# Ulysses Pascal User Experience Design|Research

### Hello

Ulysses is a multidisciplinary user experience researcher trained in quantitative and qualitative methods.

### **Process**

#### Plan

I begin my UX design process by assessing the stakeholder's needs and testing hypotheses about problems potential users face. I use interviews, personas, competitive analysis and ethnographic research to gain insight into customer behavior, and to define possibilities for user experiences.

### Design

User Experience isn't magic. It is the product of an iterative design process. I switch between high-level tools such as sitemaps and user scenarios, and the more nitty gritty, detailed ortiened boxes and arrows of wireframes.

#### Research

Designing without testing is like the blind leading the blind. Prototypes, whether paper, PDF or programed in HTML/CSS are essential for receiving customer feedback and refining design.

## **Customer Research**

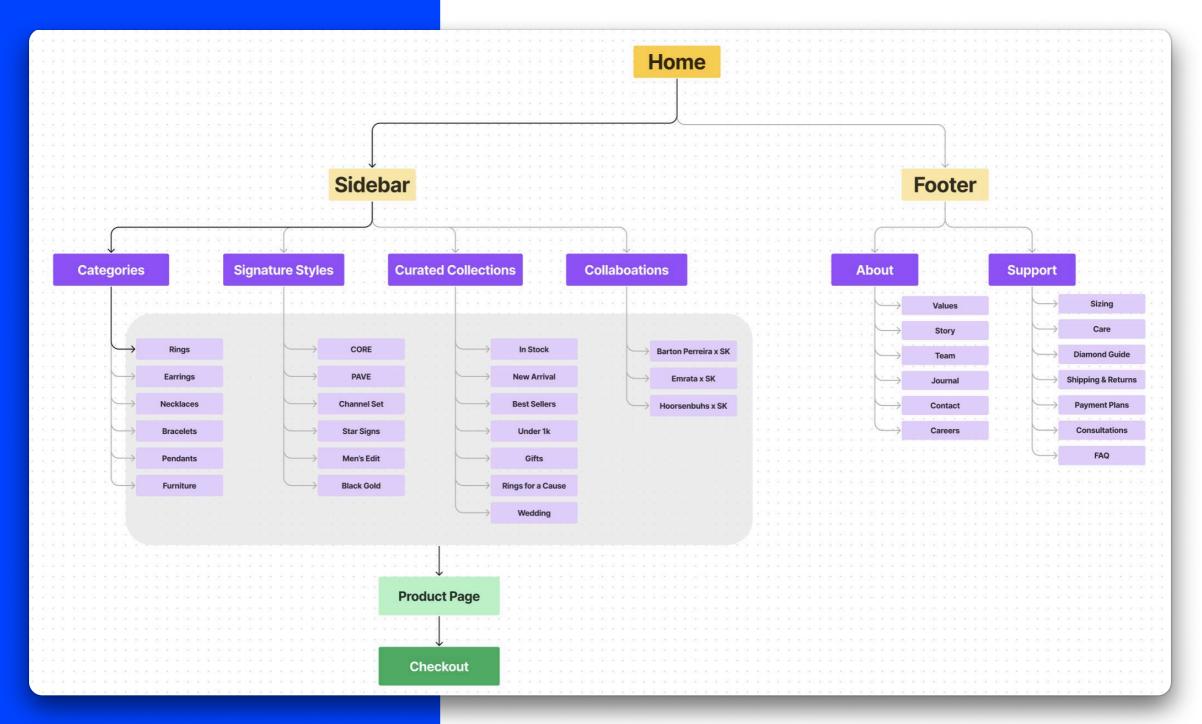
Understand user goals, behaviors, and pain-points through interviews, survey data, search log analysis, and cognitive walkthroughs.



Client: CORAL – an electronic resources management system

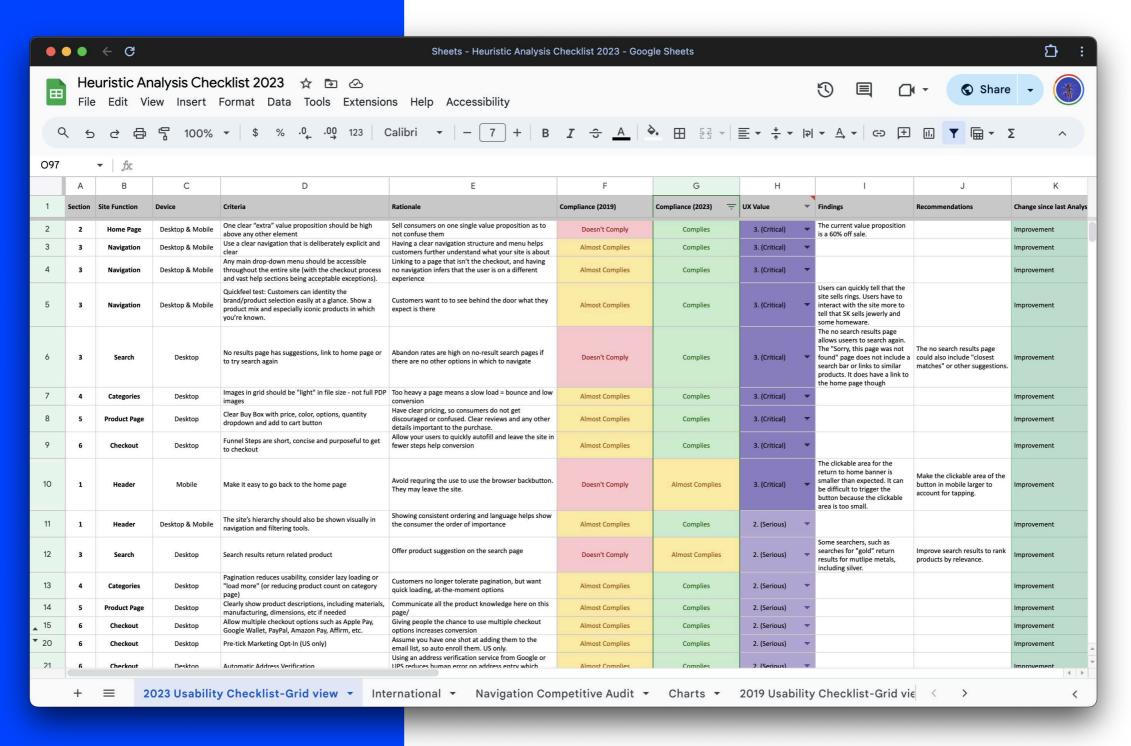
## High-Level Architecture

Understand an application on a global level based on user scenarios, industry specific standards, and card sorting.



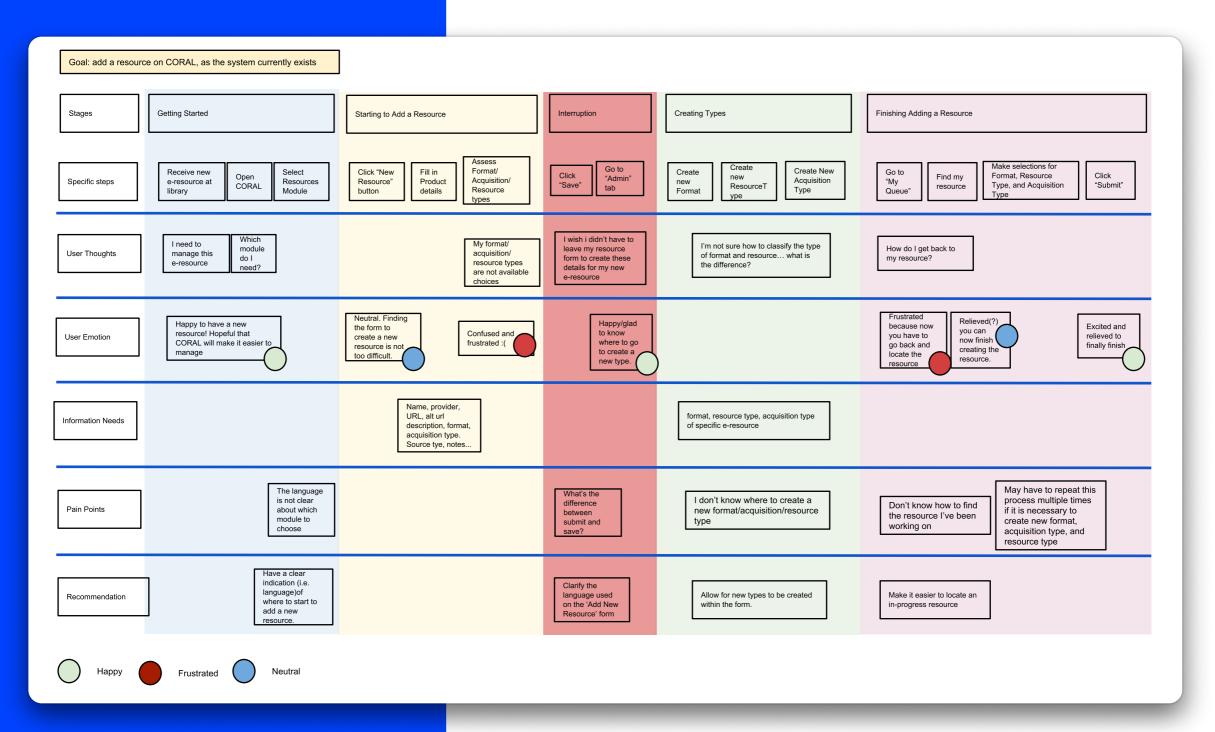
## Heuristic Evaluation

Test product against 100+ UX best practices.



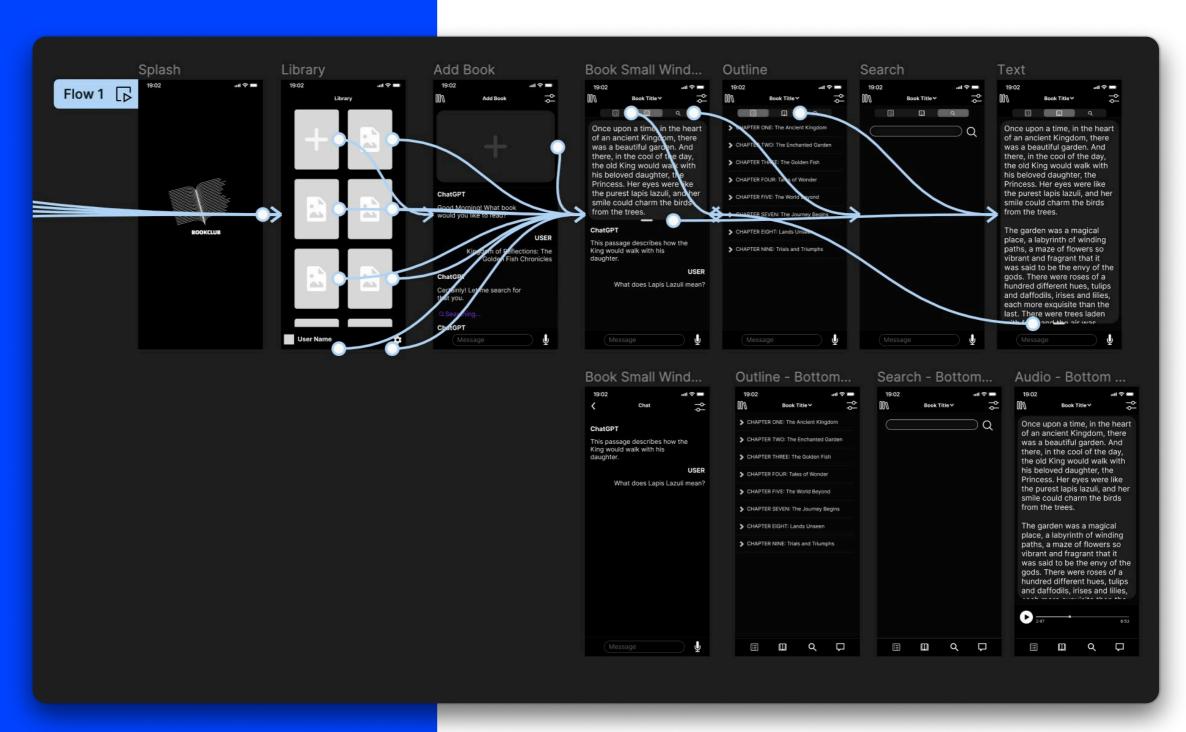
## USER FLOW MAPPING

Map stages of a user flow, using qualitative research methods to identify plan points, user emotions, needs, and recommendations.



## Wireframe & MockUP

Wireframe design requirements and mockup user flows.



Project: BookClub - an Al powered audio reader

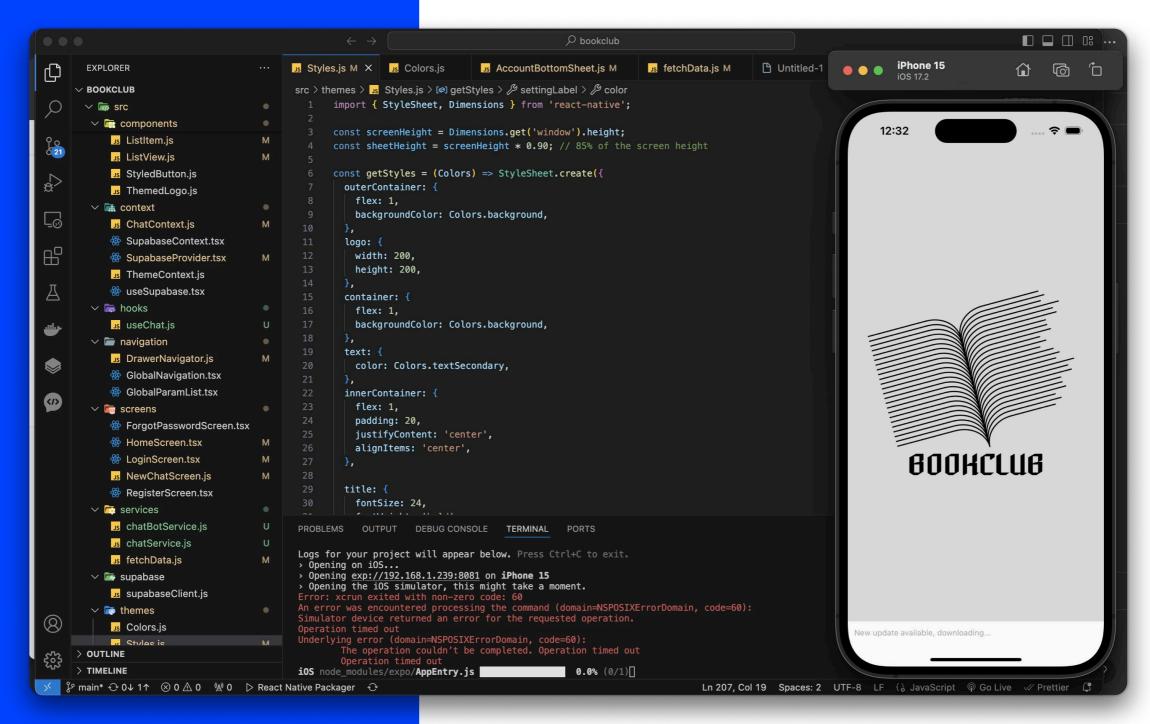
## Rapid Prototype

Use a high level programming language to create a simple and testable MVP of the core product idea, service, or micro interaction.

```
for img_name, first_name in row_generator:
Q
                  display image(img name)
{x}
                  if multiple choice:
                     # Display multiple-choice hints
                     similar_names = get_similar_names(first_name, name_embeddings, nlp, total=10, top_n=3)
©<del>,</del>
                     if not similar_names:
                          print("No similar names found.")
else:
                          choices = [first_name] + similar_names
                          choices = list(set(choices)) # Ensure choices are unique
                          random.shuffle(choices)
                          for i, choice in enumerate(choices, 1):
                              print(f"{i}. {choice}")
                 # Always prompt for input
                  selected_name = input("Please enter the Name:\n")
                  # Check the answer
                  if selected name.lower() == first name.lower():
                     number_right += 1
                     print("Correct")
                  else:
                     number_wrong += 1
                     print("Wrong")
                     print(f"Their name is {first_name}")
                      print("\n\n")
```



## Build a scalable MVP using a mobile first strategy.



Project: BookClub - an Al powered audio reader

## Qualifcations

#### **Education**

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2016-2024 Ph.D. Candidate, Information Studies, UCLA.
2023 Certificate in Digital Humanities, UCLA
2015 UX Design, UCLA Extension.
2012 B.A. Anthropology, Reed College.
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#### **Technical Skills**

RESEARCH	DESIGN	DEVELOPMENT
Python	Adobe Ai	HTML/css
R	Adobe UX	JavaScript
ArcGIS	Figma	React Native
	Spark AR	

#### **Contact**

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