

*Projects for Inmeta Consulting

Client

Inmeta Consulting

Inmeta is a consulting company in the Crayon group that helps customers create growth and value with data-driven innovation. Inmeta has 250 skilled consultants and advisors in Oslo, Trondheim, Hamar and Bergen, and one of Norway's best professional environments in data & AI, system development and cloud integration, design and user experience, and strategy and consulting.

Project / year

Fra 2023 - 2024

Project description Develop an app for registering and approving absences (sickness/vacation/leave...)

Customer value Fra is a product that can be connected to Teams and has the look and feel of being part of the Microsoft (Teams) universe.

It simplifies the process of registering absences (sick, holiday and leave) and communicating with managers and HR on a platform for the employees.

Fra makes it easier and clearer for management to approve absences and have an overview of the department's absences.

The product also helps HR to get a better overview of the entire organization as well as carry out their daily absence tasks within the application in Teams.

Department managers and HR can also view statistics, filter out relevant information and export the data to create reports.

Roles Product designer, Design lead, UX designer, UI designer

Role description As product designer and design lead, I was involved in the process of creating the app from start to finish.

I was involved in user research, analysis and definition of the style guides, with focus on both, user needs and goals..

My UX role involved ensuring that the product's user experience is intuitive, fun and easy to navigate. That was accomplished by researching user needs, determining the features and content users will respond to best, determining the most user-friendly navigation and information hierarchy, creating wireframes and prototypes, and testing their solutions.

The UI tasks included the visual design of the product. Defining the look and feel of the product. It included setting up the visual elements and components, including typography, color palettes, buttons, icons and logo.

I, along with a junior UX designer, also created the design system that ensures consistency of the graphics across the product, ensuring that the visuals remain consistent.

Tools & methods UX design, UI design, workshops, brainstorming sessions, Remote user testing, Figma, Adobe Illustrator, prototyping, graphic design

*Projects for Inmeta Consulting

Client

Inmeta Consulting

Project / year

Bot Platform 2020

Project description

An easy way (3 steps) for users to create, customize and teach a bot.
The bot can be integrated on different platforms

Customer value

Creating a bot platform for Inmeta that would be developed into a product that could be sold to potential customers.
Simple way to create and integrate bots into existing platforms used by our clients.

Roles

Graphic designer, UX/UI designer

Role description

I mapped and designed the flow and logic behind the application in addition to the graphic elements and the interface. As well as, developed an easy way for customers to create, customize and manage bots.

We looked at simplifying the process of creating a bot. We did so by researching what users are used to doing when creating bots or bot profiles and trying to make it easy for everyone to be able to do it.

We focused on simplifying the steps and making it as easy as creating/changing a profile in any application that users are used to these days.

We have also looked at the psychological effect bots have on people. The effect of having different types of bot profiles (human / robot).

I designed the branding of the product and created a design guide and elements to be used in the development of the application. In addition to producing all the illustrations needed to customize the bot profiles. I was also responsible for the customization of bot profiles if clients decide to go with their own style of bots.

Tools & methods

UX design, UI design, workshops, brainstorming sessions, Figma, Adobe Illustrator, prototyping, graphic design

Client Hafslund **Hafslund Vekst is Hafslund's innovation department, dedicated to exploring and developing a wide range of growth initiatives within renewable energy. Their purpose is to identify and exploit new business opportunities related to electrification, sustainability, as well as the production and storage of renewable energy with alternative technologies.**

Project / year Hafslund Vekst 2023

Project description Develop a software for an all electric building site.

Customer value The project helped Hafslund electrify building sites to meet the goal of Oslo's green plan. The product helped stakeholders, users and clients have a platform to measure electricity useage, battery capacity and charge, and estimate needed energy on a daily, monthly and yearly view to be able to plan the energy consuption in an all eletrified building site.

Roles UX lead

Role description I played a central role in the design and development of the prototype for the MVP, working closely with the project's developers and performing several key tasks throughout the process.

I was involved in the budget estimation, planning, insight, concept, design, prototyping, communication with the customer and product development, as well as delivery and documentation. My primary responsibility was development of concept, UX/UI Design along with prototyping and the handover to the development team.

Tools & methods UX/UI design, UX lead, prototyping, concept development, insight, research, design thinking, workshops

Client The Norwegian Parliment **Stortinget (The Norwegian Parliment) is Norway's legislative, approving and controlling assembly.**

Project / year SIDA 2022

Project description Create a platform overlooking task interactions, case management and preservation of associated documentation related to the Parliment's administration. This involves the development a platform that is futureproof for the Parliment's information flow and interaction across systems, groups and administrative employees.

Customer value The objectives defined for the project were to simplify and improve the administrative work processes; build a culture that supports effective interaction, structured case and documentation management; and secure internal memory, statutory documentation management and community memory.

Roles UX designer

Role description I worked on producing sketches and prototypes based on insights from users. As well as collaborated with customers, product owners, users and other stakeholders to develop the best solutions. I also produced detailed sketches, prototypes and user stories to the development team.

Tools & methods UX/UI design, UX lead, prototyping, concept development, insight, research, design thinking, workshops

Client Norconsult **Norconsult is Norway's largest and one of the leading interdisciplinary consultancy companies in the Nordic region.**

Project / year Archivr 2022

Project description Create an Add-in for Microsoft Outlook for archiving emails in their relevant projects.

Customer value Archivr helps the user to archive the emails with metadata, text and attachments within relevant projects to later be found archived in Sharepoint or Teams under the project's name.
It helps the flow of projects and information sharing in a work team in a project.

Roles UX/UI designer

Role description I worked on the entire design aspect of the project from creating a product name and branding, creating the flow of the archiving process and styling the final product to look and feel like part of the Microsoft universe.
I designed a user-friendly and logical flow for the end user, created prototypes and worked closely with the developers to deliver the final product

Tools & methods UX/UI design, graphic design, usability testing, prototyping

Project / year Easy Desk 2021

Project description Developing an internal booking system for booking a workspace in an open office setup.

Customer value Digitalizing the process of booking a desk and meeting rooms in an easy and user friendly way. The need for such a product came from the COVID-19 pandemic era and the need to know how many were at the office and how many spots were available, but soon was changed into a pure booking application.

Roles Design lead, graphic designer

Role description My graphic design responsibilities were to create a branding for the product and the design elements that gave it its look and feel.
I also worked on the information flow, logic and user stories. Developing the entire UX flow and a UI library in a design system.

Tools & methods UX/UI design, graphic design, prototyping, pre-project report, design thinking, concept development

Client The Norwegian Environment Agency

The Norwegian Environment Agency manages a number of central environmental tasks Norway.

Project / year

Norwegian Scenic Hikes

2022

Project description

A platform that offers hikers and tourists all the necessary information and resources to be prepared for their hiking trip.

Customer value

The aim is to minimize accidents and emergency evacuations of hikers.

Roles

Design lead

Role description

I prepared flows, visual design and concept/prototype. By using AR and 3D mapping, I was able to get hikers to better plan their trip by visualizing the trail so they could see how long and intense the hike was going to be and to be well prepared.

Tools & methods

UX/UI design, UX lead, prototyping, concept development, insight, research, design thinking, workshops, graphic design. 3D mapping, augmented reality (AR)

Project / year

Produktregisteret

2019

Project description

The authorities' register of dangerous chemicals. This is a complex solution that is used by many and that makes very high demands on ease of use, as incorrect registration can have major consequences. Produktregisteret looks at the users on both ends of the process and has the aim to simplify the process for both sides.

Customer value

Digitalizing and simplifying the current process to simplify and ensure correct registration of data.

Roles

Design lead

Role description

I was part of an interdisciplinary design team consisting of three designers. In the project, I was responsible for concept development, interaction design and graphic design. I arranged and took part in workshops with the design team to better understand the product and what is needed to make the improvements needed. I have also conducted user interviews in person and via video chat. I have also created prototypes to illustrate the concept and show the flow. Weekly working meetings with the customer - input and status update. Concept development. Concept detailing and documentation.

Tools & methods

UX/UI design, UX lead, prototyping, pre-project report, design thinking, concept development

*Projects for Inmeta Consulting

Client The Norwegian Environment Agency

Project / year	Online directory	2019
	Project description	Preparation of online catalog for open data and services.
	Customer value	Digitalization and structuring of current catalogues and services.
	Roles	UX/UI designer
	Role description	<p>This project involved an interdisciplinary design team.</p> <p>I was responsible for concept development, interaction design and graphic design.</p> <p>We have worked with the overall design of the service and created prototypes to test different parts of the solution.</p> <p>I presented our designs and findings to the client weekly and discussed improvements and obstacles to be resolved.</p>
	Tools & methods	UX/UI design, UX lead, prototyping, pre-project report, designhinking, concept development
Project / year	Design system	2018 - 2019
	Project description	Development of a design system for the Norwegian Environment Agency's specialist applications across the directorate.
	Customer value	Digitalizing and simplifying the current process to simplify and ensure correct registration of data.
	Roles	UX/UI designer
	Role description	<p>I worked closely with our design team to create a database for the Norwegian Environment Agency's design library. I have also created prototypes to illustrate the concept and show the flow.</p> <p>We had to create a database for Miljodirektoratet.no and other applications that fall under the Environment Directorate's umbrella. This database covered all design elements and styling necessary to maintain a standard and quality control for the main site and future products to be developed.</p> <p>I was part of an interdisciplinary design team and my responsibilities were concept development, interaction design and graphic design.</p>
	Tools & methods	UX/UI design, UX lead, prototyping, pre-project report, designhinking, concept development

*Projects for Inmeta Consulting

Client The Norwegian Environment Agency

Project / year Air quality in Norway 2019

Project description Website for air quality alerts for all municipalities in Norway. The project was a major investment and involves, among other things, a collaboration between the Norwegian Environment Agency and the Meteorological Institute.

Customer value Creating a common platform for all municipalities in Norway and digitalizing the service and alert system.

Roles UX/UI designer

Role description This project involved an interdisciplinary design team.
I was responsible for concept development and interaction design.
We have worked with the overall design of the service and created prototypes to test different parts of the solution.

Tools & methods UX/UI design, UX lead, prototyping, pre-project report, designhinking, concept development

Project / year miljodirektoratet.no 2018 - 2019

Project description Elevate the design of the website for the Norwegian Environment Agency. Set up templates for different types of information communicated.

Customer value A more user friendly, universally accessible and easily updated website. Improved interface and structure of the website.

Roles UX/UI designer, graphic designer

Role description I worked closely with our design team to create and clearly define components and design elements.
We integrated the designs into the Environment Agency's design system. As well as clearly define the templates for the different types of pages within the site.
I had also worked on graphic elements like typography, icons and illustrations to be used across the site and other products under the Environment Agency's umbrella.

Tools & methods UX/UI design, UX lead, prototyping, pre-project report, designhinking, concept development

<i>Client</i>	Kongsberg Seatex	Kongsberg Seatex AS develops, manufactures and sells maritime electronics worldwide. They deliver instruments and positioning solutions to the offshore oil and gas market and other professional maritime markets. They are also part of the development of the European satellite navigation system Galileo.
<i>Project / year</i>	ISI 2018 - 2019	
<i>Project description</i>		System to optimize the repair and maintenance of the Kongsberg group's maritime products, including inventory management and the service process.
<i>Customer value</i>		Improving and simplifying the workflow, from digitalizing and adapting the software to newer hardware, as well as, changing the day to day way of conducting tasks.
<i>Roles</i>		Design lead
<i>Role description</i>		<p>I joined the project as design lead and, through close user and customer involvement, was responsible for concept development and interaction design. I worked closely with the development team and was responsible for all design anchoring and handover.</p> <p>I was involved in workshops/meetings to understand the customer's product and what needed to be improved. I conducted user interviews with the workers at Kongsberg Seatex to understand more about how they used the application and their roles in different departments. Worked closely with our team of developers in Trondheim and provided sketches and prototypes to explain the designs. I have also created prototypes to illustrate the concept and show the flow.</p> <p>We presented our ideas and sketches to the client and involved them in brainstorming and user testing.</p>
<i>Tools & methods</i>		UX/UI design, graphic design, prototyping, workshop, design thinking, Adobe XD, concept development, workflow design

Client

VisitOSLO
VisitOSLO as is a limited company with shareholders from the city's travel trade and commerce. Our shareholders and partners are local, regional and national companies operating within travel, tourism, transportation and real estate.

Project / year

Oslo Spex 2018 - 2019

Project description Augmented Reality App for VisitOslo tilpasset turister fra Norge og utlandet. Samarbeid bl.a. med Kåre Konradi m.fl. som innlesere av innhold om Henrik Ibsen.

Dimitri hadde ansvaret for grafisk design og prototype. Dimitri sto for all forankring og overlevering av design.

Kunden hadde allerede etablert en grunnleggende skisse av løsningen og hvilke funksjoner den vil ha og trengte hjelp med flyten og utformingen av opplevelsen fra brukerens perspektiv. Prosjektet krevde også utforming av grafikk elementene for applikasjonen.

Customer value Improving and simplifying the workflow, from digitalizing and adapting the software to newer hardware, as well as, changing the day to day way of conducting tasks.

Roles Graphic design, UX/UI design

Role description I created the overall appearance and design manual/system for the application.

We had meetings with the client to understand the target group to be able to tailor the graphics to the demographic.

The design that was created covered the requirements of the current application as well as future changes that come based on needs and changes/updates to keep the app relevant.

I looked at VisitOslo's requirements for the application and translated it with the end user in mind. I mapped out a logical flow and based on the findings and created the visual design of the application in both low and high fidelity prototypes.

VisitOSLO and external users were involved in the testing phase of the prototypes to find out where the necessary changes should be implemented.

Tools & methods UX/UI design, graphic design, prototyping, workshop, design thinking, AR (augmented reality), concept development, workflow design

*Projects for Inmeta Consulting

<i>Client</i>	Bertel O. Steen	Bertel O. Steen is one of Norway's largest service and trading companies. The Group is divided into three main segments: Cars, other business and Real estate.
<i>Project / year</i>	POC Live Shopping	2020
<i>Project description</i>	A new VIP car purchase concept. Create a complete concept where clients receive a VIP sales or service experience from BOS.	
<i>Customer value</i>	Offering a VIP online service to BOS clients. Product was thought during the COVID-19 pandemic to digitalise the personal customer relations between car dealer/service and BOS clients.	
<i>Roles</i>	UX/UI design	
<i>Role description</i>	<p>I assisted in designing a new concept for a VIP car experience. Customers can get personal advice on what best meets their needs by booking a video consultation with a car salesperson directly from the BOS website.</p> <p>We developed a chat-bot experience as a first step to gather as much information as possible about what the user needs help with, and are then contacted via phone or video call at an appointment set up by selecting the available time for the relevant BOS- the representative. The customer is then contacted and assisted in choosing a vehicle or service issues.</p>	
<i>Tools & methods</i>	UX/UI design, prototyping, workshop, design thinking, concept development, human/machine interaction	
<i>Client</i>	Statsbygg	Statsbygg is the Norwegian government's building commissioner, property manager and developer. They advise the government in construction and property affairs. As well as provide and maintain quality public facilities and workplaces for other state agencies.
<i>Project / year</i>	SIVA	2020
<i>Project description</i>	Create the interaction and visual design concept for user interfaces designed to support the employees' tasks and work processes (Intranet).	
<i>Customer value</i>	A uniform place for all Statsbygg employees to find internal information.	
<i>Roles</i>	UX designer, graphic designer	
<i>Role description</i>	I worked on the general appearance of SIVA's Intranet and that the information displayed is easily accessible and logically distributed for the end user.	
<i>Tools & methods</i>	UX/UI design, Adobe XD, Adobe Illustrator, prototyping, workshops	