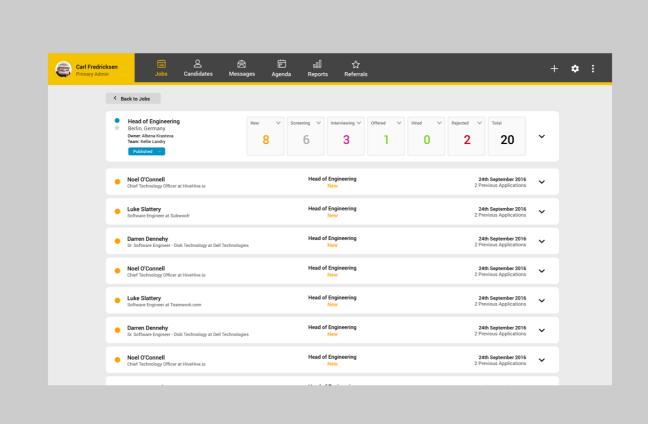
Utilising usage data and customer feedback, I was able to identify UX pain points within the app and create simple, yet effective solutions that would allow users complete routine tasks faster and with ease.

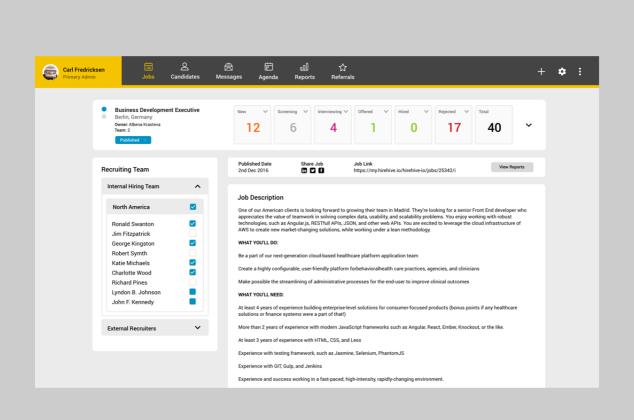
Designing an interface that worked equally as well for users managing 20 candidates or 200 candidates was the main challenge of the project. This required multiple iterations of designs and user testing to ensure the best possible solution was found.

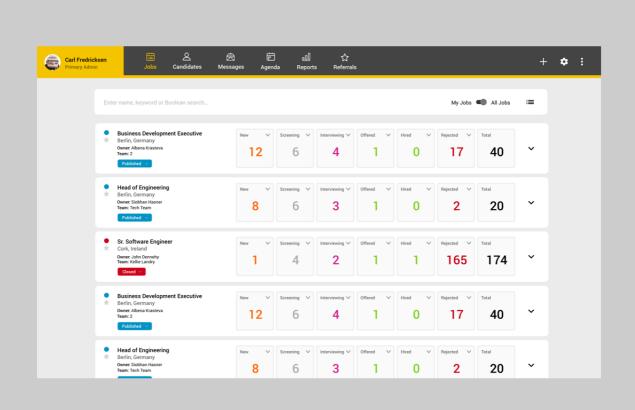
HireHive was voted most user-friendly ATS on Capterra.com in 2018 following the successful release of the redesigned app in late 2017.

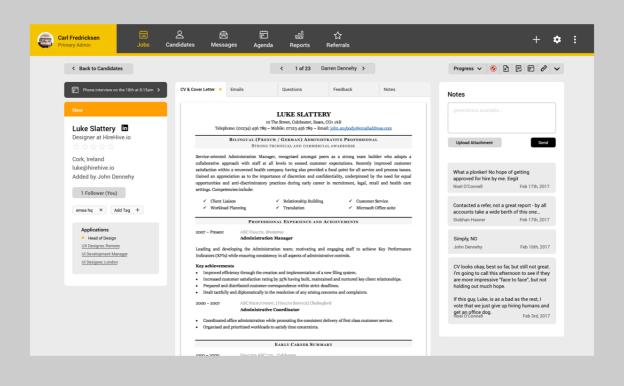












## **Audible**

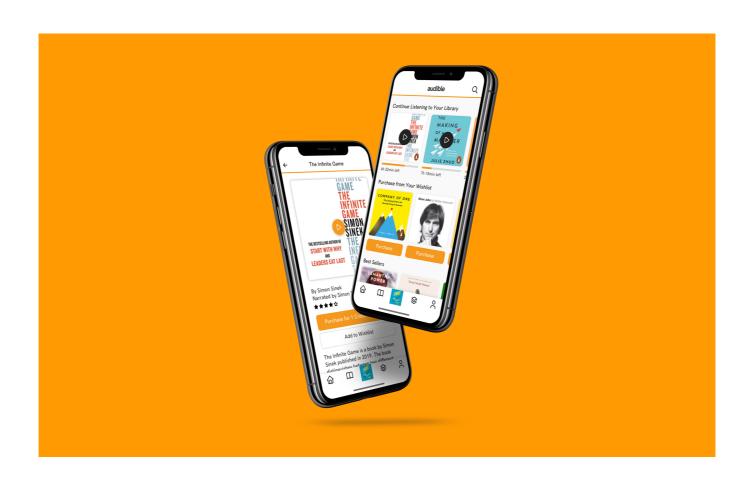
Redesign of the Wishlist & Purchasing Experience in the Audible iOS App. A project conducted in conjunction with RMIT University.

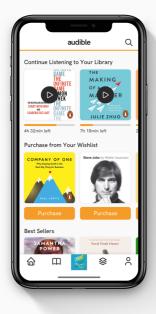
I had a hunch that users are frustrated by the buying experience in the Audible iOS app. I researched, prototyped, tested and designed a solution based on user insights and validated concepts.

Competitor and heuristic benchmarking highlighted inconsistencies and user experience issues with the app. User interviews confirmed the initial hunch and provided valuable insight in the behaviour and habits of the users while also giving context to the effects of the poor user experience in the app.

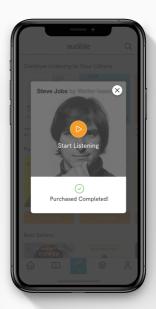
A finalised list of prioritised insights and recommendations fueled the first rounds of initial prototypes. The aim was to create a purchasing flow that is executable on a single device, within the audible app and that leverages the using of credits to make purchases for speed and ease. Also, explore the idea that the "wishlist" could act as natural entry point for the purchase flow when the user finishes an audiobook.

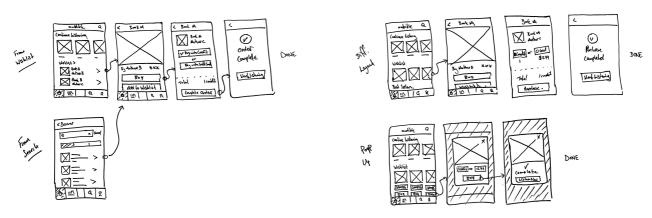
User tests with a click through prototype informed the final mid fidelity prototype and finished UI. The methods and processed used in the project and the resulting solution garnered much praise on final presentation for RMIT University

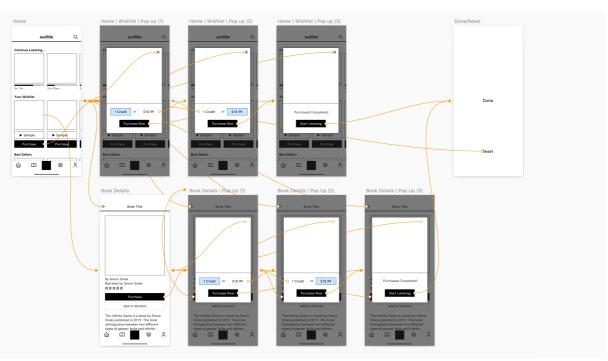












## Arrow

Arrow is a enterprise transport app that allows employees and businesses access traditional taxi and courier services quickly and easily.

Working with a long established company looking to modernise their business, I developed a concept for a product offering that was both unique to the local market and complimented the company's existing business.

From the concept to initial app and identity design, the focus was on simplicity and clarity. An intuitive user experience and interface was developed that would allow users select collection and drop-off points and the service required with ease.

