

Cedric MADELAINE *swiss | 40 yo | creative | structured | caring | adapted | curious*
Certified UX User Experience Designer | UX Analyst | IxD Interaction & Visual Designer

General Links :

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Case Studies :

Trivadis SA

Contractor in 2011–2012 for 3 months

1. Summary of my work

Roles : User Experience & Interaction Designer | Front-End Architect & Developer

Product : Private Banking Portfolio Management Solution : Web Application

DESIGN • user experience design, user interface design

COLLABORATIVE • collaboration with an agile team of 8 multidisciplinary experts within a scrum workprocess

TECHNICAL • front-end software architecture, front-end development

2. Introduction

I was contracted during three months by this IT company to join an agile team of 8 people on an on-going software product development.

3. Objectives

“ Produce a private banking web rich internet application for a long-term client of the IT company. ”

4. Context

At the time I joined this team:

- project was facing critical challenges related to performance issues and user interface imprecisions
- end-client IT reviewers of the product were pressuring the team to fix those issues
- front-end developers had difficulties looking at issues from a macro perspective.

5. Problems

- parts of the front-end architecture was conceived in a way that produced **memory leaks** and **performance issues**
- **application perceived responsiveness** and interaction sequences made user feel that application worked slower than it was really
- there were room for improvement in the way front-end application received and handled data
- user interface components building was **not respecting precisely (“pixelperfect”)** client **original design** and graphic guideline
- data pushing and synchronisation for concurrent users needed to be developed

6. Approach

Analytic

- reading of specifications and Q & A session with project manager
- **full review** of current front-end architecture & code
- definition of a strategy for code improvement
- definition of a strategy for concrete and perceived interaction responsiveness improvement

Design

- preparation and bulding of **pixel perfect** user interface elements basing on client graphic guidelines
- **user experience improvements'** suggestions
- preparation of corrected assets for implementation

Collaborative

- participation to meetings with the product owner
- participation to **brainstorming with the project manager and team**
- participation to daily **Agile Scrum** meetings with the team
- participation to **weekly Agile meetings with end-clients** representatives and team
- provided **guidelines** document and **training** of other front-end developers about the fixed front-end architecture and development to avoid the same kind of issues in future
- provided guidelines' documents and **training** of other front-end developers about how to build interface elements precisely
- report to the product owner about the issues and the way they were fixed

Technical

- design of an **improved** front-end **architecture**
- front-end product **memory usage review**
- implementation of the fixed architecture with **redevelopment** of the **problematic sections**
- microscopic review of the code and fix of issues with a focus on performance and respect of best practice
- testing and profiling
- development of proposed user experience improvement
- building of **improved user interface** components
- complete front-end **development** of the **data push section** in cooperation with server-side architect and developers
- documentation of the modified front-end software architecture
- microscopic code documentation
- preparation of prerelease deliveries

7. Results

- end-client reviewers were **very satisfied with the fixed version** of the pre-release product (no more performance issues, user interface respects pixel perfectly original design, microscopic code review went with almost no change request after client experts review)
- end-client was satisfied of **successful tests** of the **data push feature** for concurrent users in production environment
- project's schedule delay was restrained to 3 weeks

8. Impact of my work

- the **product was back on track** for the final production phase
- I managed to **fix performance issues** of the product thanks to the new front-end architecture, micro optimisation of the code and collaboration with back-end developers
- the **data push feature for concurrent users** was set in place **successfully** in a short amount of time despite the complexity
- IT company's In-house **front-end developers** were **comfortable to continue development** until final release two month later thank to the training I provided and the delivered documentation
- additional user interface components were pixel perfectly built without issues by front-end developers afterwards

9. Testimonials about my work

Claire Mermet | Project Manager

"He has demonstrated an exceptional professionalism. His skills in terms of software architecture, OOP development and optimization allowed delivery of the software on time and with high quality. His human qualities have allowed him to be easily integrated into a project team already formed. I highly recommend Cedric for all teams wishing to make beautiful quality projects!"

Marco Baumeler | Senior Consultant - Application Development

"I enjoyed working on this project with Cédric. He brought great expertise in UI design and development. Beside his work on the front-end of the application, he also showed interest in the other aspect of the project, helping bringing up the best solution"

Laurent Jayr | Project Manager - Senior Application Developer

"His experience and desire to produce quality work were essential to the success of this project. He was one of the main drivers inside the team and I have specifically appreciated his availability, commitment and expertise."