

Hello.

I'm Bert Mahoney.

I help people and organizations create visual prototypes of their ideas, promoting clear communication of concepts.

I design experiences and interfaces for software, websites, and mobile applications by listening to my collaborators, asking questions, and uncovering possibilities until things make sense.

My work spans eight design disciplines, over 30 industries.

Thank you for the opportunity to submit this document.
I've included 5 projects as requested.
I'm looking forward to continuing this process after your review.

Please click anywhere to proceed.

With gratitude,



Ophthalmic Software Design

INDUSTRY

Medical Devices, Healthcare

TYPE

Software Application

MEDIUM

Internet

DURATION

Six Months

MY ROLE

Discovery, User Experience & Interface Design, Illustration

CONSTRAINTS

International. English is not the only language used inside the User Interface.

DELIVERABLES

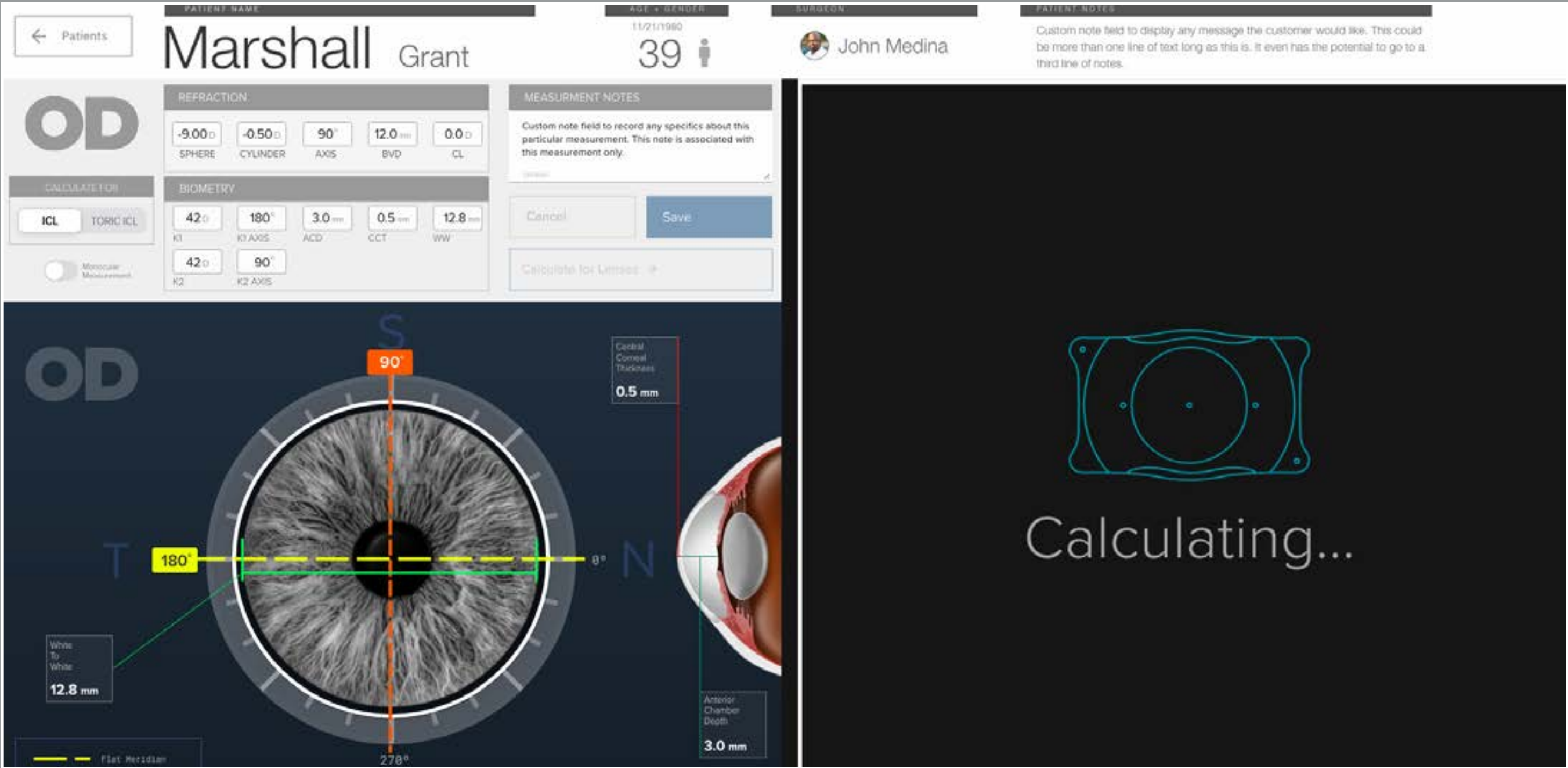
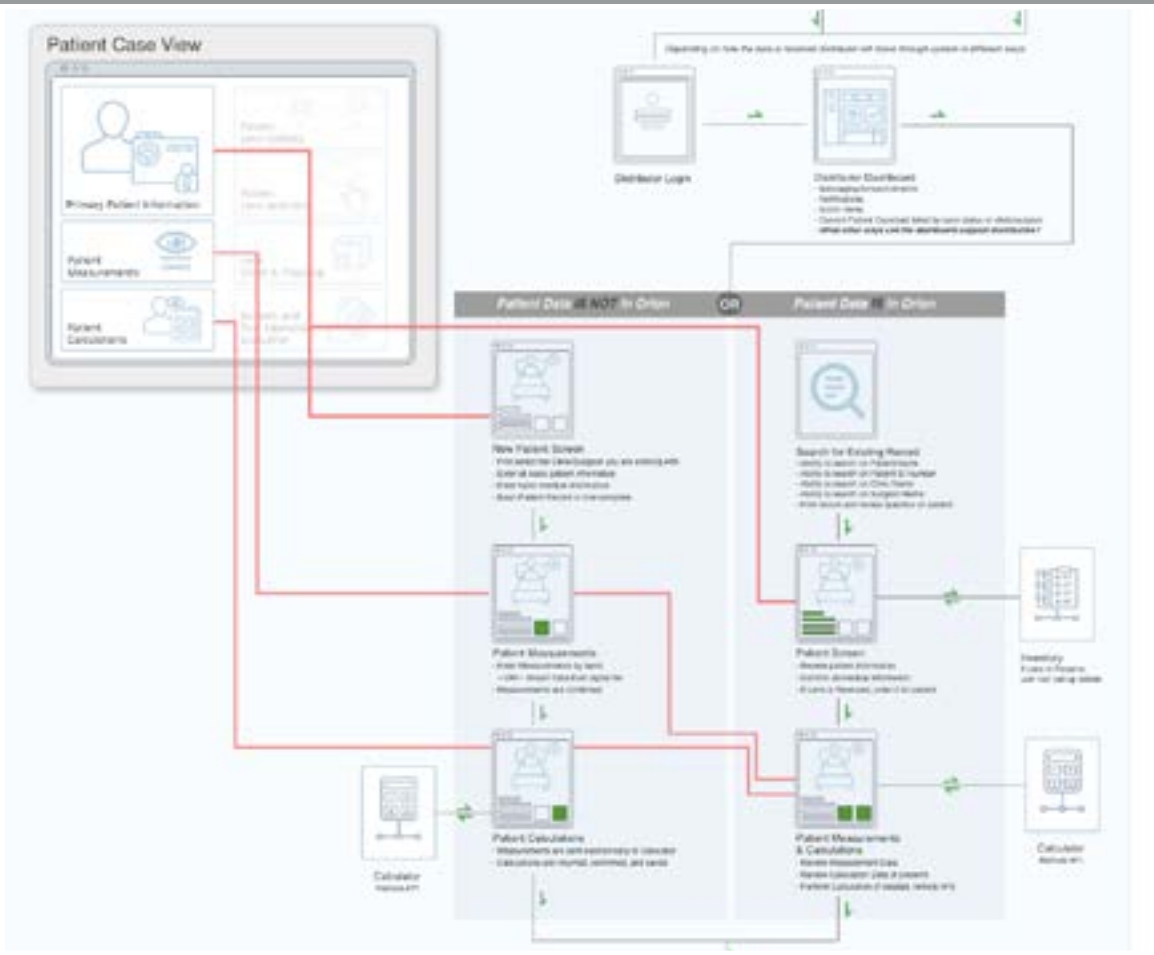
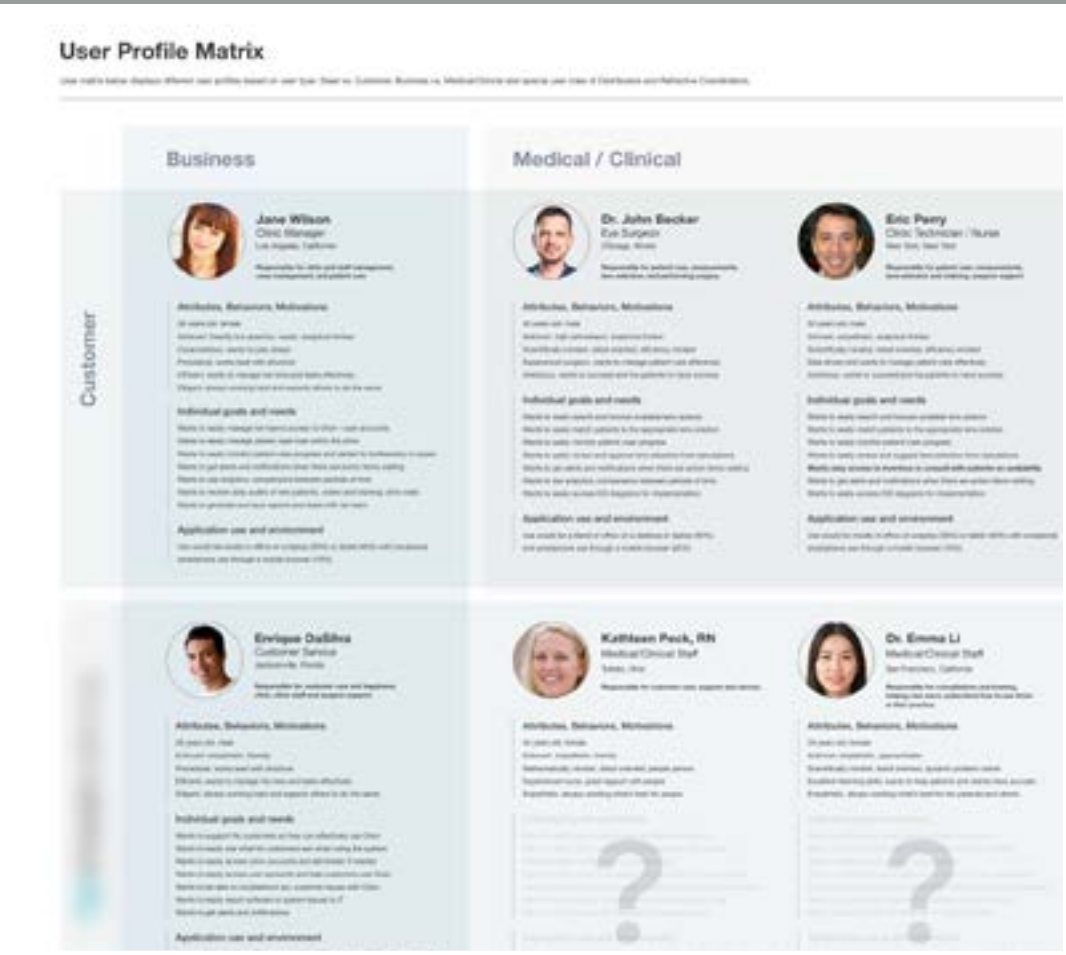
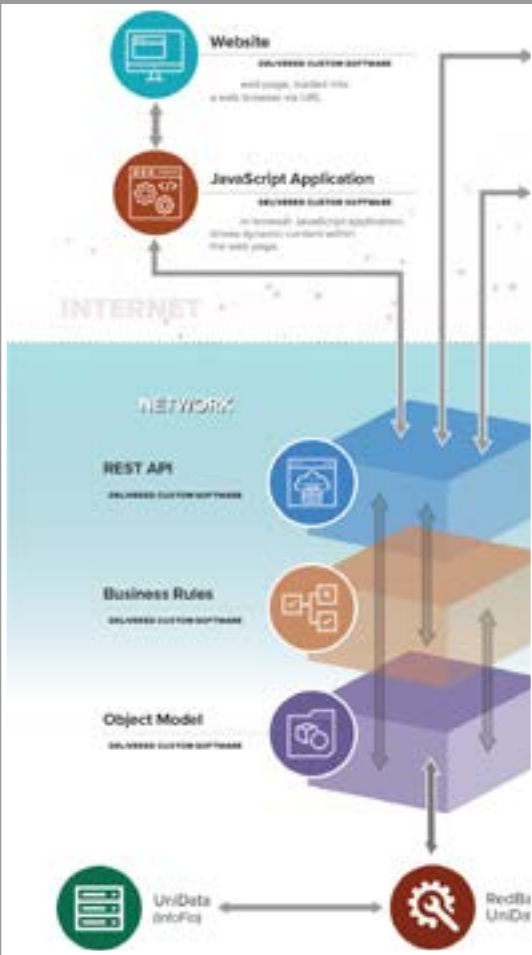
User Matrix & Workflow(s) for each type of user.
Interactive Figma files that one could click through.

OUTCOMES

All work was well received and highly regarded by our client contact and his C-Suite.
The client awarded the development project to our team.

SUMMARY

I redesigned a legacy software system with a user-centric approach. The client is a global leader in designing, manufacturing, and marketing implantable lenses for the eye. To support their growth and improve overall efficiency, they wanted to develop new software to manage lenses from a ‘patient-centric’ perspective.



Various screen captures from my design and illustration work.

Real Time Vehicle Auction Software

INDUSTRY
Automotive, Auctioneering

TYPE
Software Application

MEDIUM
Internet

DURATION
Twenty-Four months, ending 2019

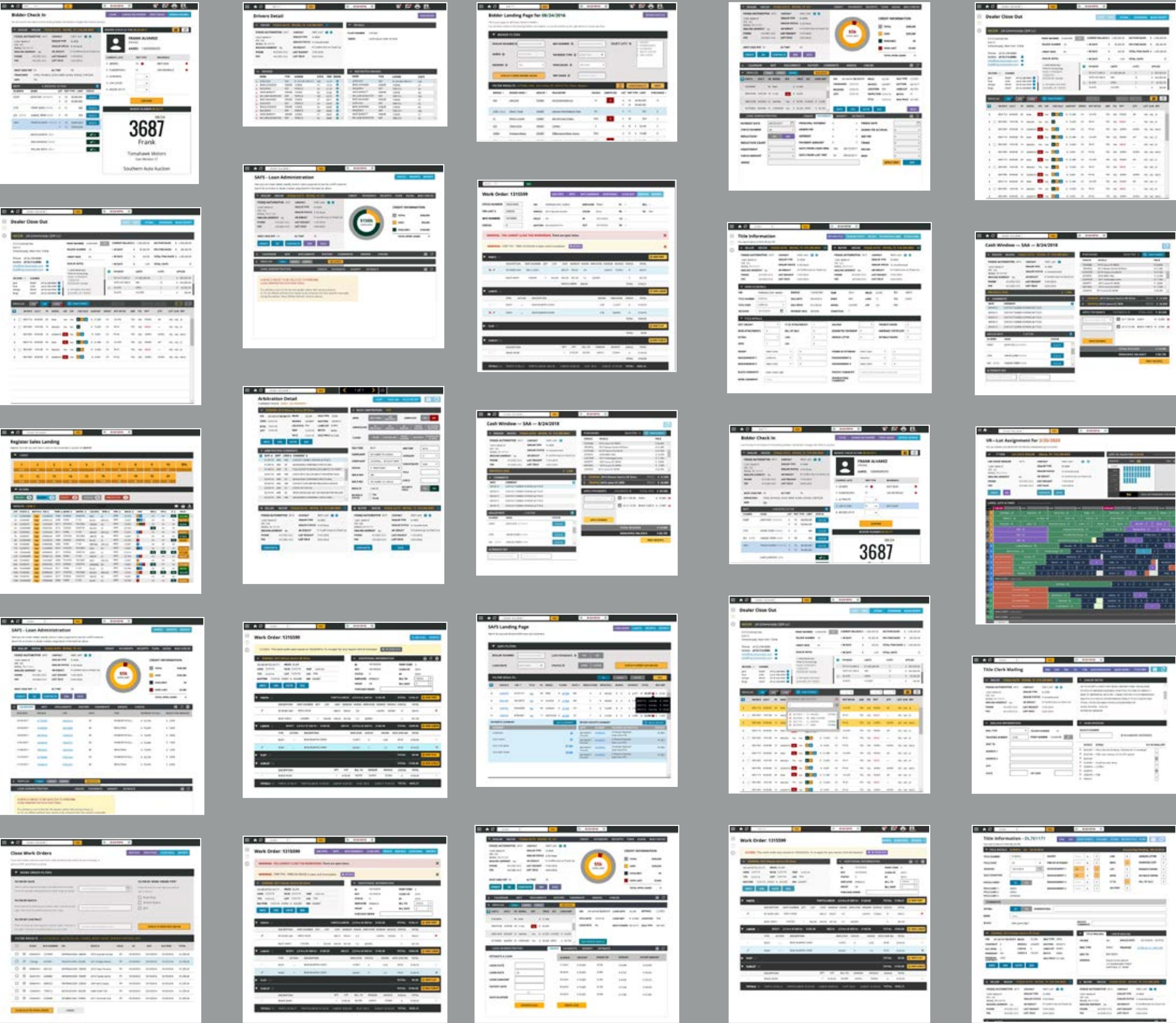
MY ROLE
Discovery, User Experience & Interface Design

CONSTRAINTS
Redesign existing 30+ year old, undocumented, legacy software.
Departments were siloed within the organization. Company and business processes inside the legacy software were largely undocumented—information inside people’s heads.

DELIVERABLES
Dozens of Screen Designs, working with end users, client developers, and my developers to ensure users’ needs are met.

OUTCOMES
COVID-19 arrived, and the client put brakes on the project. Brought all design and development in-house. Unfortunately, I was unable to see the project to completion.

SUMMARY
I redesigned a 30-year-old legacy system that combined digital and analog processes. It was a complex merger of procedures, knowledge, insight, and precision that took over two years, delivering an interface to manage real-time auctioneering.



Twenty-five of the screens where I designed both UX and UI — There were over 40 screens I designed..

Acoustic Measurement & Calibration Software Design

INDUSTRY

Audio, Consumer Electronics, Manufacturing, Technology, Science

TYPE

Software Application

MEDIUM

Internet

DURATION

Nine months

MY ROLE

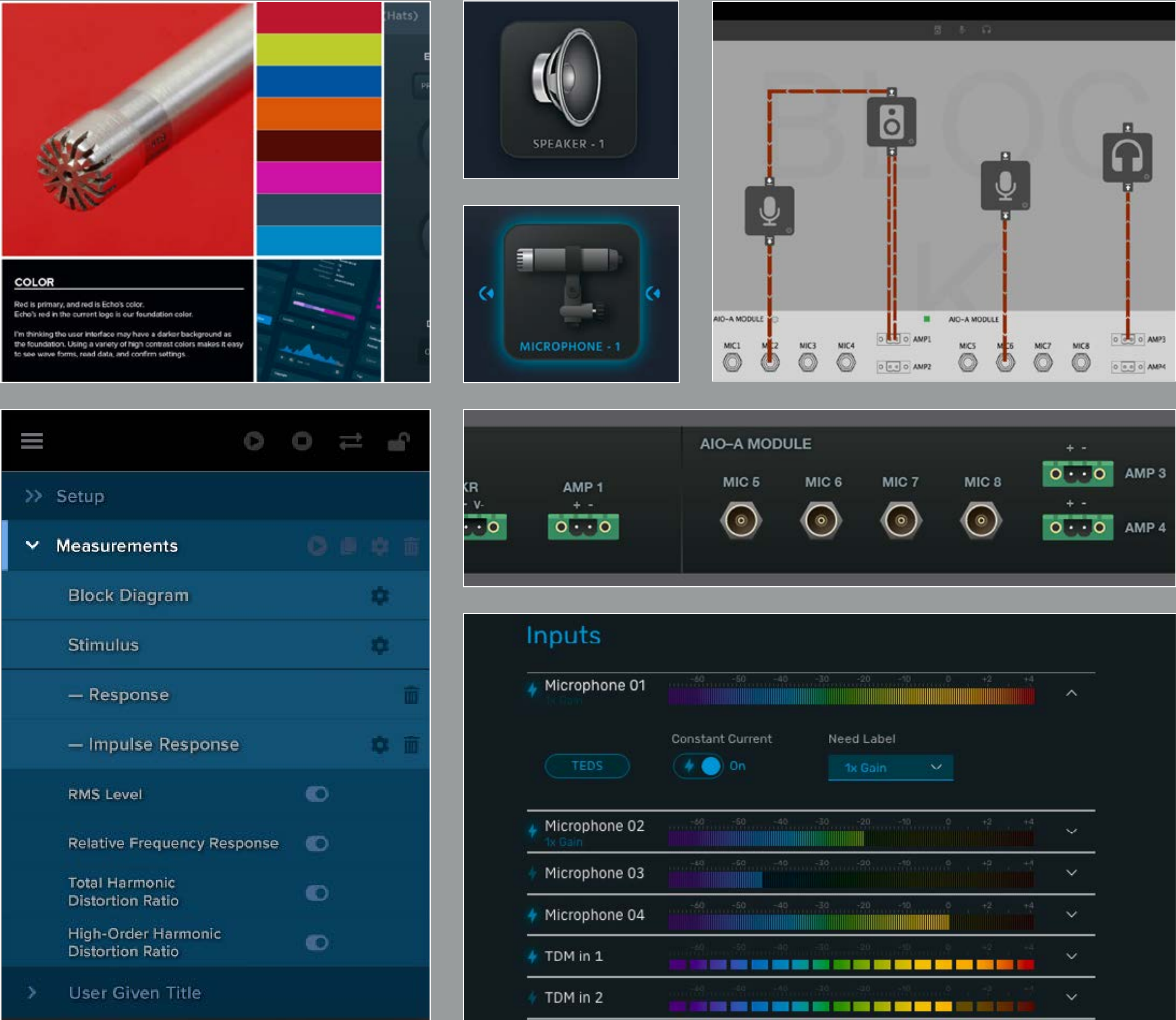
Discovery, User Experience & Interface Design, Illustration

DELIVERABLES

Dozens of Screencaps of design ideas and direction. UX wireframes, illustrations, and early stage UI design.

SUMMARY

I took an old UI design, rethought the access to tools with the client and delivered a new approach in the style and aesthetic the client was looking for.



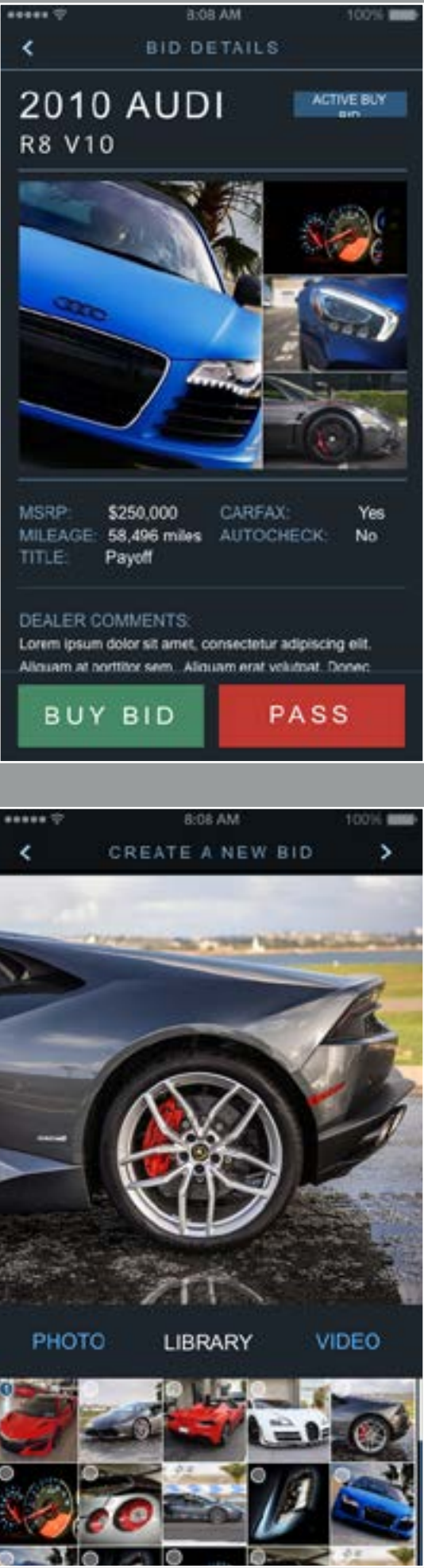
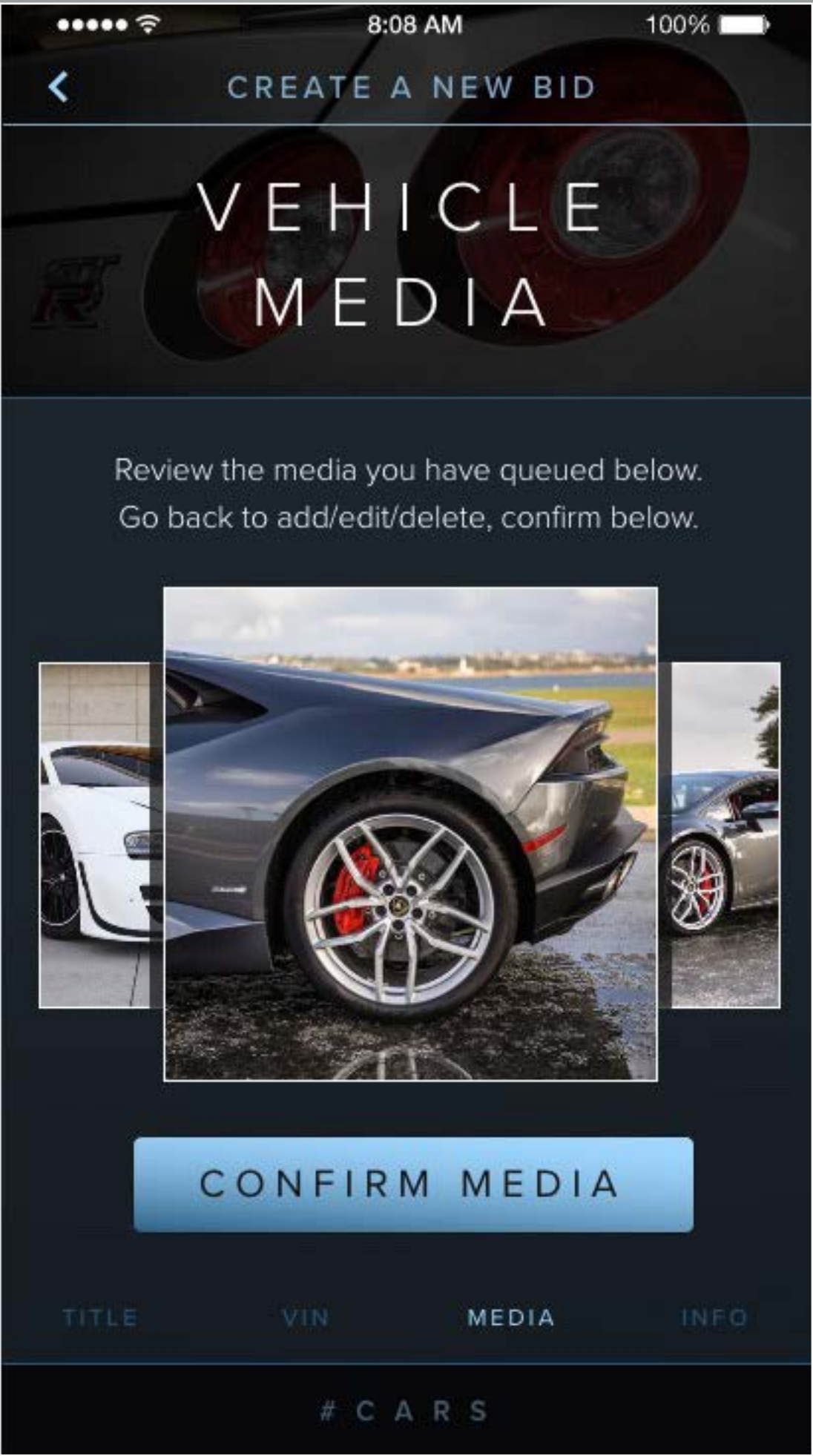
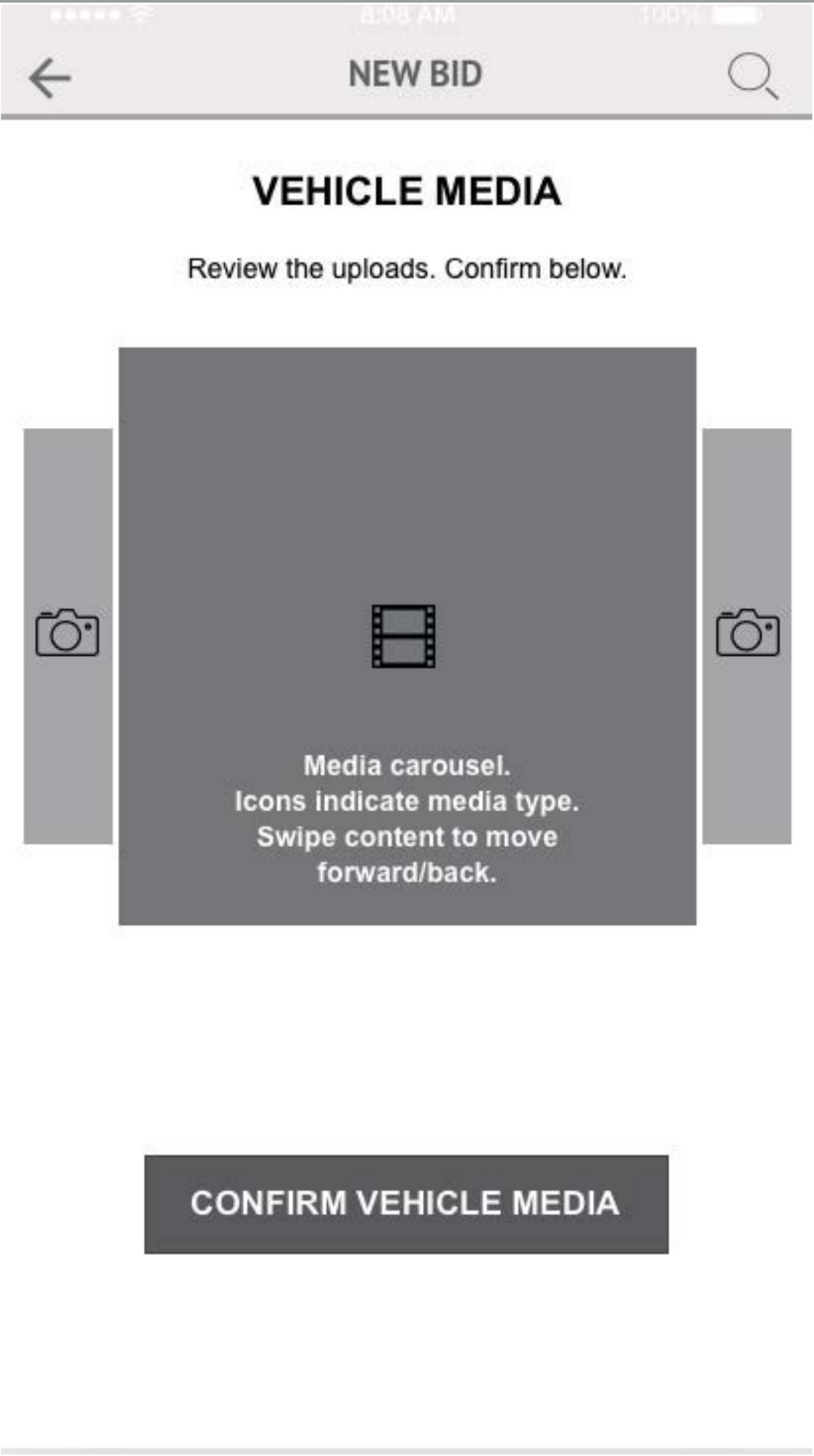
Various components I designed and illustrated for this project.

Exotic Vehicle Sales Mobile Application

INDUSTRY Automotive, Finance, Legal, Contractual, B2C2C	MY ROLE Discovery, User Experience & Interface Design	OUTCOMES Client ran out of self-funding and could not find investors to continue development. Story is someone did not pay him for a car he shipped to Texas.
TYPE Mobile Application	DELIVERABLES User experience screens to confirm flow and functional- ity. User Experience designs to help communicate idea to investors	
DURATION Six Months		

SUMMARY

I designed both form and function for this novel idea to centralize the buying and selling of exotic vehicles in an extremely niche market space. People in this space spent most of their day using their phones to do business, but through a random combination of tools on and off the smartphone (analog). Conceptually users could complete the entire buying and selling of the cars through the application.



UX design and corresponding UI design for same screen, and two other UI designs.

Institutional Communication and Brand Design

INDUSTRY	MY ROLE	DELIVERABLES
Education, Marketing	Creative + Art Direction, User Experience + Interface Design, Print Production	Website (designed twice), and all manner of print communications.
TYPE	CONSTRAINTS	OUTCOMES
Brand and Communications Design	RWorking with multiple depart- ments needing equitable time and space online and in print.	I provided the bridge from a disorganized and incohesive approach to design to one that matched the institution’s approach to education.
MEDIUM		
Internet & Print		
DURATION		
Six Years, 1999—2005		

SUMMARY

Upon arriving in my role, I discovered that each department within the school handled its communications. Designing, writing, printing, and mailing each project independently, the departments acted like separate schools, not one unified institution.



Variety of design samples of my graphic, branding & digital design work for Thacher.

Surrogacy Escrow Management SaaS Design

INDUSTRY

Legal, Accounting, Medical, Healthcare, Surrogacy

TYPE

Software Application

MEDIUM

Internet

DURATION

Twelve months

MY ROLE

Discovery, User Experience Design

CONSTRAINTS

Dealing with the legal, ethical and privacy issues of surrogacy challenged assumptions. The project moved slowly due to all the legal and privacy issues that needed to be re-researched and confirmed before proceeding with certain solutions.

DELIVERABLES

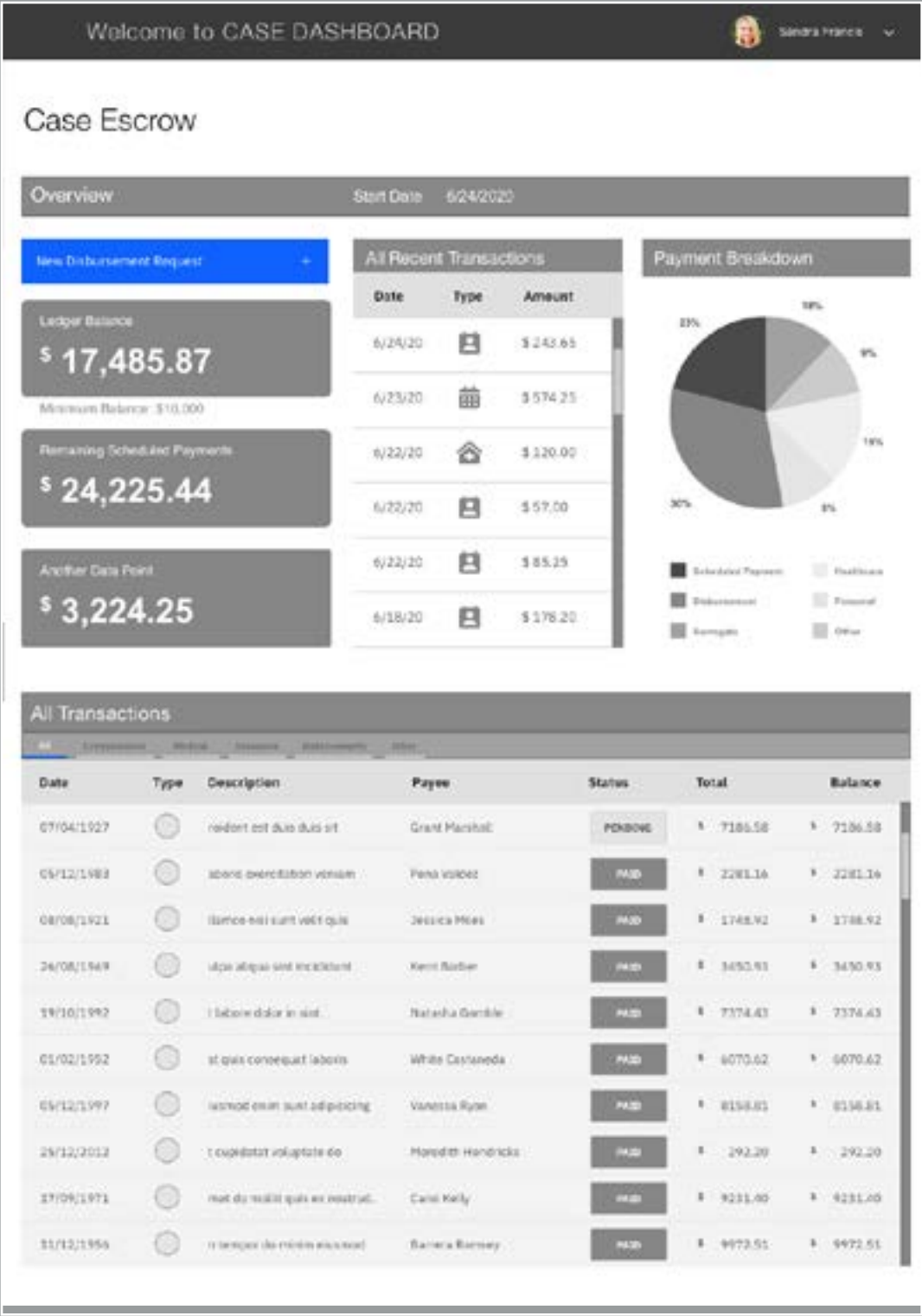
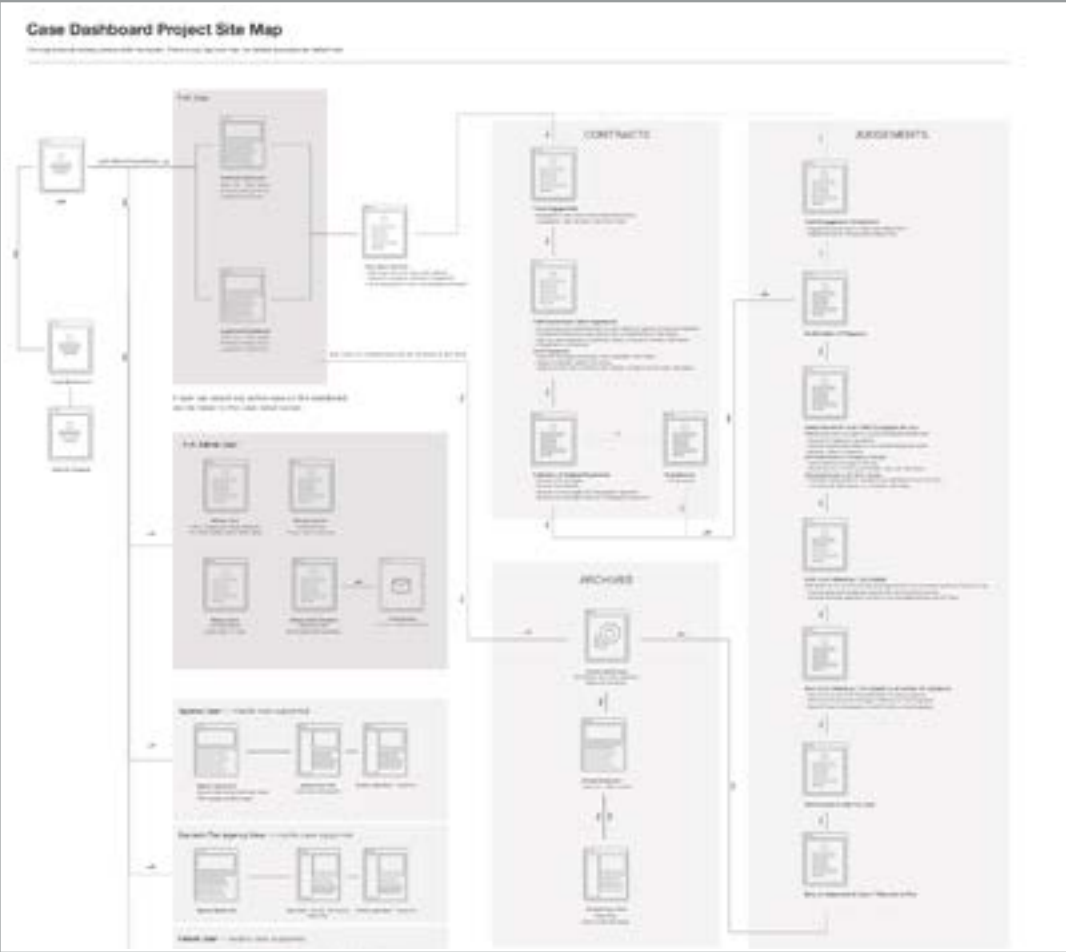
User experience design for administrative, agencies, lawyers, and clients (public). Includes workflow, functions, and wireframes.

OUTCOMES

Once my UX work was complete the development team continued working out functionality that I delivered the roadmap for.

SUMMARY

I helped an entrepreneur with a vision begin to make it real. Through numerous meetings and discovering what’s important and necessary, I mapped his ideas and developed the software’s early stage form and function—the goal was to design a minimally viable product.

A 'Case Manager' form for 'Zhang / GCarrier'. It shows a progress bar at the top. The form is divided into several sections: 'Engagement Letter' with dates for referral and letter receipt; 'Draft Gestational Carrier Agreement' with checkboxes for various steps like 'Contract drafted internally' and 'First Draft of Gestational Carrier Letter'; 'In Negotiations' with a status toggle; and 'Out for Signatures' with fields for signatures of the Gestational Carrier, Spouse, and Intended Parents. Each section includes dates and status indicators.

Examples from my UX work on Case Dashboard.