# Geoff WONG Designer Profile & Portfolio



I am a Senior UX Manager and for over 4 years have been fostering a culture of innovation. First by creating a safe environment for the design team to thrive. Then by introducing a user-centered mindset and practicing the **Design Thinking** process, our internal and external stakeholders gain a better understanding of the needs to be met. In turn, we continue to product positive outcomes such as achieving NPS Scores from 40+ and System Usability Scores as high as 93/100.

# Geoff WONG UX Leader & Designer One of the state of the

19 +Years Design Experience

Years Mentoring Designers

Promoter Leadership NPS Score

> Surveyed: 9 individual contributors 1 peer manager 1 supervisor

Design Experience Industries

HR/PEO

FRP

■Managing/Mentoring

Skills Matrix Qualitative research Facilitation



License 1010285 **UX Management Specialty** 



Winning Leadership

Leading Effective Change

Institute of Design at Stanford

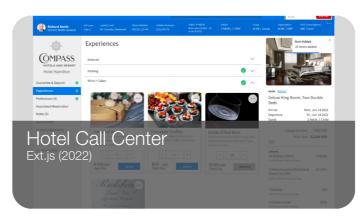
Design Thinking Course

# Geoff WONG Designer

## Portfolic











Market changes calls for a contactless solution as restaurant patrons are apprehensive with ordering food amidst COVID-19 pandemic. Through user research, I shared how users adapted to COVID restrictions. This resulted in convincing PM leadership that a much-needed mobile ordering solution will sustain beyond COVID and deepen the Infor POS footprint across all market segments.



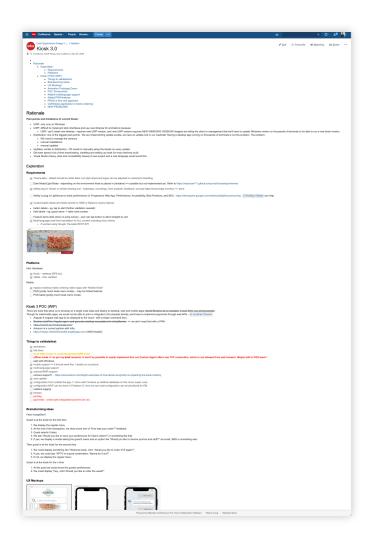
• Inspired a culture of collaborative innovation

First deal worth \$162,540.00 TCV

• NPS score of 40 and SUS(Usability) score of 93/100



## Initial Challenge



# Our pitch was too technology focused

## Rationale Exploration

- Requirements
- Platforms

### Kiosk 3 POC (WIP)

- Things to validate/test
- Brainstorming ideas
- UX Mockups
- Animation Prototype Demo
- POC Screenshots
- Added multi-language support
- Added Progressive Web App features
- PROS of this new approach
- CONS(less applicable to mobile ordering)
- NEW PROBLEMS

Looks like a good idea but we don't have any team to build it.

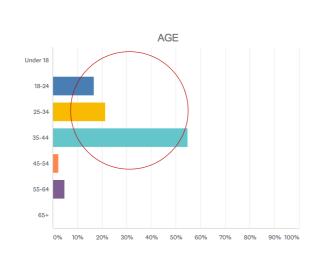




## Market & User Research

### **Survey Respondents**

- 42 Respondents
- Insights are heavily based on Gen Z, Millennials and Gen X
- Millennials (age 24-39) are largest spenders of Food Dollars on Eating Out -Forbes <u>source</u>

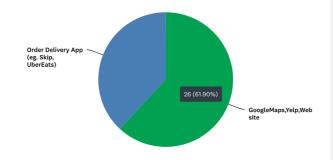


## Food Delivery Apps don't have majority of market share

Usage of

GoogleMaps, Restaurant Websites and Yelp

exceed Food Delivery Apps by 62%



Seems viable after all. Please run a hackathon to build me an MVP!



### **Tolerances during COVID-19 Pandemic**

HUMAN TO HUMAN INTERACTION

Importance of limiting talking to strangers

Extremely important

Very important

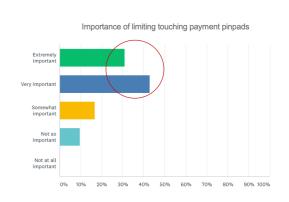
Not so important

Not at all important

Users feel it is Very Important to limit contact with restaurant staff

PHYSICAL CONTACT WITH PINPADS

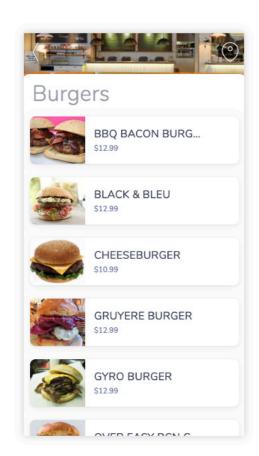
Users feel it is **Even More Important** to limit touching pinpads

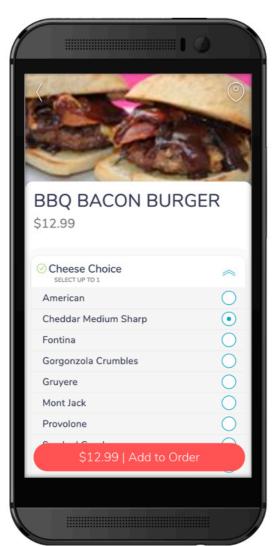


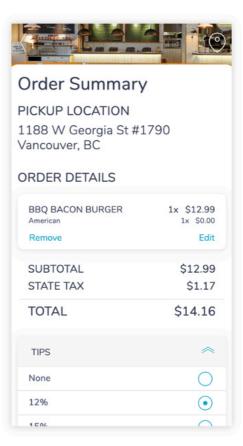


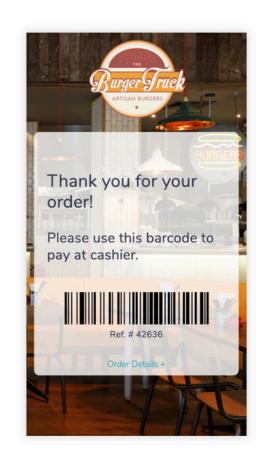
## UX Design







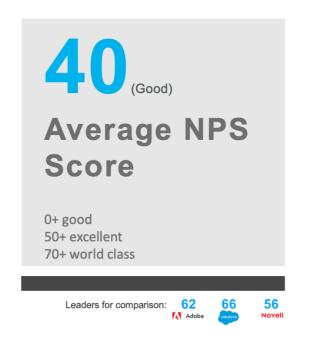


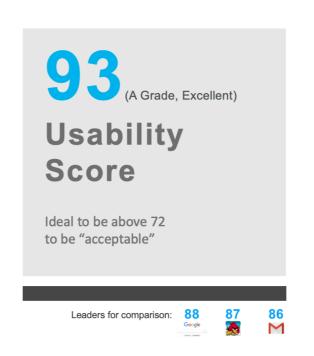




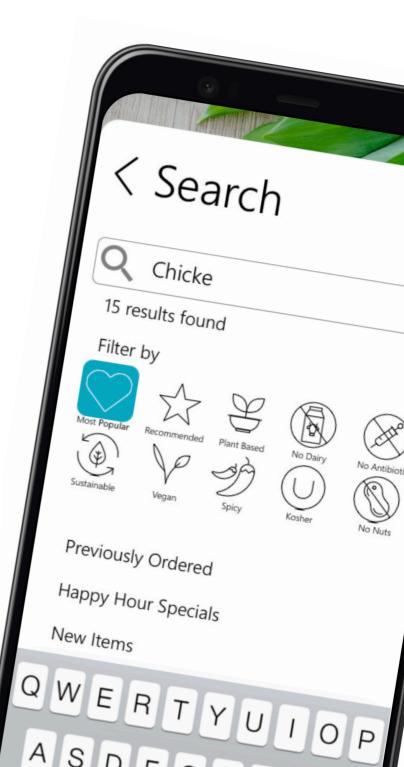
## MLP Minimum Lovable Product! Team Success: AAP Achieved

## **Net Promoter and Usability Scores**





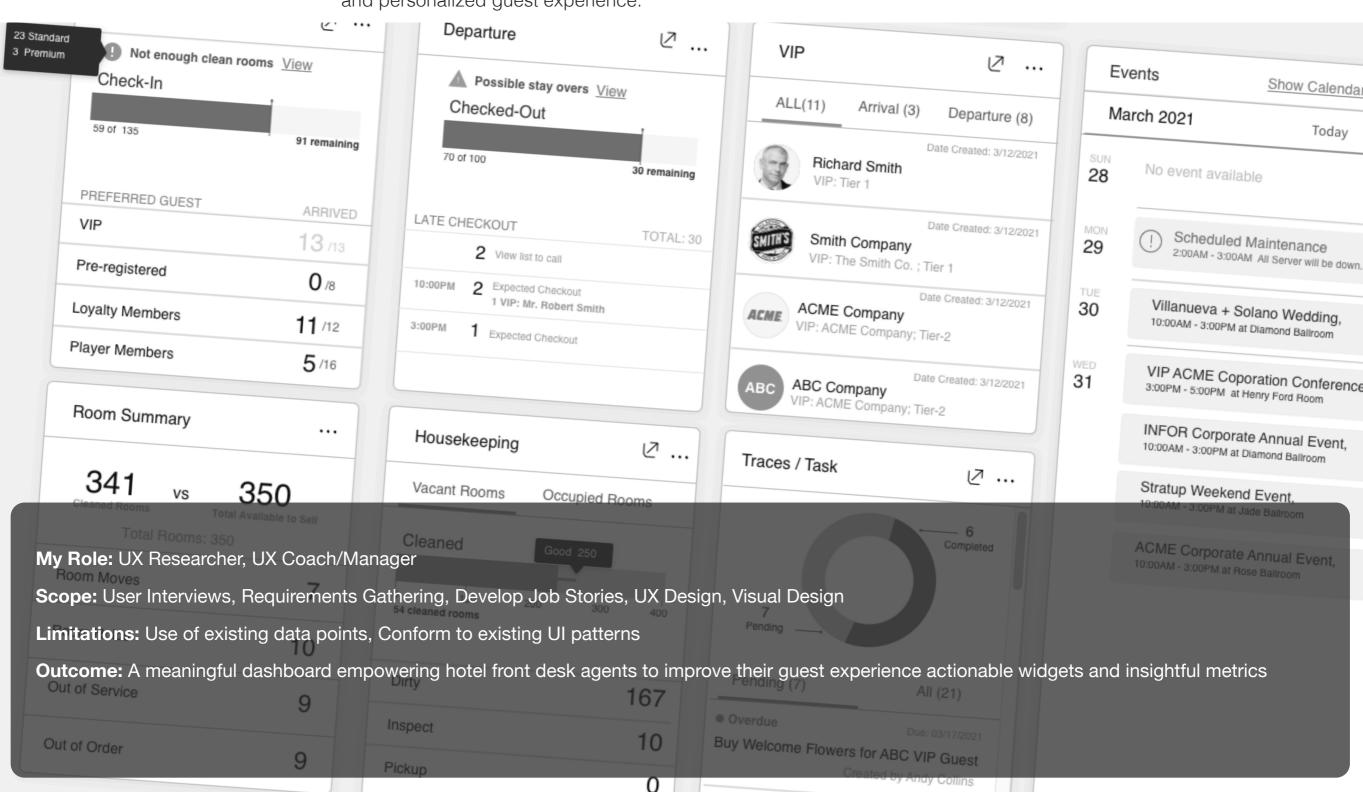






## Front Desk Dashboard Ext.js (2021)

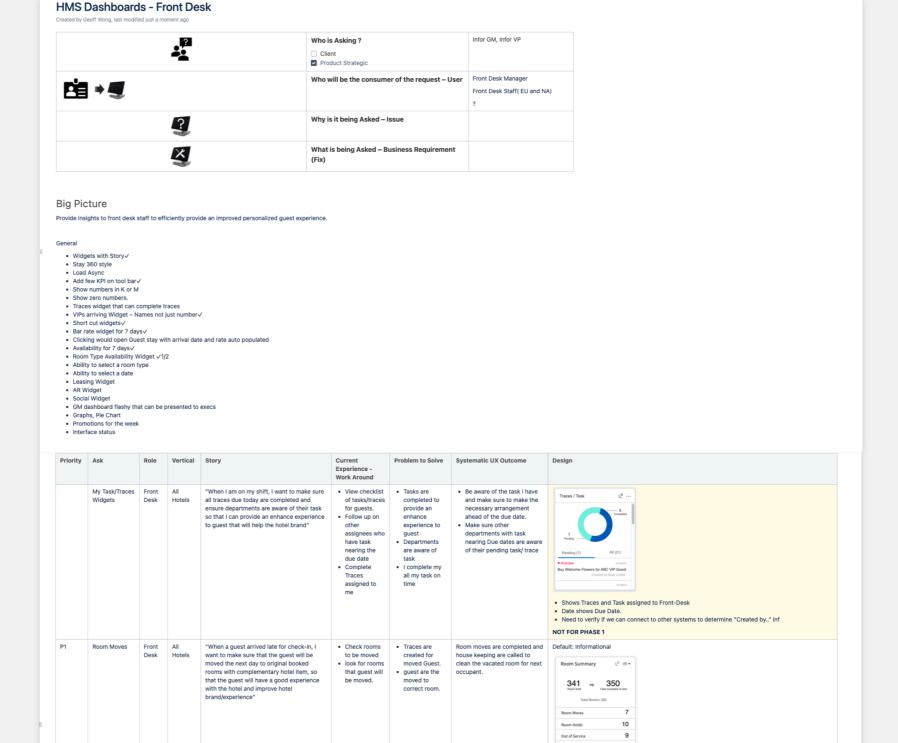
As other product teams learned of the success of the OrderNow app, headcount for my team increased to give our hotel software UX support. The UX team introduced a process to better narrate the requirements, in turn providing a more refined design outcome. The dashboard empowers hotel front desk staff to efficiently deliver an improved and personalized guest experience.





### Front Desk Dashboard Ext.js (2021)

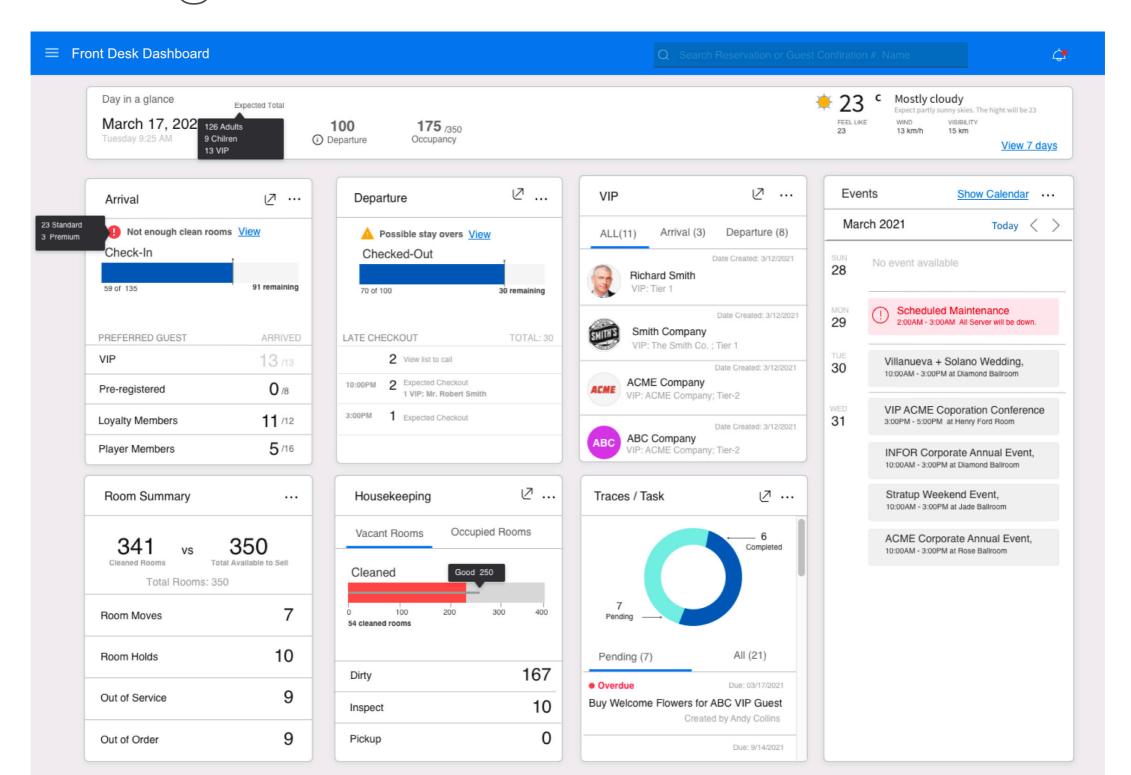
## Job Stories





### Front Desk Dashboard Ext.js (2021)

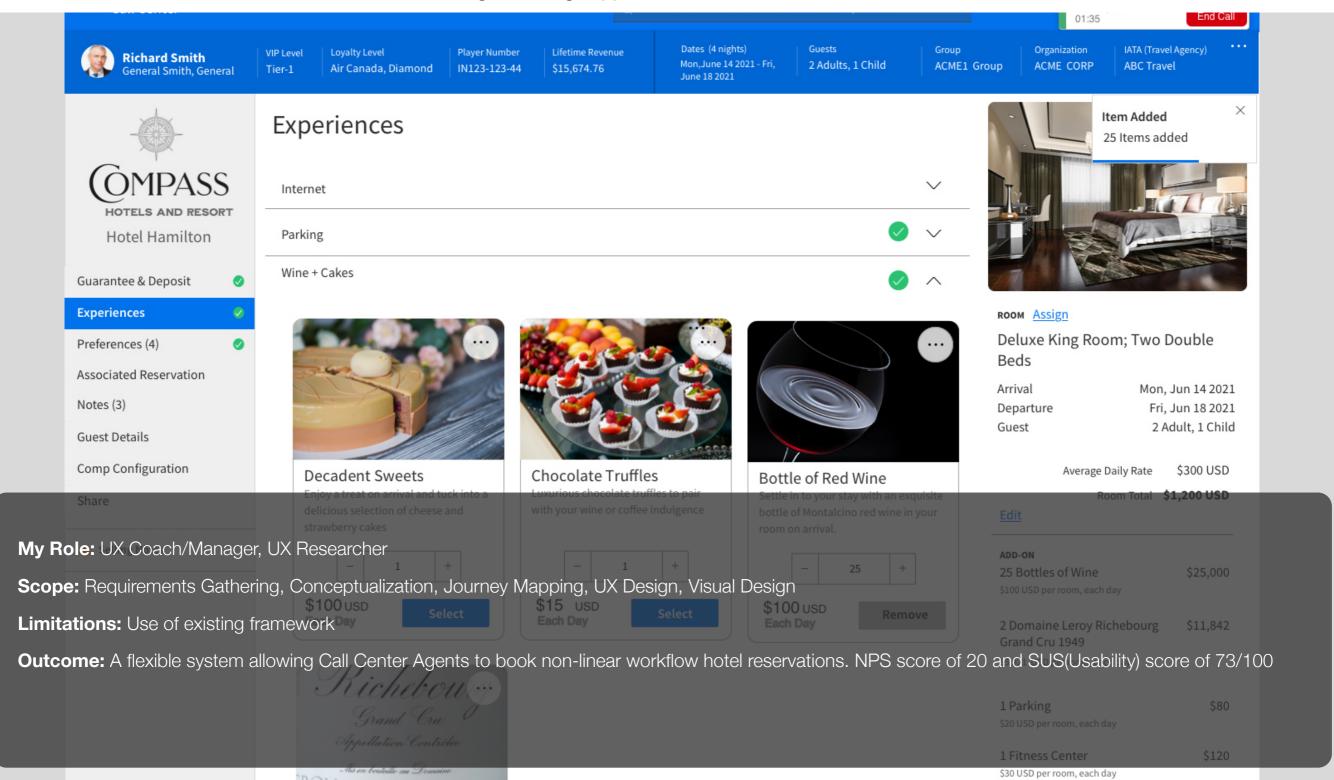
## UX Design





### Hotel Call Center Ext.js (2022)

A new module was required by PM. The UX team led with a user-focused approach, defining personas, and journey maps prior to proposing design. Amid, VP of Development's decisions harming micro interactions, I coached our designer to guide the team through user workflow and propose a UX-driven alternative. The Development team embraced this insightful design approach.





## Hotel Call Center Ext.js (2022)

## rsona + Journey Maps



### Coleen

66 Efficiency, timely and quality responses, maximizing revenue for the hotel

USER PERSONA

### **Call Center Agent**

Domain expertise: Highly skilled, Expert General Computer Experience: Medium

Domain expertise: **Highly skilled, Expert** General Computer Experience: **Medium** Environment: Cubicle Desk Device: Large monitor 24in" + Telephone System

- Coleen is a call center agent for a wellknown luxury hotel for the past 11
- She enjoys reading about fun travel facts around the property and activities that guest can enjoy in the location.
- She enjoys perks she gets when the company sent her to selected hotel to experience the property
- She answered inquiries between emails and phone calls if there is a high backlog for emails.
- · She values efficiency and quality by ensuring that she adhere to the Property standard and get high marks on scoring<sub>6</sub>sheet.

Tasks and goals
Activities user needs to accomplish in the application

- Answer inquiries
- · Search for availabilities
- Select a room
- Add additional details (notes, request, dinner reservation, travel details etc.)

Pain points
Challenges encountered using the call application as well as in their current job workflow

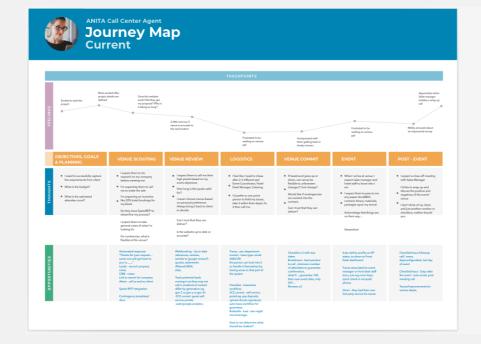
- No accurate visibility of availabilities (not sync
- with PMS)

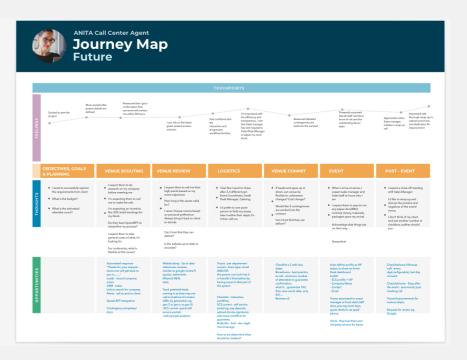
  Property information card is not available or
- incomplete

  No transparency in price (average daily rate, total rate with tax etc.)

  Finding the room with guest requirements
- · Connecting room inquiries

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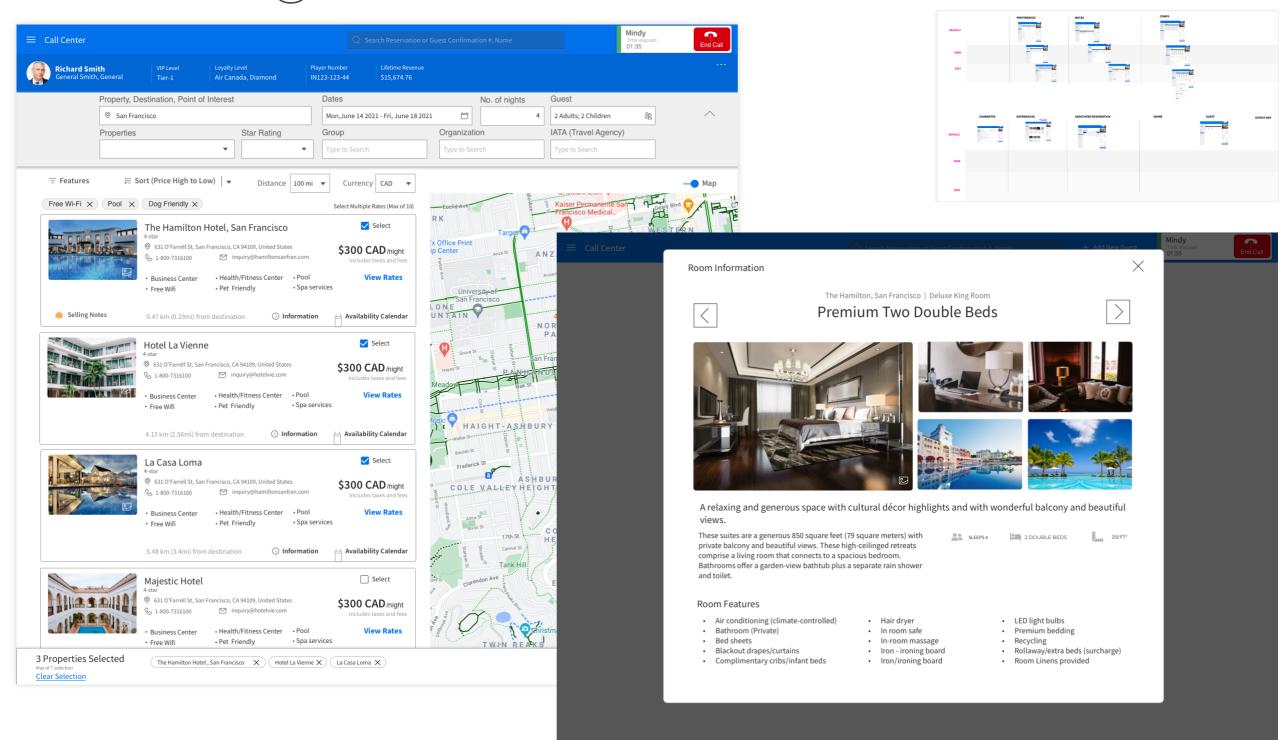






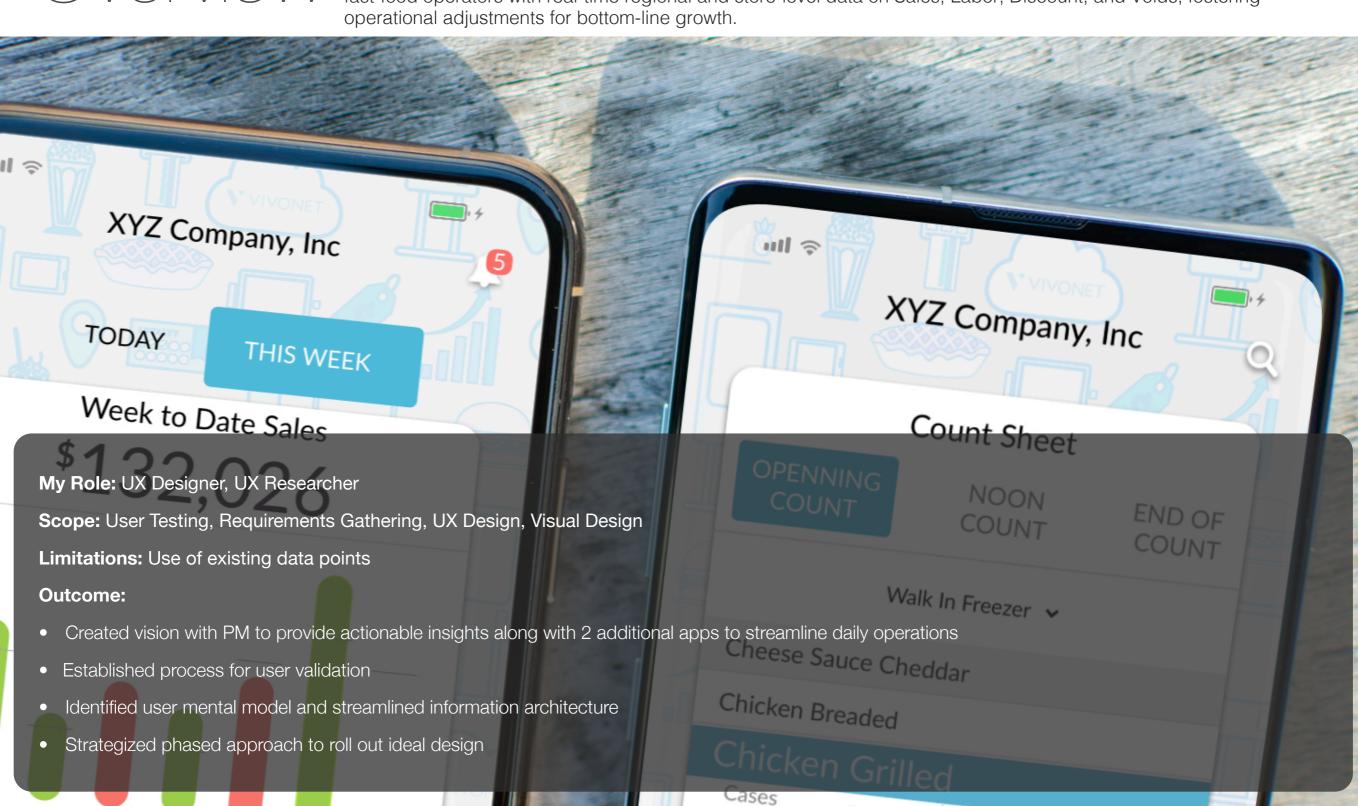
### Hotel Call Center Ext.js (2022)

## UX Design





By orchestrating UX-led customer engagement – site visits, user testing and idea testing – we gained insights shaping initial design and a forward-looking PM/UX Vision for a suite of mobile apps. "Mobile Insights" empowered fast-food operators with real-time regional and store-level data on Sales, Labor, Discount, and Voids, fostering operational adjustments for bottom-line growth.





## Validation

## Ver. 2.0 Usability Study-Baseline

Personas: fast-food managers(4), franchise owners(2), CFO(1)











## Ver. 2.1 Usability Study

Personas: mangers(4), district manager(1), admin(1)







## Ver. 2.1 Strategic Customer User Validation

Personas: Sodexo district manager(2), university cafeteria manager(3), cafe manager(1), fast-food manager(1)

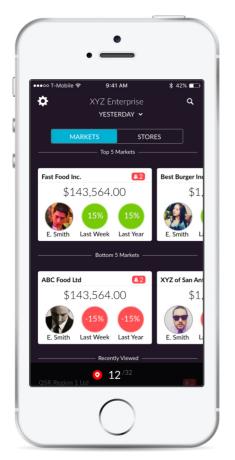




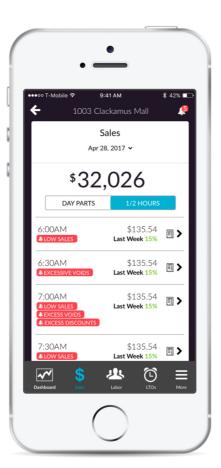




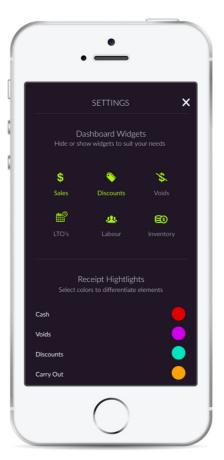
## Test Plan - Ver. 2.1 Sections Covered



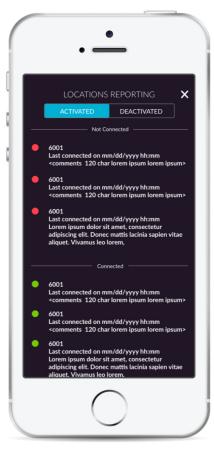
New C-level Dashboard & Information Architecture



New Hourly Sales UI



New Settings UI



**Locations Reporting** 



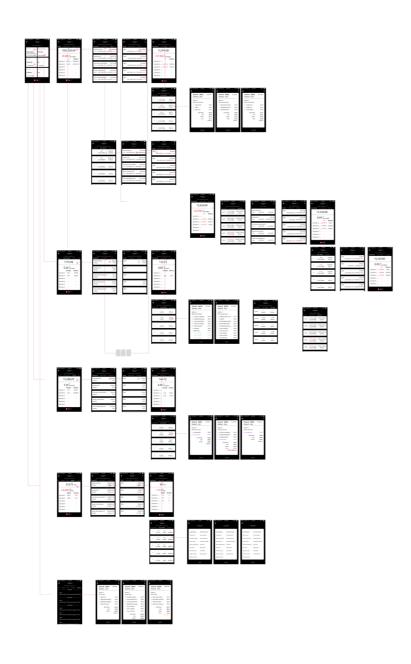
## Idea Testing

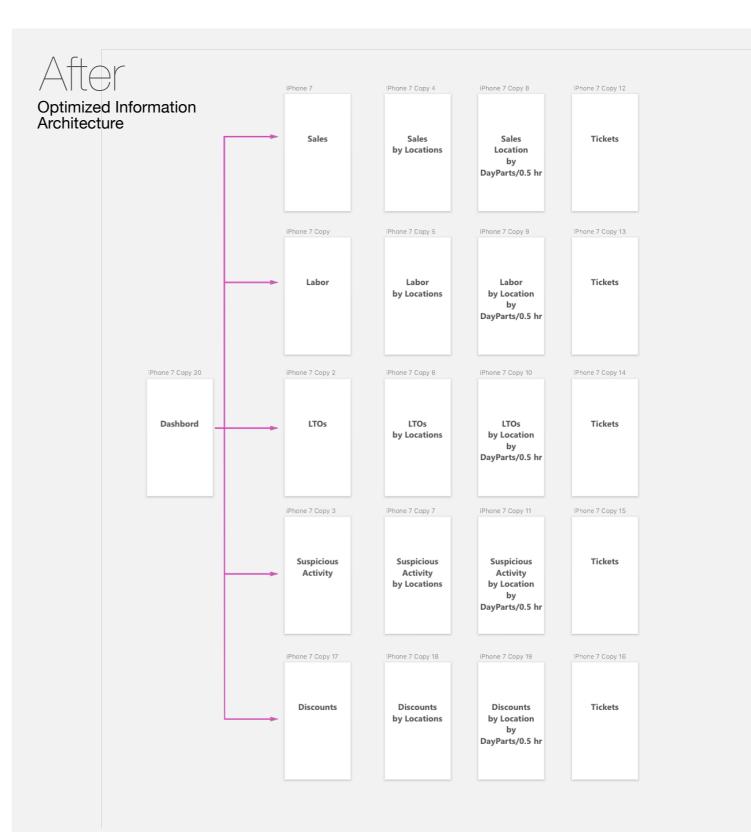




## Comparison Before

**Tedious Drill-downs** 

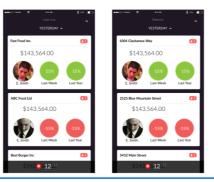






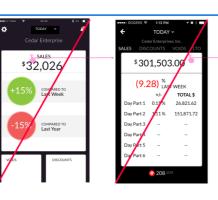
## Workflow Phasing Strategy

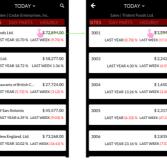
2 Phase 2 and onwards - Replacement Screens

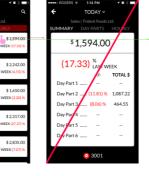




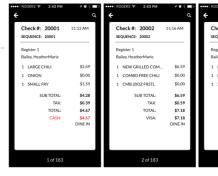














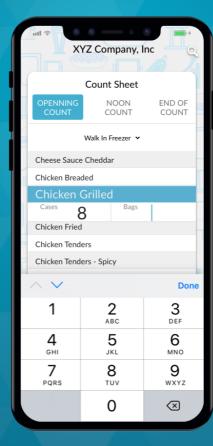


# PM/UX Vision based on findings

## The Vivonet Vision for Mobile

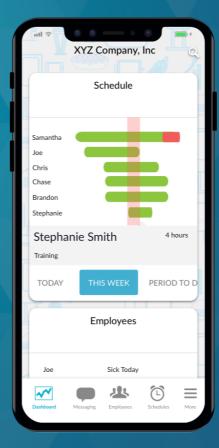


## Mobile Insights Store Performance Suspicious Activity



### Food App Orders

Orders Inventory Prep Amounts Forecast Adjustments



### Labor App

Scheduling Employee Managment Messaging Forecast Adjustments