Portfolio & Case Studies

User Experience & Identity Designer nathaniel.coristel.studio

X INVESTAR

FULL CASE STUDY & INTERACTIVE PROTOTYPE

nathaniel.coristel.studio/portfolio-item/investar/

Nathaniel Sam George

SCOPE & ROLE

Naming, identity design, branding, UX design of app.

DURATION

1 Month

PROBLEM

Idle money is dead money, there are many new ways to invest money and double the same. People are not aware of a majority of options that are there.

GOAL

To create a web application that will show investment options for the user based on their goals and availability of the services in their country.

TYPE

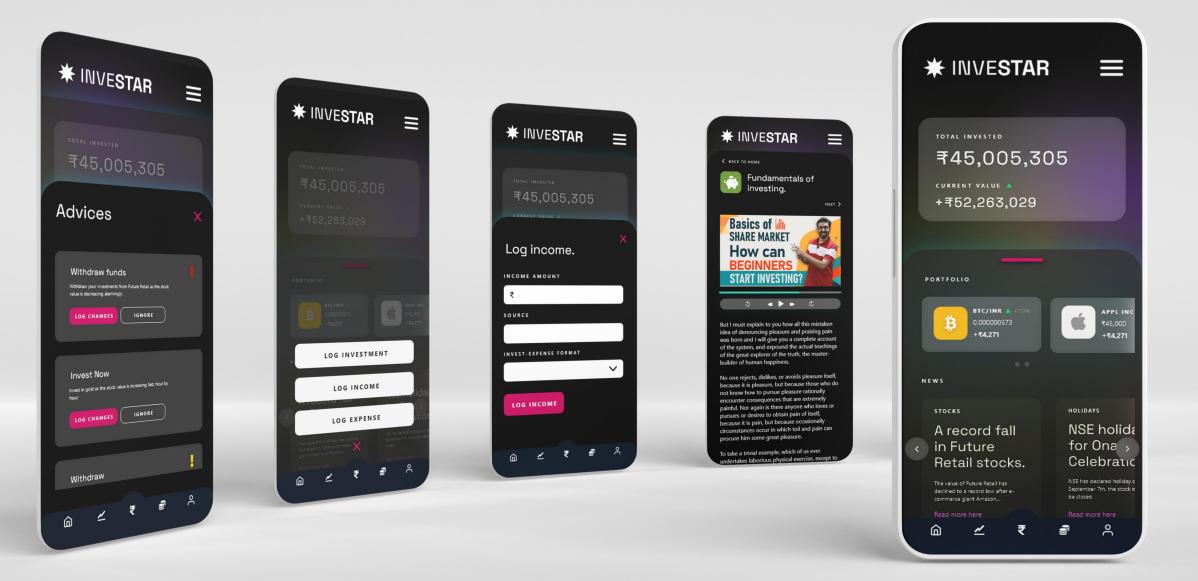
Assignment

RESPONSIBILITIES

- Naming
- Branding
- User Research
- Wireframing
- Visual Design
- Testing
- Prototyping

DELIVERABLES

- Name
- Brand Identity & Guidelines
- Hign fidelity design of product.



PROJECT

Nathaniel Sam George

NAME

Since the app is about investments and helping people become wise investors, the name had to convey same meaning. The goal was to come up with a name that relates to investors and conveys the message of making them proficient. The Investar is a small edit to the word investor by meets the goal!

IDENTITY DESIGN

Since the focus of the word was star, the main influeence was from Persian/Islamic geometric designs. The 8 pointed star was a perfect match for the name. The typeface Space Grotesk was used for the mark to reflect modernity.

UX DESIGN

The audience of the app is wide, ranging from children from age 12 to professionals and retired users of age 75. The users mostly are here to learn and have no prior experience in investing and therefore it is important to keep everything in simple and easy to find layout.

The dark theme with gradients was chosen in parity with many apps in this industry and also because dark theme is not harsh on eyes. The app has an LMS and also shows the approximate current value of logged investments.

The advices section is a cool feature that will help users learn how to deal in situations in connection to the ups and downs in the market. The advices are based on the data logged by the user, where the user can log their income, investments and expenses. The buttons are arranged in the assumption of frequency of use. Incomes are limited, investments can be often, expenses are frequent and so frequent operations are kept closer to fingers, to the bottom.

stapp

FULL CASE STUDY & INTERACTIVE PROTOTYPE

nathaniel.coristel.studio/portfolio-item/stapp/

Nathaniel Sam George

SCOPE & ROLE

Naming, identity design, branding, UX design of app.

DURATION

1 Month

PROBLEM

It is hard to find the right space to rent, we have to go through many classifieds and listings which is a painstaking process.

GOAL

To create a web application which makes listing and finding living spaces efficient based on geolocation and by making the process easy.

TYPE

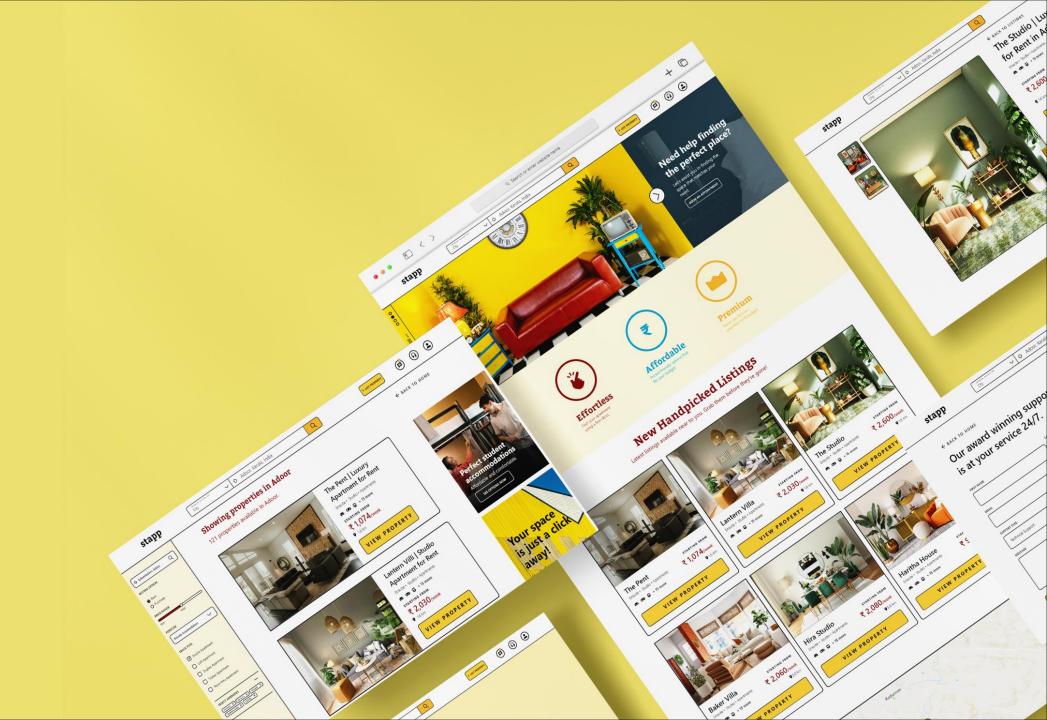
Assignment

RESPONSIBILITIES

- Naming
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DELIVERABLES

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PROJECT

Nathaniel Sam George

NAME

The goal was to create a short and memmorable name for the assignment. The web app helps users find properties online and complete all paperwork online. The name is the short form for "Stay App". The name is easy to remember and short.

IDENTITY DESIGN

The target of the web application are young individuals and creative professionals who wish to move to places with better vibes to keep them creative and active. The slab serif typeface was chosen for the mark as it needed to convey playfulness and boldness at the same time. The brand colour evokes happiness and also makes the user optimistic.

UX DESIGN

The theme for the brand is simplicity and creativity. The user research was conducted assuming that the users are around 21 to 70, who are looking for cozy living spaces in urban areas and want to get all the paper-work online itself. The users would include students, professionals or even long-term tourists who come for various purposes.

The minimalistic yet bold design embelishes the beauty of the spaces - a picture speaks a thousand words, a concept very much needed for the real estate industry . It easily gives users the choice of going ahead with a call, chat or appointment similar to an online shopping store. This helps users take action quickly, thus increasing conversions.



FULL CASE STUDY & INTERACTIVE PROTOTYPE

nathaniel.coristel.studio/portfolio-item/swarnam/

Nathaniel Sam George

SCOPE & ROLE

Naming, identity design, branding, UX design of app.

DURATION

3 Months

PROBLEM

Jewelry designers find it hard to manage clients and orders. The find it hard to give updates and be up-to-date.

GOAL

To create an app that help designers manage their clients and also help give clients update about their order.

TYPE

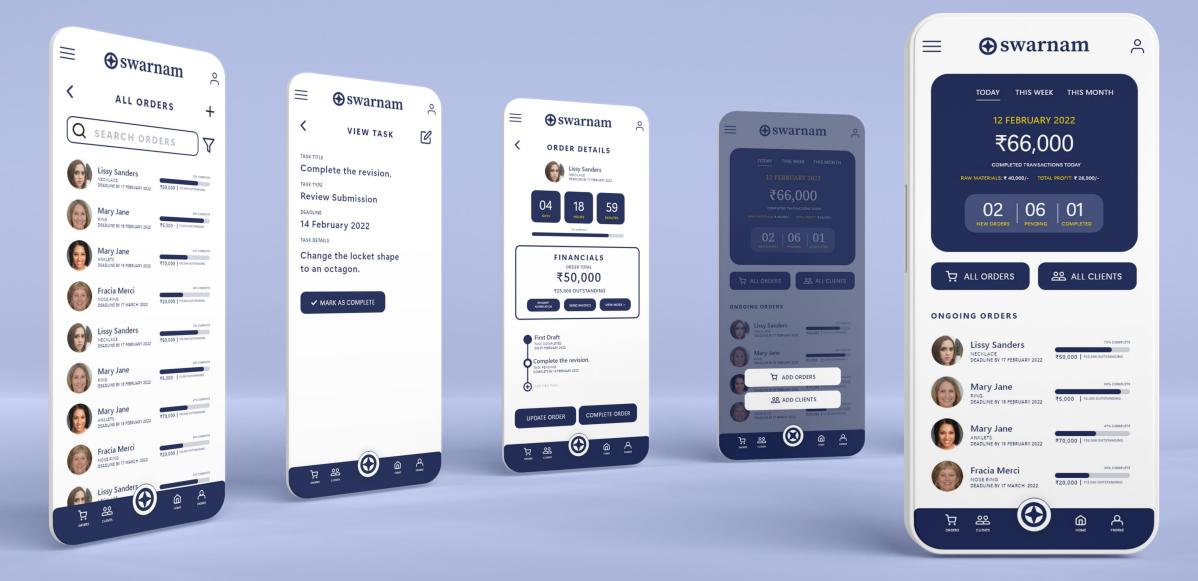
Assignment

RESPONSIBILITIES

- Naming
- Branding
- User Research
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DELIVERABLES

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PROJECT

Nathaniel Sam George

NAME

The word "swarnam" means gold in Malayalam/Sanskrit. The name was chosen because the assignment was on jewelry designers and the name sounds luxurious.

IDENTITY DESIGN

Sparkle was chosen as the icon because it resembles the sparkle of many ornaments. The bold serif typeface compliments the icon and ensures visibility in smaller and bigger screens alike.

UX DESIGN

The target audience for the app are jewelry designers. Many in the jewelry in India are traditional craftsmen without technological exposure. The app aims at making the process of making management of their business easy by helping them add clients, manage orders for clients and log the status of each order. The app also lets the designer send the work's files online for feedback and approval.

The app was designed keeping equity in mind so that anyone old or young can use it without much constrains. The process of adding clients and orders are easy and doesn't require much time.

► Cadala

SEE KERALA STARTUP MISSION PROFILE

https://startups.startupmission.in/c/1367

Nathaniel Sam George

SCOPE & ROLE

Naming, identity design, branding, UX design.

STATUS

MVP, Ongoing

PROBLEM

Businesses face many hindrances to utilize their opportunities to grow with technology : they are inflexibl, they are not aware of the current opportunities, they find it difficult to maintain an online presence in multiple platforms.

GOAL

To create a web application which makes B2B selling easy, affordable and flexible using technology.

ASSOCIATION

Founder

RESPONSIBILITIES

- Naming
- Branding
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MEDIA COVERAGE

The product was featured in the national news paper, theNew Indian Express' Edex.

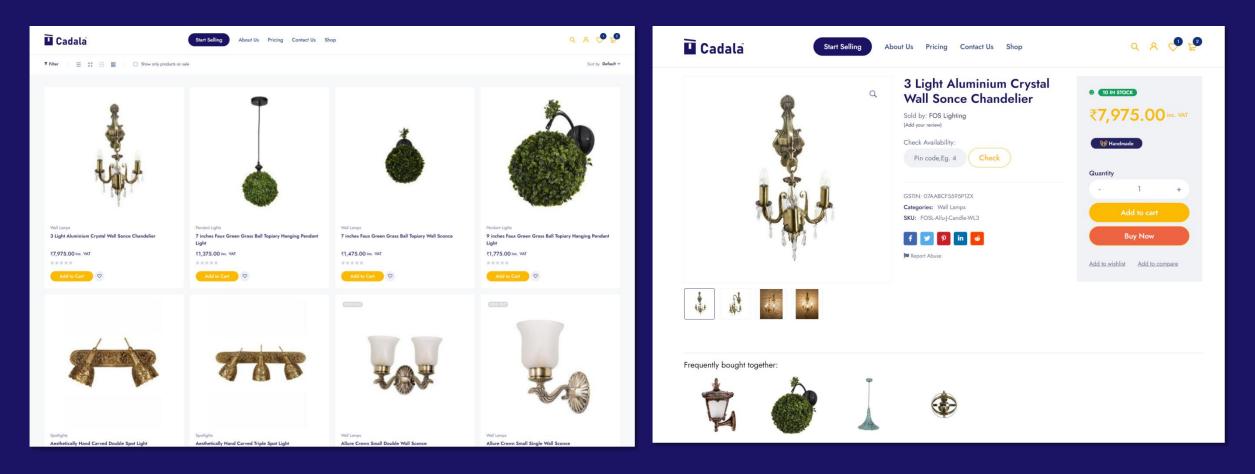


READ ONLINE

https://www.edexlive.com/news/2021/aug/04/this-upcoming-e-commerce-platform-could-revolutionise-the-way-you-do-business-heres-how-23027.html

MINIMUM VIABLE PRODUCT

The MVP was built on WordPress.



PROJECT

Nathaniel Sam George

NAME

The idea was to come up with a name that is simple and easy for common people to say and remember. Kada in Malayalam means shop. Kadala in Malayalam means chickpeas. We wanted to make shops as versatile as chickpeas, a legume used to make sweet and savoury treats! We stylized the name by turning the "K" to "C".

IDENTITY DESIGN

The logo had to convey trust and excitement at the same time to customers. The icon was inspired from gift boxes, that bring so much excitement for opening and exploring. The complimenting sans serif text radiates strength and trust.

UX RESEARCH

The users of the app are sellers (manufacturers), B2B customers and and B2C customers. 95% of the manufacturers we interviewed had no modern means to sell their products online than online directories. Platforms like Amazon and Flipkart are not suitable for their businesses as these are B2C solutions.

The main problem users faced are with inventory and managing, they can't afford to sell products in smaller quantities due to their technological constraints and feasibility issues.

On the other hand, users need a supply chain with flexibility. The constraints take business from India - a manufacturing hub to more flexible competitor, China.



Danielle Gonzalez Inc.

(D)

Danielle Gonzalez Inc.

SCOPE

Identity Design.

CATEGORY

Personal Brand

PROBLEM

To design a monogram that represents the client appropriately in the domains of finance and guidance.

SOLUTION

Symetric geometric shapes bring a very pleasing aesthetic harmony, a hexagon was chosen as the frame of the monogram. Serif typefaces provide a sense of antiquity and trust - two feeling the logo should evoke.

CLIENT

Danielle Farrakhan (maiden name Danielle Gonzalez) is an entrepreneur. She is an author in finance and also runs many brands of her own.

RESPONSIBILITIES

Logo Design

DELIVERABLES

Vector Logo







SCOPE

Identity Design.

CATEGORY

Personal Brand

PROBLEM

To design a logo that represents the client appropriately in the domains of luxury, textiles and apparels.

SOLUTION

The influence of the symbol is Persian/Islamic geometric patterns. The symbol reflects the imperfections of handmade clothing but provides a posh feel at the same time. The typeface and color brings the feel of premiumness and seriousness.

CLIENT

Surabhi Collections is a boutique textile and apparel shop. They have been in business since 1996 and the shop is upgrading, the focus is now on natural fabric apparels and luxury textiles.

RESPONSIBILITIES

Logo Design

DELIVERABLES

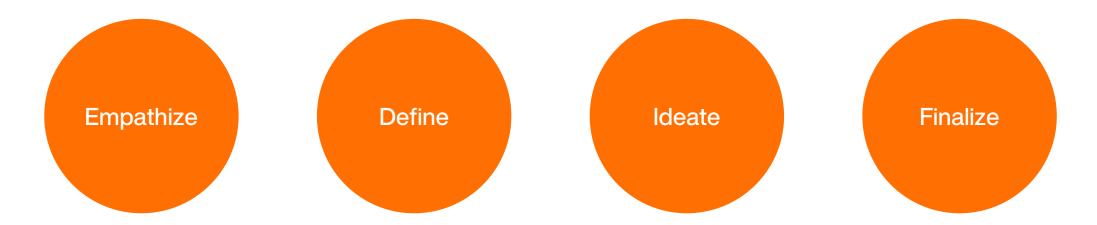
Vector Logo

Processes

User Experience & Identity Designs nathaniel.coristel.studio

IDENTITY DESIGN PROCESS





Empathizing with the brand and their users through research and using tools such as personas. Defining the exact needs of the brands and users. Tools such as brand house is used when needed to clearly define the brand.

With the information at hand and requirements, new ideas are generated and few best options are sorted. The options are sent to the client for choice and feedback. Any revisions needed are handled. Brand guidelines are defined and the project is finalized.

UX DESIGN PROCESS



Empathizing with the brand and their users through research and using tools such as personas. Defining the exact needs of users after. Tools such as problem statements, user story etc.

With the information at hand and requirements, new ideas are generated by wireframing. The wireframes are prototyped. Usability study is conducted and improvements are made. The finalized Lo-Fi prototype is converted to Hi-Fi by adding content & media.

The finalized Hi-Fi prototype is tested again for usability. Accesibility and ease of use is analyzed. Design is iterated based on insights. Design is finalized and handed for development.

Thank You!

Let's talk!

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