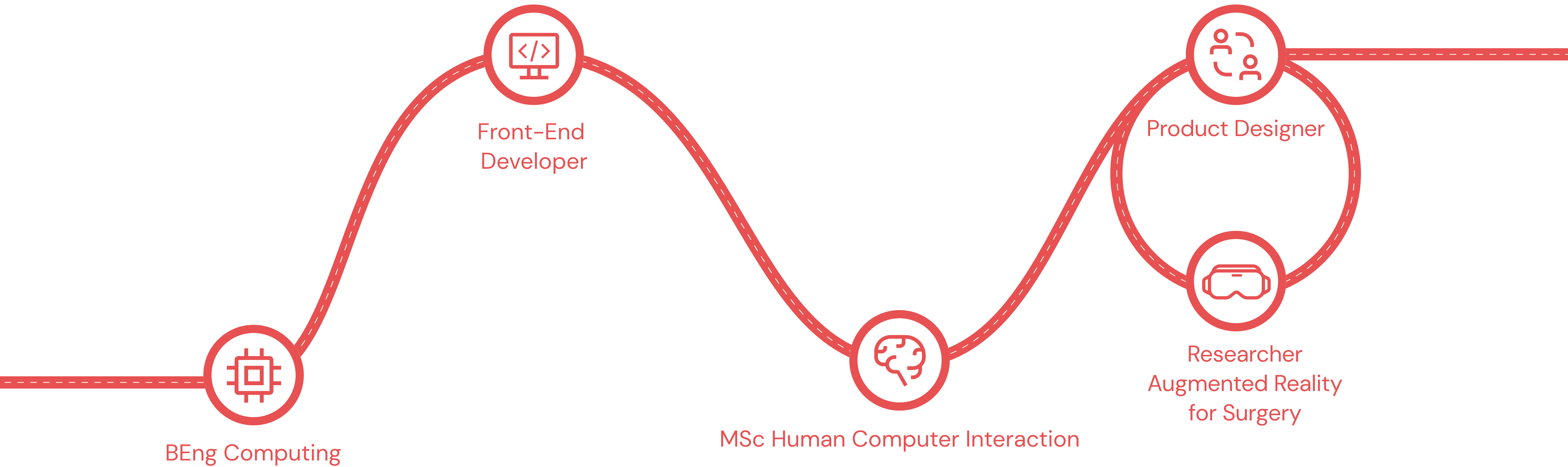


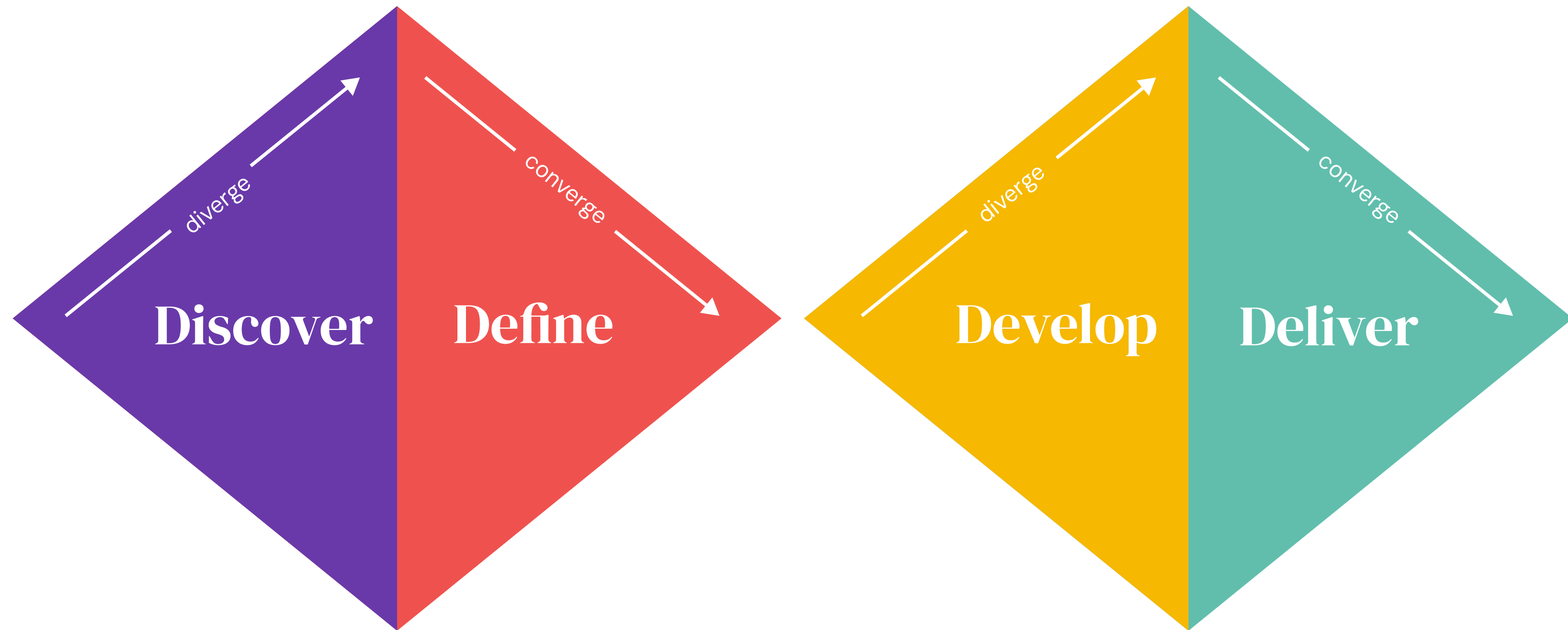
Amanda Koh

Technical Product Designer

My Design Journey



I'm a Product Designer, but what kind?



What is the problem?

What is the solution?

Projects

1/ AI-assisted insurance workflows

At QuantCo, I design tools that use LLMs to accelerate insurance claim handling. Working from discovery to delivery to align technical capability with user needs and our product vision.

2/ Better developer tools for MLOps

At QuantumBlack, I worked on driving adoption for Kedro, an open source python framework that had a steep learning curve. I worked with data scientists and ML engineers to address their pain points.

3/ Performant, real time web uis for traders' data needs

At Maven Securities, I designed an internal derivatives trading platform. I worked with traders to translate their needs into the UI.

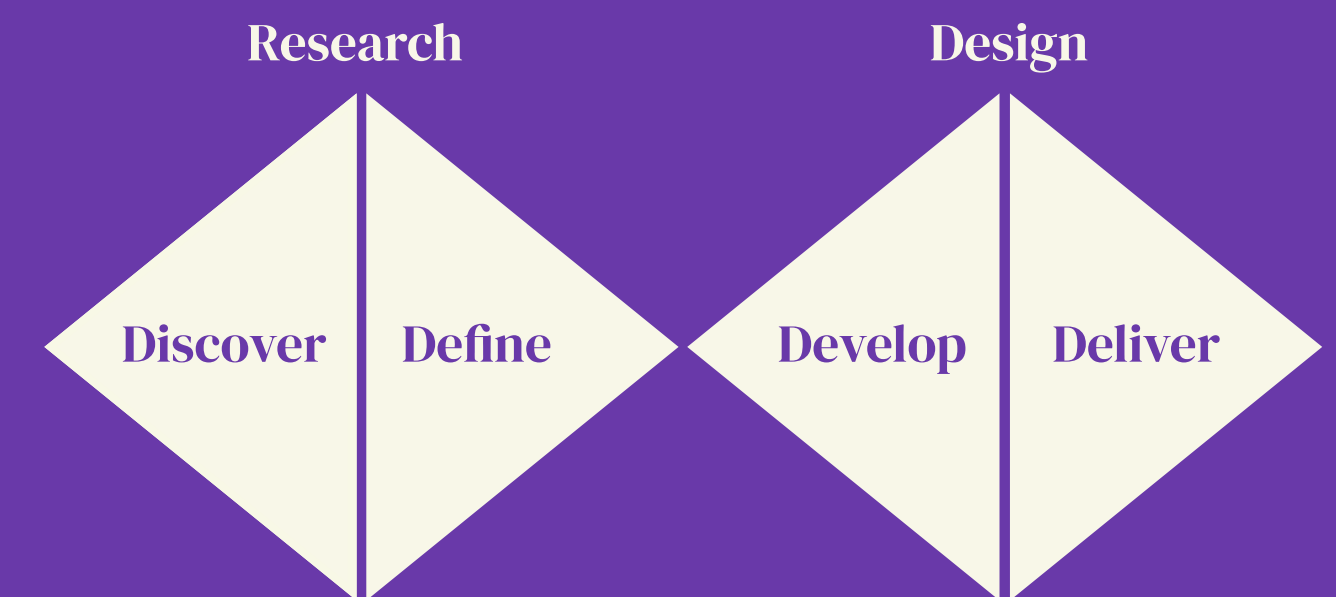
4/ User management for cloud deployments

At Improbable, I worked on our internal and external interfaces for managing cloud deployments as part of their cloud-based game development platform SpatialOS.



1/ AI-assisted insurance claim handling

I joined QuantCo as their first designer, leading design across internal product development and client-facing AI projects



The Context

QuantCo is a data integration consultancy, specialising in insurance. For the last 7 years, they have deployed data scientists and ML engineers into clients to build models and better leverage their data.

Having serviced many clients, QuantCo is trying to productise their offering, transitioning from a service model to SaaS.

My Role

My team is 10 data scientists and 10 engineers who leverage LLMs and more traditional ML methods to streamline claim processing with the end goal of significant automation

My role is to take these capabilities and wrap them into a product that we can try and sell to clients independent of our integration services.

Neuer Schadenfall ⓘ

Aufzeichnung läuft...

Schadenursache

Zuletzt beantwortet

> Transkript

Private Notiz erfassen

Details Police

📞 56453543533 · Bündelprodukt
Organummer: 0992829289290
Julia Beilenhoff · 📅 09.01.2000
📍 Hartwichstraße 96, 50733 Köln
☎ 0160 9525 0500 · ✉ julia.beilenhoff@quantco.com

▼ **Verträge**

> Wohngebäudeversicherung 01.10.2025 - 02...

> Hausratversicherung 23.04.2025 - 23...

> Diensthauptpflichtversicherung 23.04.2025 - 23.04.2027

▼ **Vorschäden**

🚩 Offen	12.02.2024	900006
Sach		Leitun
🚩 Geschlossen	12.04.2025	900006
Allgemeine Haftpflicht		Grun

🗑 Verwerfen

Neuer Schadenfall

📞 56000000011 · Bündelprodukt
Julia Beilenhoff · 📅 09.01.2000
📍 Hartwichstraße 96, 50733 Köln

ⓘ Bitte bestätigen Sie die automatisch erfassten...
Mit * markierte Felder sind erforderlich und müs...

Ereignis
Details zum Schadenereignis

Schadendatum * ⚠ Auszufüllen
Datum auswählen 📅

Schadendatum fiktiv? * ⚠ Auszufüllen
✓ Ja ✗ Nein

Schadenort auswählen * ⓘ Zu bestätigen
Hartwichstraße 96 50733 Köln
• Automatisch erkannt - bitte überprüfen und bestätigen

Product

- turn a client delivery team into a product team
- establish a product development roadmap
- balance client delivery goals with product goals
- align product vision with business strategy
- integrate data analytics and translate data insights into product direction

Design

- work across UIs to bring consistency
- work with engineers to expose AI features
- champion user needs, and good research practices
- introduce sustainable AI-assisted design practices

The User Problem

Claim handlers must match invoices with their initial quotes in order to decide whether to pay out an invoice. A claim can contain 100s of documents, received at different times, multiple quotes, multiple repairs and long email chains with attachments.

This can be very **time consuming** and **imprecise** as invoice values don't always match quote values exactly.

The Technical Solution

Using OCR, we can extract invoice and quote items line by line. We can then compare pairs of documents and give them a similarity score.

Given one quote, we can provide a list of documents that are likely to be the matching invoice.

This was built to advance the payment automation workstream.



FixQuick GmbH
Trockenstrasse 5, 10785 Berlin
+49 30 1234567 info@fixquick.com
www.fixquick.com

Offer for Installation & Building Drying

Offer Reference: FQ-OF-3321

Date: 12 May 2025

To: Mary Smith, 123 Regent Lane, 10178 Berlin

Dear Ms. Smith,

Thank you for your inquiry. We are pleased to offer the following detailed proposal following your recent incident involving water damage at your premises. Our solution leverages high-quality industrial equipment and skilled personnel for thorough remediation and protection.

Scope of Work:

Description	Amount
Initial site setup, assessment, and safety briefing	€150.00
Installation of industrial-grade dehumidifier system	€350.00
Installation of auxiliary drying machine (to be evaluated)	€200.00
Daily monitoring and moisture measurement (10 days)	€300.00
Removal of drying equipment and site cleanup	€100.00
Detailed final drying report and certification	€50.00
VAT (19%)	€150.00

Total Offer Amount: €1,200.00

Acceptance required prior to scheduling. This offer is valid for 14 days from issue, until 2025-05-26.

Kindly confirm your acceptance by responding to this message or contacting us directly. Upon confirmation, we will promptly coordinate for site preparation and scheduling.



FixQuick GmbH, Friedrichstraße 22,
10117 Berlin | Tel: +49 30 4456789 |
info@fixquick.com
Specialists: Water Damage Restoration ·
Leak Detection · Drying Solutions ·
Emergency Installation Services

INVOICE

Invoice Number: FQ-INV-7712

Date: 2025-05-24

Billed To:
AXA Claims
Mary Smith
123 Regent Lane
Berlin

Description	Amount (€)
Setup and site safety assessment	€180.00
Main dehumidification unit (15 days @ €35/day)	€525.00
Second drying machine (12 days @ €32/day)	€384.00
Moisture evaluation and daily monitoring	€220.00
Consumables (pipes, 30€/m)	€90.00
Final drying report & certification	€50.00
Equipment removal and waste disposal	€80.00
Sub-Total	€1,900.00
Additional works (emergency call-out, weekend rate)	€400.00
Travel and logistics	€100.00
VAT (19%)	€385.51
GRAND TOTAL DUE	€2,414.51

Terms: Payment due within 14 days.

Bank: DE32 1004 5029 6784 3090 11

For service inquiries: ralph.king@fixquick.com

The Design Challenge

Engineers: How do we expose this information to claim handlers?

Me: What do we actually want claim handlers to do with this information?

Understanding claim handling

1. Weekly virtual shadowing sessions
2. Weekly feedback with 6 pilot users
3. Bi-weekly in-person sessions

Briefcase

Search...


- Insuree / Lawyer threat missing payment FixQuick, deadline July 1st
 - Warning
 - Unread
- 17.06.2025 | e-mail | insuree
 - Insuree / Recovery started
 - Unread
- 17.06.2025 | outbound e-mail | AXA
 - AXA / Recovery OK, 3700€ to AquaPower
- 14.06.2025 | invoice | PDL | 34 €
 - PDL / Invoice for Report FixQuick 2025-06-14 34€
- 14.06.2025 | pdl report | PDL
 - PDL / Checked / OK / Recovery 3700€ AquaPower necessary
- 12.06.2025 | e-mail | insuree
 - Insuree / waiting for payment 2300€ FixQuick
- 12.06.2025 | offer | AquaPower | 3.700 €
 - AquaPower / Recovery Offer 3700€
- 26.05.2025 | invoice | PDL | 34 €
 - PDL / Invoice for Report FixQuick 2025-05-26 34€
- 26.05.2025 | pdl report | PDL
 - PDL / Checked / Not OK / Extra drying not justified / 2414€ before / 1172€ after
 - Warning
- 24.05.2025 | photo | insuree
 - Photo - #1 / Wall in Bathroom, broken

SFNR 900012324

2025-06-12__aquapower_recovery_offer X 2025-06-14__pdl_repo

1 / 2 - + [Icons]

Demolition | Mold Remediation | Drying | Reconstruction | Cleaning | Restoration Solutions

 AquaPower GmbH
45 Wasserstrasse, 12055 Berlin
Tel: +49 30 7895 3906
Email: contact@aquapower.com

Recovery and Restoration Offer

Offer Reference: AQ-REC-2025-1901
Date: 2025-06-12

To: **Mary Smith**
123 Regent Lane, 10178 Berlin

Thank you for contacting AquaPower GmbH regarding the remediation and recovery of the recent water damage incident at your property. Based on our inspection (see attached report), we are pleased to submit the following comprehensive offer for restoration and recovery:

Description of Service	Cost (€)	Notes
Demolition and removal of water-damaged wall tiles and subfloor	€900.00	Includes labor & transport
Mold remediation (fungicide treatment of exposed areas)	€600.00	Certified antifungal solutions
Structural drying of walls and subfloor (7 days, high-power dryers)	€500.00	24/7 moisture monitoring included
Re-tiling and reconstruction of bathroom wall (material/labor)	€1,200.00	Quality wall tiles included
Final cleaning, painting, and site restoration	€500.00	Includes eco-friendly materials
VAT (19%)	€583.00	Legally applicable rate

Total Offer Amount (EUR): €3,700.00

AquaPower GmbH – Leading water damage & restoration | Tel: +49 30 7895 3906 | Email: contact@aquapower.com

Reference: CHK-20
Inspector: Lisa Fisher
Date: 2025-06-14
Claimant: Mary Smith

- Scope:
 - Site reviewed for post-incident phase.
- Findings:
 - Bathroom's wall tiles and subfloor were found to be damaged.
 - Observed mold growth in the affected areas.
- Conclusion:
 - Full recovery and appropriate remediation is required.
- Recommendations:
 - Approve AquaPower's offer for restoration and recovery.

The above observations are for informational purposes only and do not constitute a final assessment. Please contact AquaPower GmbH for further details.

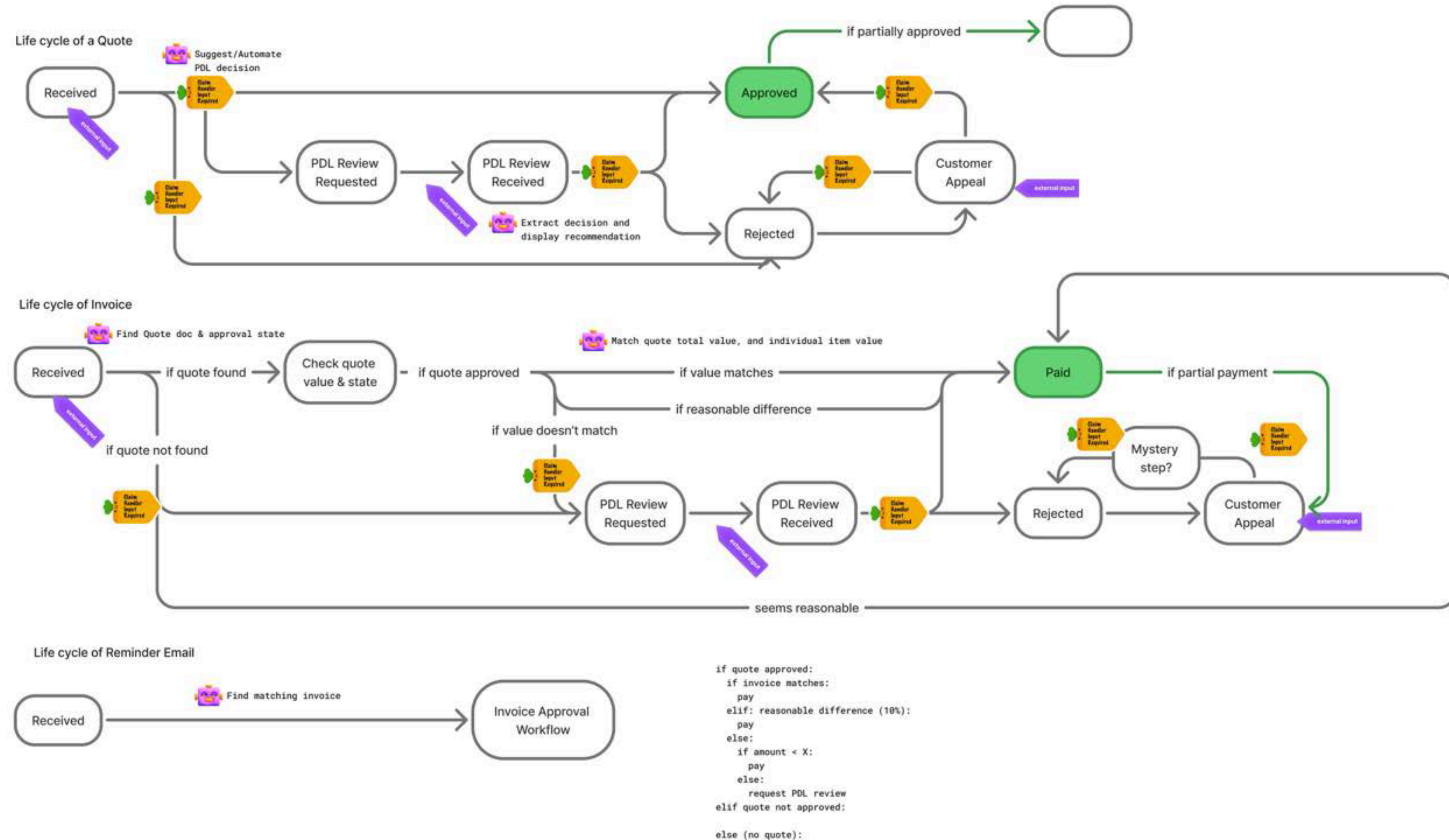
Report prepared by: Lisa Fisher (PDL) | Handled by: AquaPower GmbH (PDL) | Handled by: AquaPower GmbH (PDL) | Handled by: AquaPower GmbH (PDL)

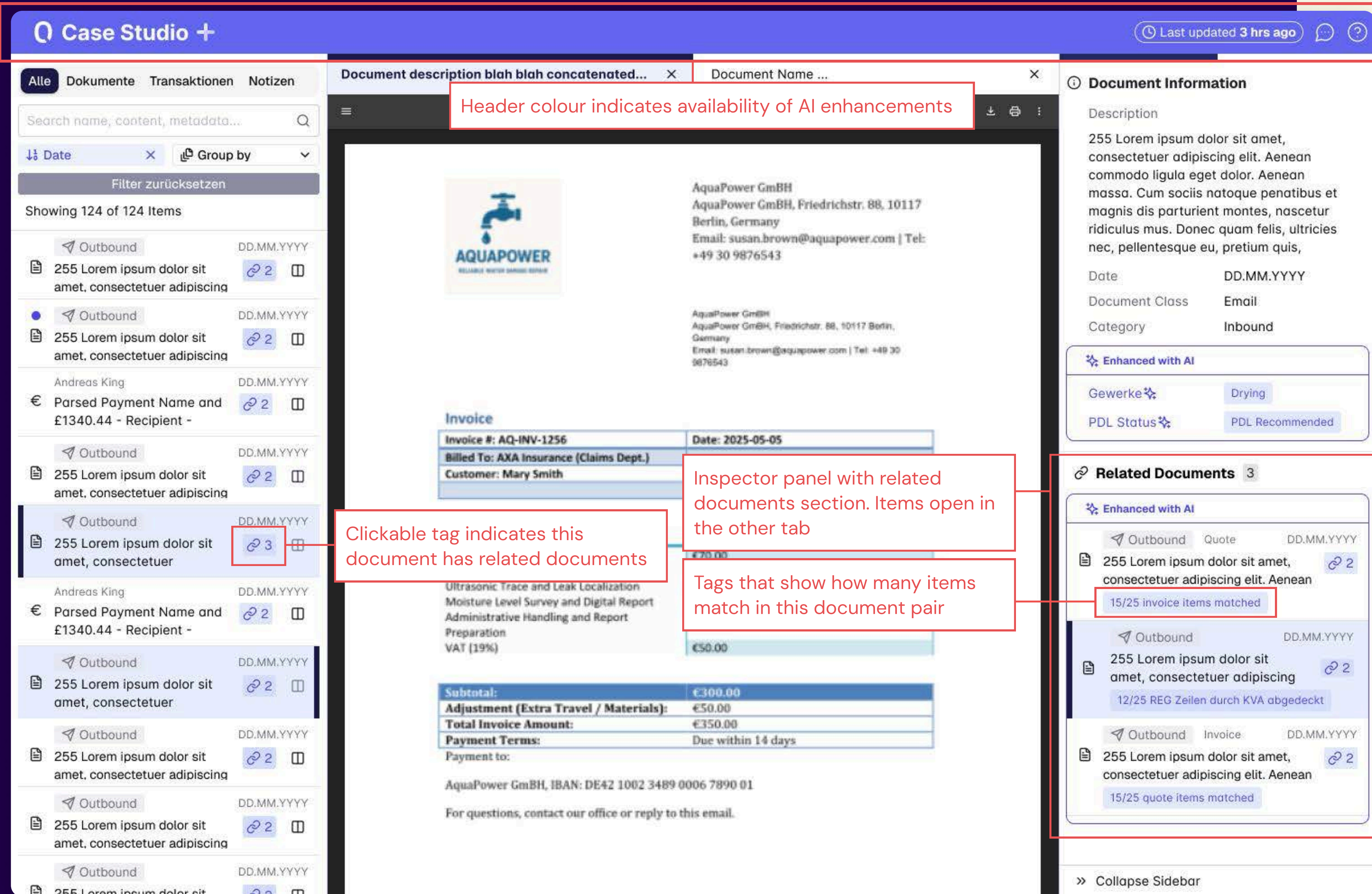
Outcomes

1. A better understanding of claim handlers' decision making processes
2. Understand **when** claim handlers **must** have input in the invoice-quote lifecycle
3. Insights into what other types of document relationships would be useful

Important constraints

- our UI was 'read-only', claim handling actions could only be done via the approved third-party solution.
- invoice-quote relationships were only the start. The automation work-stream was likely to create more useful relationships.
- We want claim handlers to help validate our model outputs.





Header colour indicates availability of AI enhancements

Clickable tag indicates this document has related documents

Inspector panel with related documents section. Items open in the other tab

Tags that show how many items match in this document pair

Goal

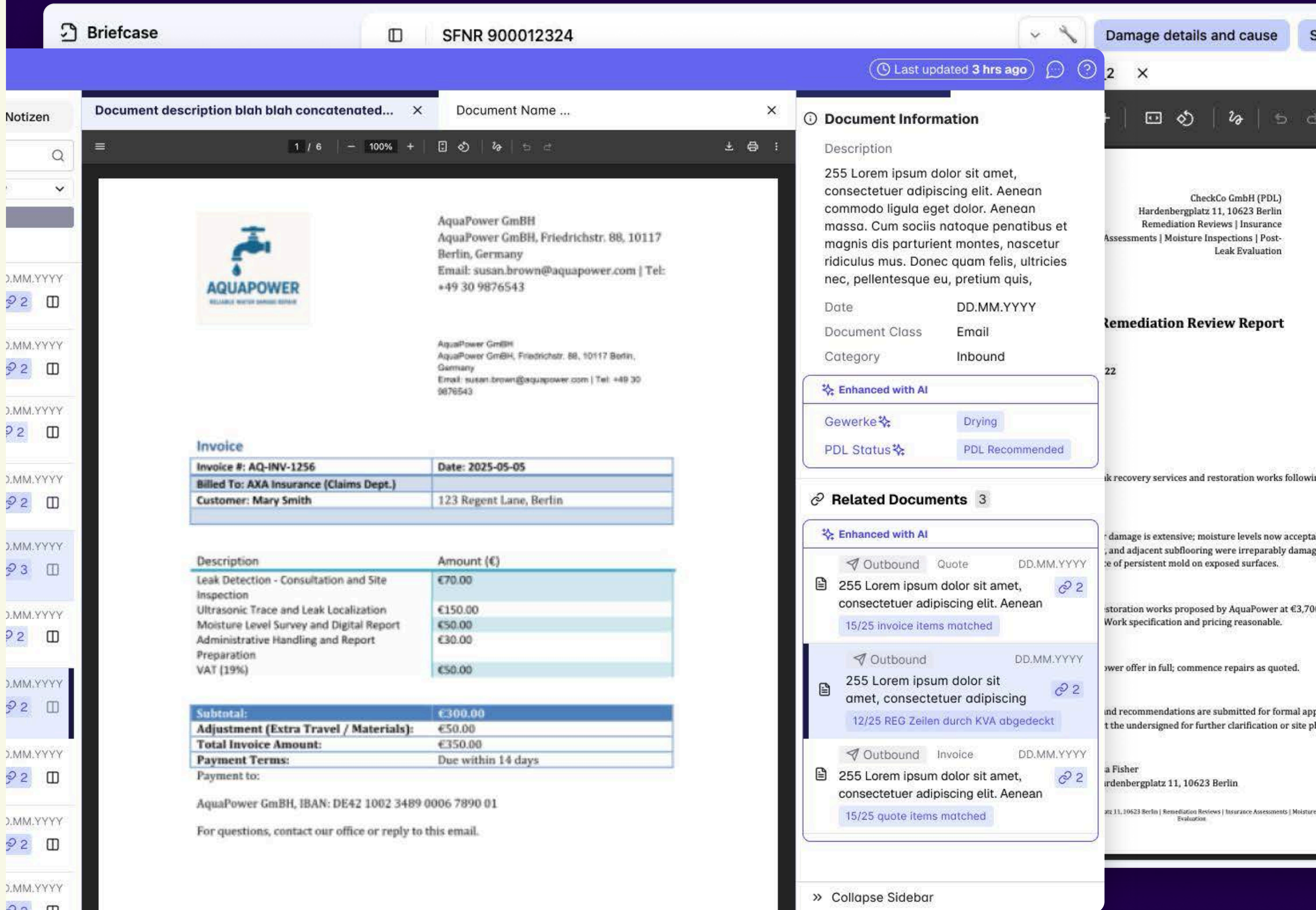
Help claim handlers decide whether to pay out an invoice as quickly as possible.

New Workflow

1. Open document viewer to view invoice
2. See related quotes in the inspector with match ratio
3. Open related quote in side by side view
4. Verify match
5. Return to third-party application to pay

Key Design Decisions

1. Purple is used to highlight information that comes from our models.
2. Displaying matches as 15/25 as a comprehensible way to explain "uncertainty"
3. Availability of matches should be visible even if inspector isn't open



Where it's at now?

- feature-complete with original document viewer
- released to 300 users
- integrated data analytics pipeline with Countly
- established user research pipeline with built-in feedback forms
- expanded pilot to 30 users

Outcomes

- dynamic document grouping
- enhanced metadata
- smart search and filter

AI for Production Design

As a solo- (now duo) designer. AI tools promised to help manage the workload.

While capabilities were impressive in isolation, I still needed to work out how to incorporate them into my workflow in a useful, sustainable way.

A designer:

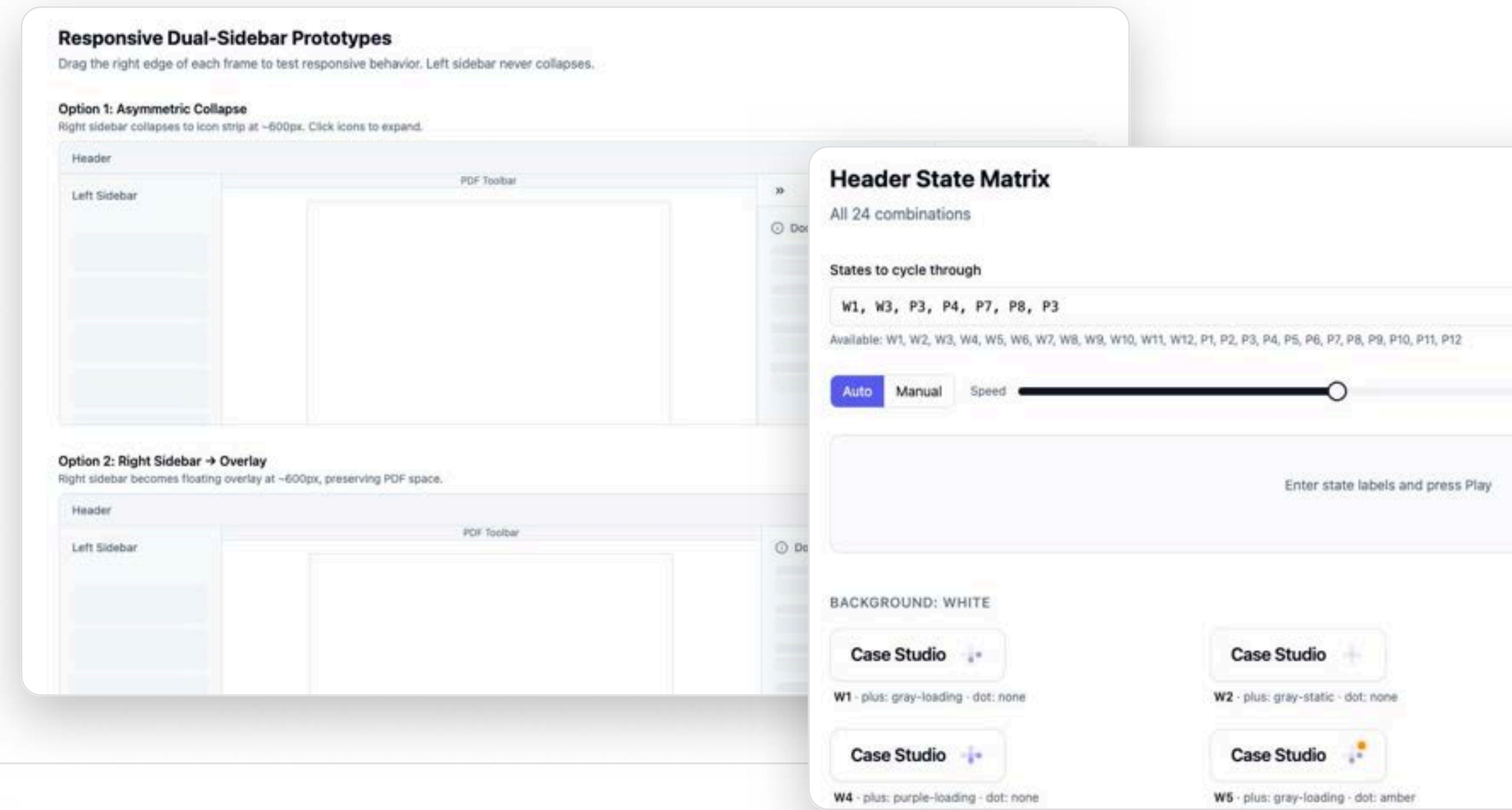
- facilitates discussion
- ideates, prototypes, designs
- helps engineers know what to build

Takeaways

- AI helps me **communicate** my ideas faster
- AI helps me **ideate** 'realistically'
- AI doesn't always make handoff easier
- Figma is still a key part of production-level designs (**for now**)
- I don't allow any vibe-coded prototype code into a production repo



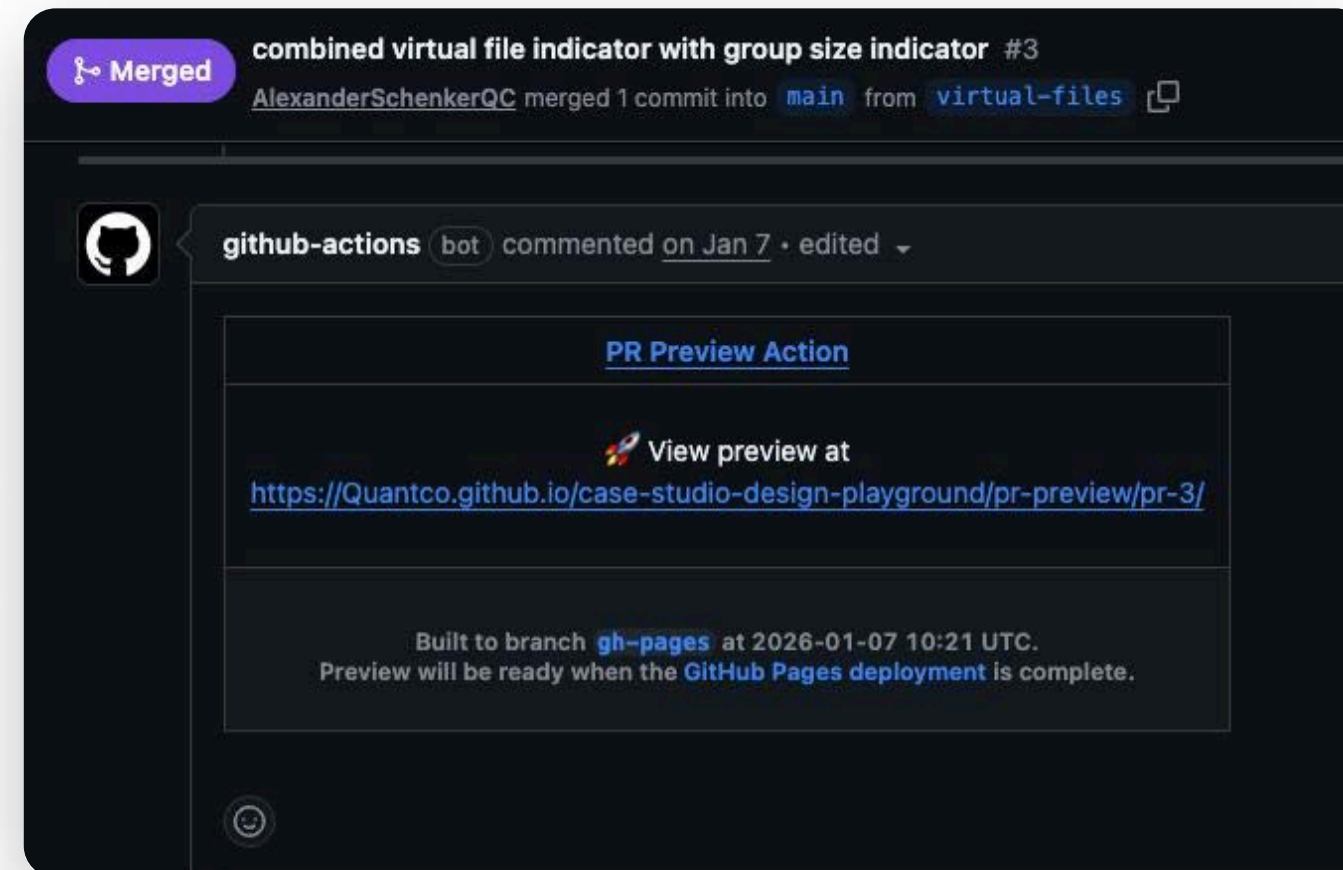
- rapid ideation
- style-agnostic demos
- showcasing interactions
- dependency-free prototypes



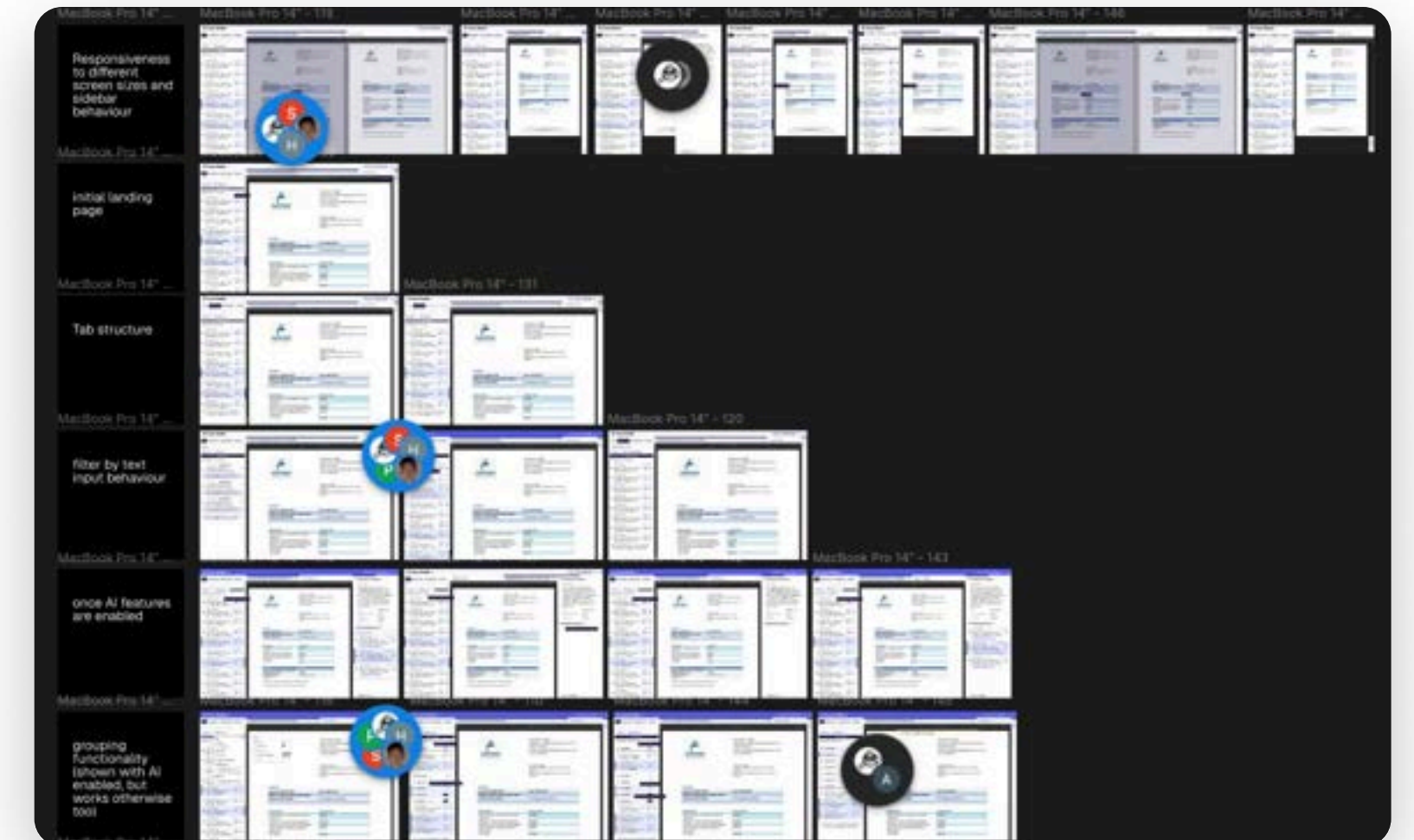
- prototyping on top 'real' code base
- creating a design playground from figma designs



- github pages to quickly share prototypes



- detailed work, collaboration
- show the UI in different states



Client delivery → Product Team

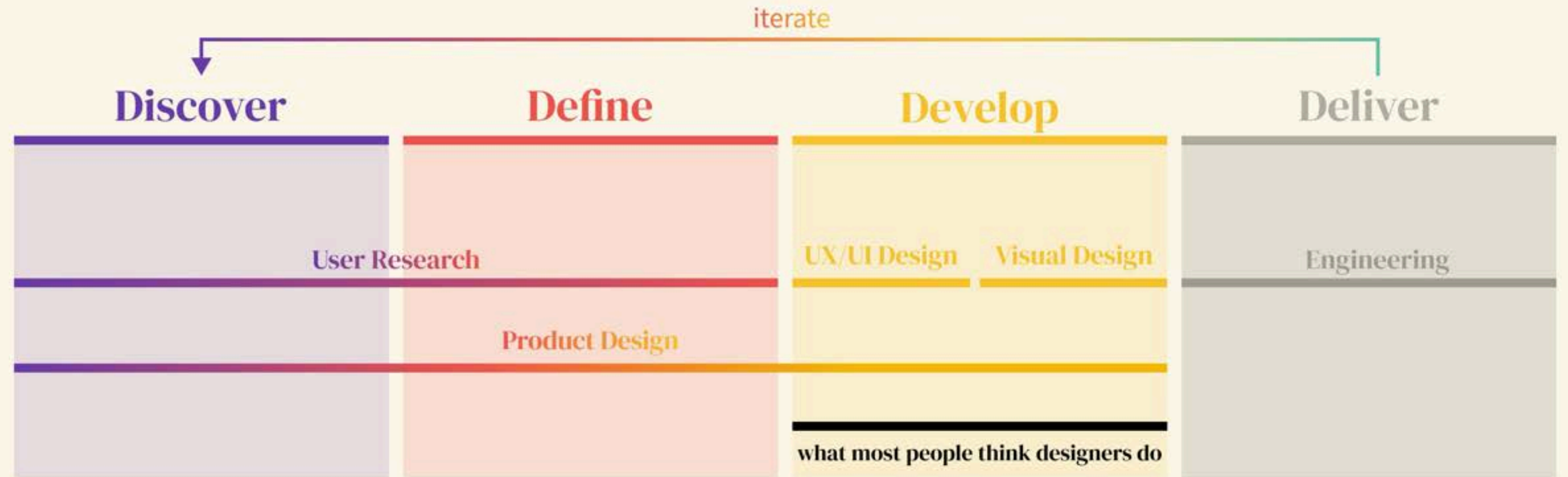
When I joined, my team had only ever worked on client delivery projects, delivering data integrations and optimisations based on one specific client's needs.

They had never worked with a designer before. They were used to doing all the discovery and research themselves then building directly.

They had never built a re-usable "product" with a wider vision before.

What do designers really do?

There are many types of designers, but here are some commonly used terms you may have come across



What's been missing so far

In a team where engineers are heavily involved in user research, a designer can help break down the problem in a more user-centric way



Establishing process

Since they were used to working on the client's timelines, and the project was fresh out of "demo" stage. There was no roadmap, no plan on what we were going to deliver and how.

Managing Client vs Product

It was up to me start building the systems and frameworks that would help us manage both delivering something the client wanted without overfitting, and building out a re-usable product at the same time.

- separate client-specific user needs from product-relevant needs
- designing with the long term vision in mind
- maintain a user research repository

Product Roadmap

Helps us make decisions with information about what's coming down the road. This helps both design and engineering make sustainable, consistent decisions rather than constant patching

Roadmap (in migration)

Example Goal: Allow Claim Handlers to understand a claim without leaving the CS UI.

1 goal-level iteration
These are the user needs we have decided to work on to achieve a defined goal.

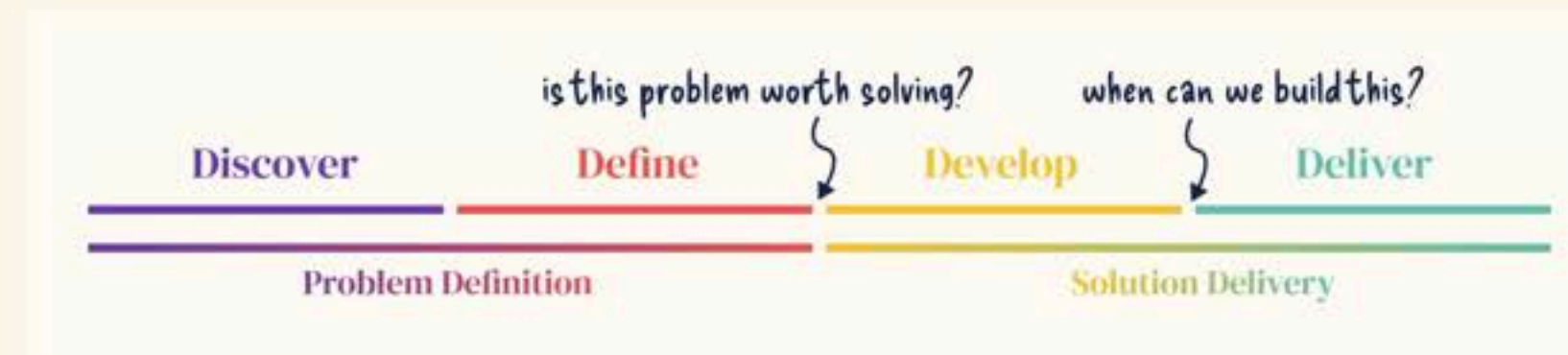
1 feature-level iteration
This user need will be addressed by the upcoming release, we will iterate on the exact solution

A living list of user needs
Here we can think about whether they are must-haves, nice to have, whether we have the technical capacity to address them etc, before deciding whether/when to work on them

Status	Description	Release
Completed	View two documents side by side	v1 Date TBD
Prioritised	View CC Payments	v1 Date TBD
Prioritised	Filter based on document content OCR	v1 Date TBD
Prioritised	View CC Notes	v1 Date TBD
Prioritised	Quickly find the related invoice-quote	v1 Date TBD
Prioritised	See the "type" of each document without opening	v1 Date TBD
Prioritised	See the value of the invoice without opening	v1 Date TBD
Prioritised	Filter over exposed metadata values	v1 Date TBD
Prioritised	See what documents are related to which Gewerke	v1 Date TBD
Prioritised	See the relevant metadata of each document	v1 Date TBD
Prioritised	Know when an invoice items/value matches the quote	v1 Date TBD
Prioritised	Know when documents are duplicate	
Prioritised	Edit document descriptions	
Backlog	Group by each metadata type	
Backlog	See an OCR overlay	
Backlog	Execute suggested next steps on user action	
Backlog	Edit group-level summary	
Backlog	See a lineage of related documents (as a group)	
Backlog	Edit assignment of documents to trades themselves	

Prioritisation

Prioritisation is where design and engineering collaborate to work out what is and isn't feasibility to include in the product - now and in the future.



Priority vs Feasibility
Sometimes even when we know a user need is important, we aren't able to address them straight away.

Status	Description	Release
Prioritised	See the relevant metadata of each document	v1 Date TBD
Prioritised	Know when an invoice items/value matches the quote	v1 Date TBD
Prioritised	Know when documents are duplicate	
Prioritised	Edit document descriptions	
Backlog	Group by each metadata type	

Creating a Product Vision

Beyond the demo we had pitched, it was important for our team to align on what our short and long term goals were for Case Studio beyond simple document viewing.

Building team alignment

Since almost all our data scientists had direct and regular access to the customer and the clearest insight into what was possible technologically, their input was key to defining mid-term scope.

I ran a series of workshops to help us discuss our ideas in structured format.

Building business alignment

It was also important to contextualise what we wanted to build with the wider business strategy. For this I worked with senior business leadership and client relations to take our team's vision and align it with what we thought customers would be interested in buying.

This also included working on a **incremental adoption** strategy, and **short vs long term pitch** for partnerships.



Automation: Reducing the number of frameworks needed and feeding automation workstreams with the ultimate goal of increasing automation as much as possible, while still incorporating human oversight and feedback.

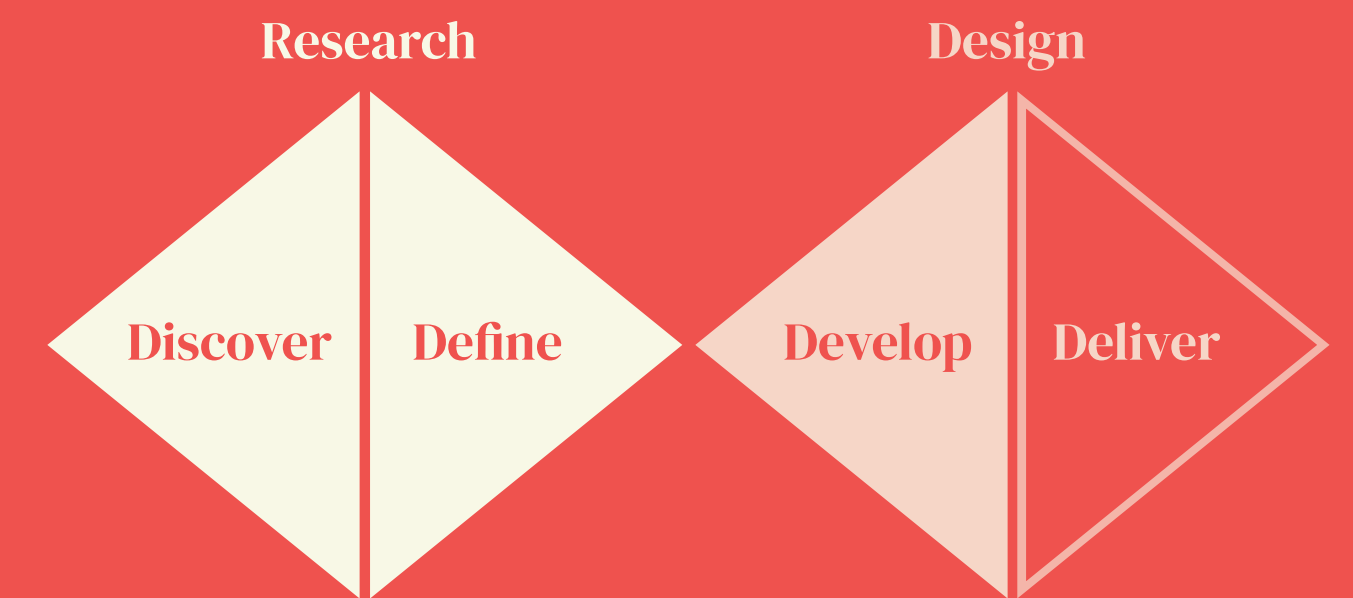
Automatic Claim Handling

AI-Human-Interaction (Humans as a reviewer/oversight/feedback)

Data Labelling

2/ Better developer tools for MLOps

At QuantumBlack, I was a Technical UX Designer on Kedro, an open source python framework that helps teams build production ready data science pipelines.





What is it?

Kedro is a python framework that helps users of any level get started with writing maintainable data science code.

Started as an internal tool developed by QB machine learning engineers to simplify their workflow across multiple client projects

Role of Design

User Research To understand the needs and wants of the user base. Focusing on how to grow adoption internally and externally.

User Experience User workflow mapping, identifying frictions and opportunity areas for feature development

User Interfaces Targeted changes to the CLI to improve usability. Design of pipeline visualisation and experiment tracking UI.

Introducing Kedro: The Open Source Library for Production-Ready Machine Learning Code

QuantumBlack, AI by McKinsey · Follow
Published in QuantumBlack, AI by McKinsey · 4 min read · Jun 4, 2019

Kedro Joins the Linux Foundation to Become an Open Standard for Machine Learning Engineering

QuantumBlack, AI by McKinsey · Follow
Published in QuantumBlack, AI by McKinsey · 4 min read · Jan 26, 2022

kedro-org / kedro Public

Notifications Fork 926 Star 10.2k

Code Issues 206 Pull requests 11 Discussions Actions Projects 1 Wiki Security Insights

main 19 Branches 61 Tags

Go to file Code

Commit	Message	Time
jakepenzak and merelcht	Fix inferred copy mode for Ibis tables in Memory...	4 days ago
9c70bae	Move kedro-catalog JSON schema to kedro-datasets (#...	last month
	Ignore flaky links during docs build (#4500)	4 days ago
	Update psutil requirement from ~6.1 to ~7.0 (#4488)	5 days ago
	Fix inferred copy mode for Ibis tables in MemoryDataset (#...	4 days ago
	Refactor Runners, introduce Task class (#4206)	4 months ago
	Move kedro-catalog JSON schema to kedro-datasets (#...	last month
	Fix inferred copy mode for Ibis tables in MemoryDataset (#...	4 days ago

About

Kedro is a toolbox for production-ready data science. It uses software engineering best practices to help you create data engineering and data science pipelines that are reproducible, maintainable, and modular.

kedro.org

python machine-learning pipeline hacktoberfest machine-learning-engineering mlops kedro experiment-tracking

Readme

Ensuring Consistency

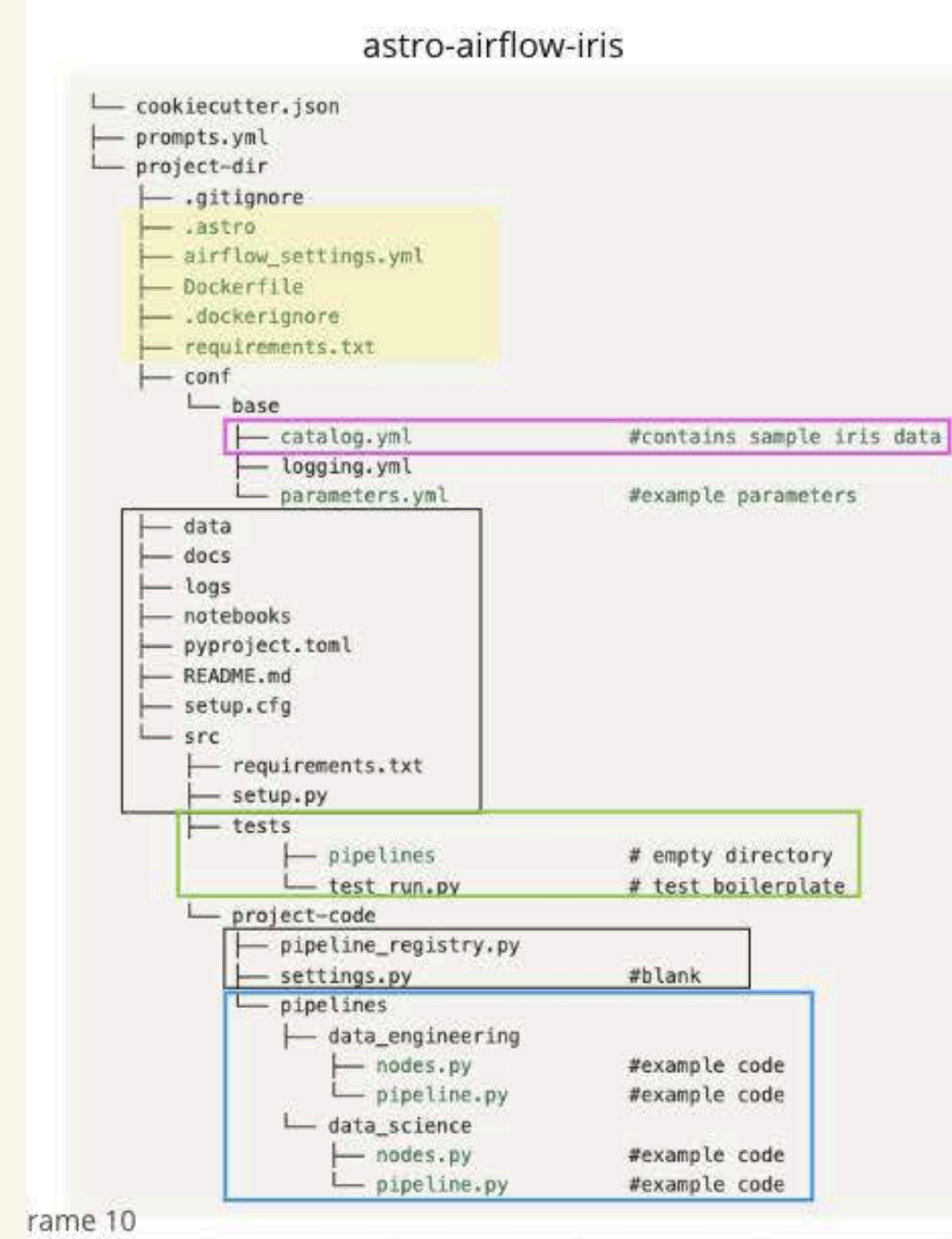
Having started out as an internal tool, and organically growing into an open source framework, there was a lot of technical debt and inconsistencies.

My first project was to investigate:

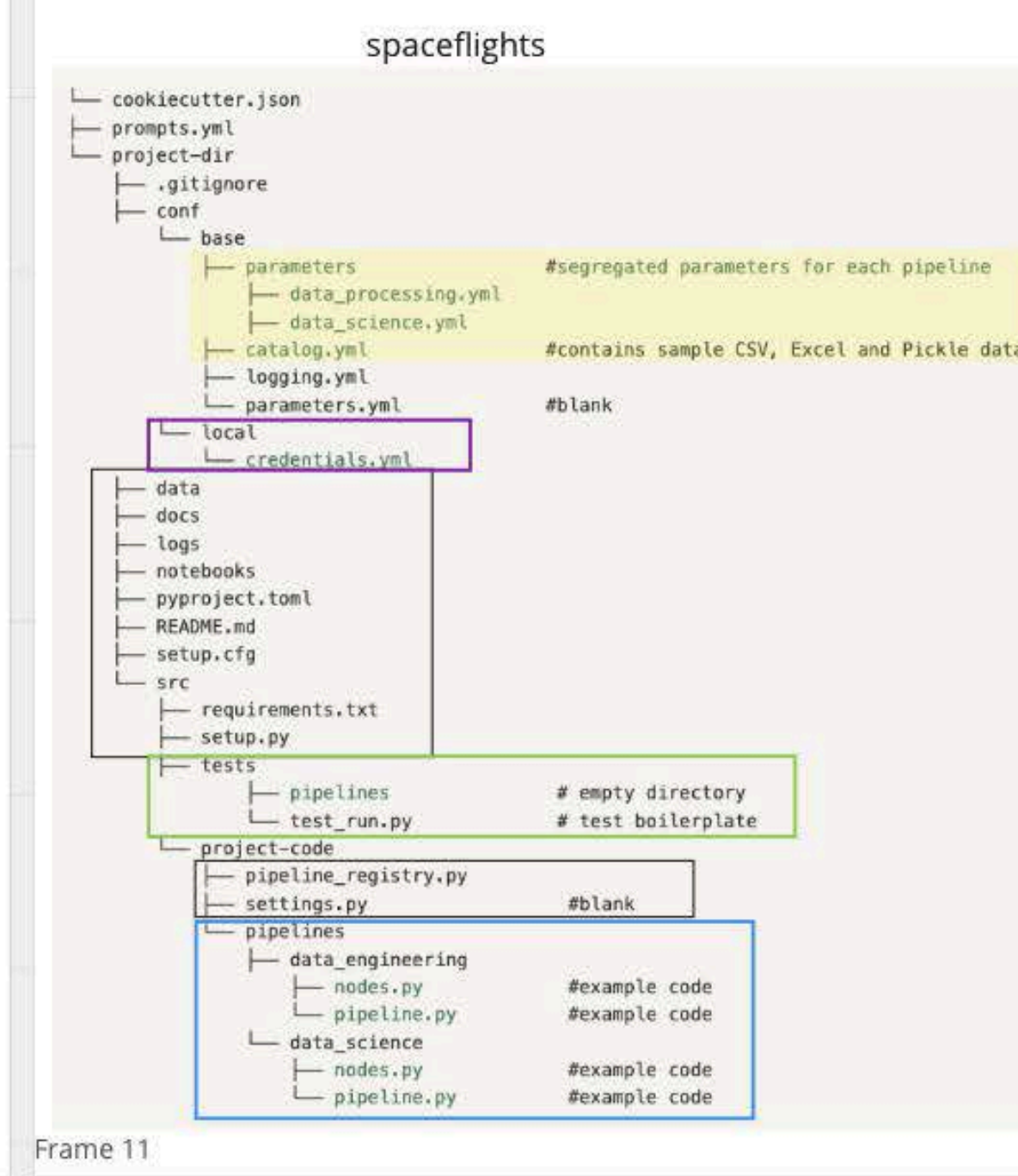
1. where the framework was currently inconsistent
2. how this should be addressed
3. how to maintain consistency in the long run

Outcomes:

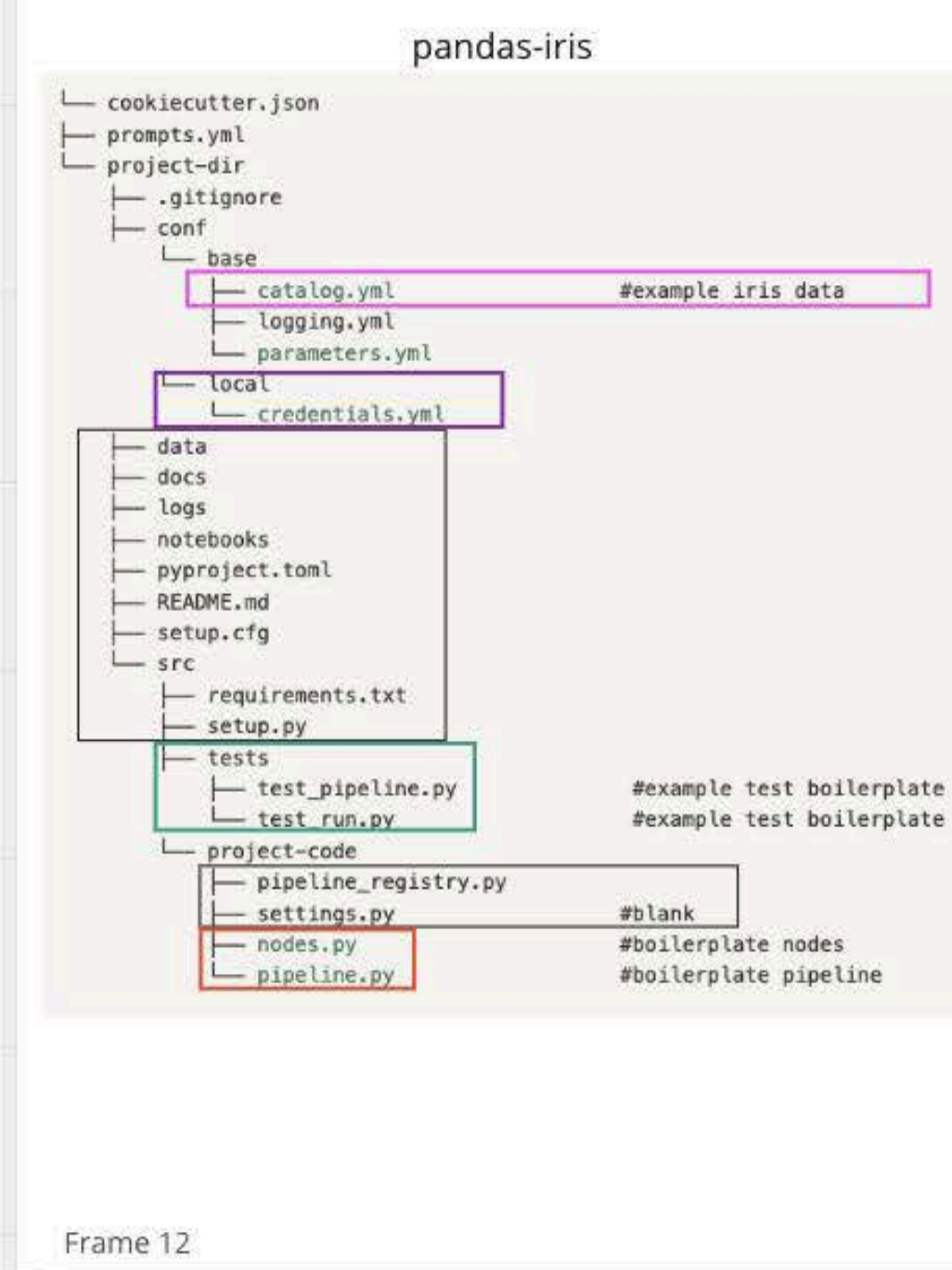
- a **new set of starters** for different integrations that all use the same example pipeline 'spaceflights' as a base
- **team alignment** of the goals of a starter and when we should be creating new ones.
- **new convention for plurals** in CLI flags to mean *accepts multiple arguments*



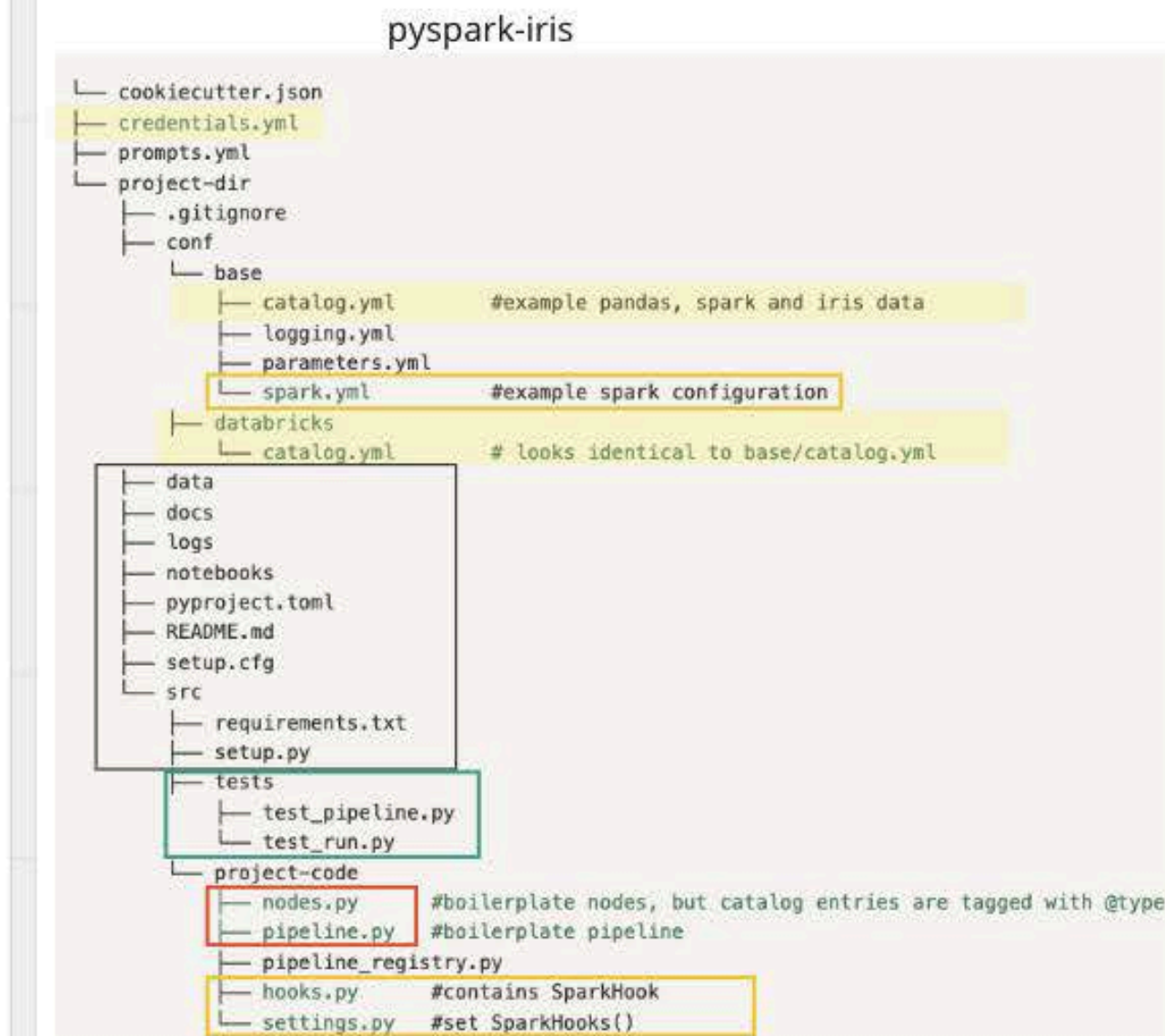
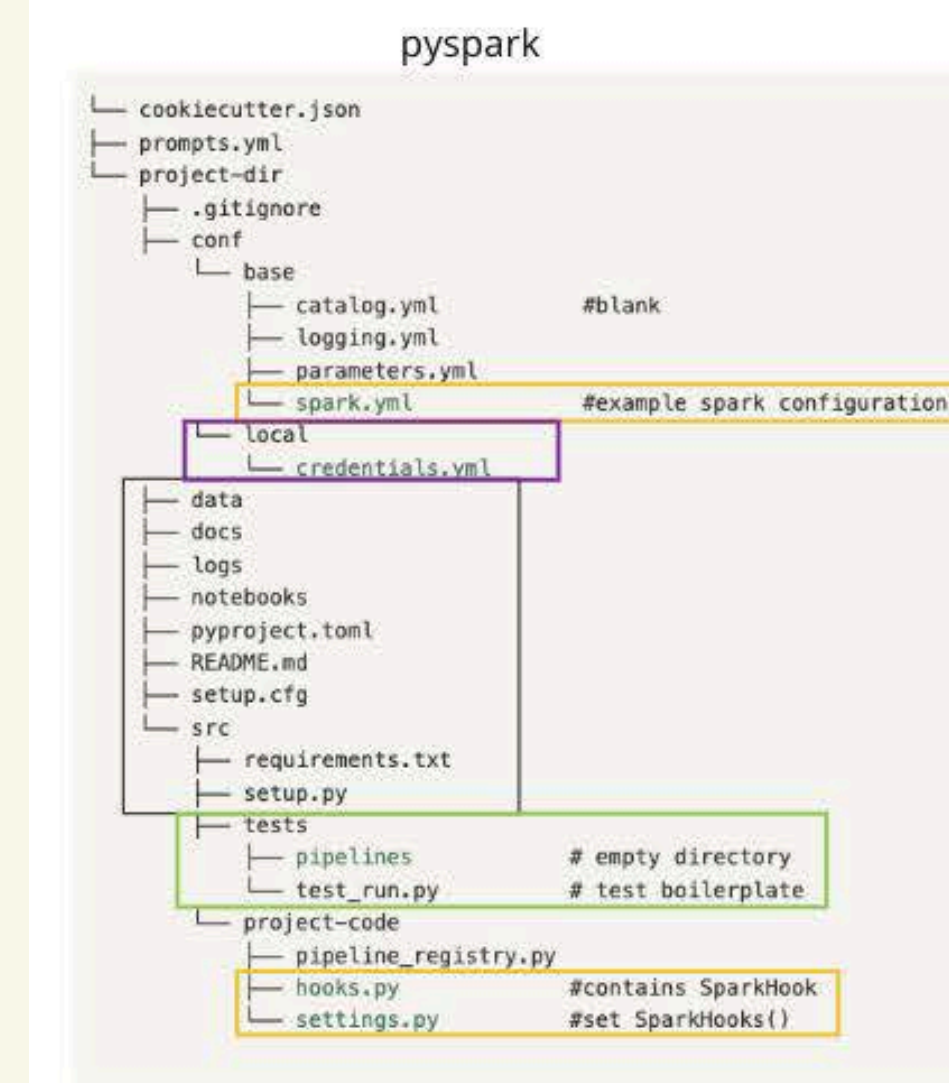
Frame 10



Frame 11



Frame 12



Add plural flags `--nodes`, `--tags`, and `--load-` versions to `kedro run` #2244

Standardise terminology for starters #2422

Create new spaceflight starters #2838

Closed #2301

Closed

Closed

Speed vs Quality: A Compromise

Driving Adoption

The Problem

Kedro has a **steep learning curve**. For DS/DEs under time pressure, Kedro has a significant learning cost and high risk for few short term returns.

Solution 1: Improving Onboarding

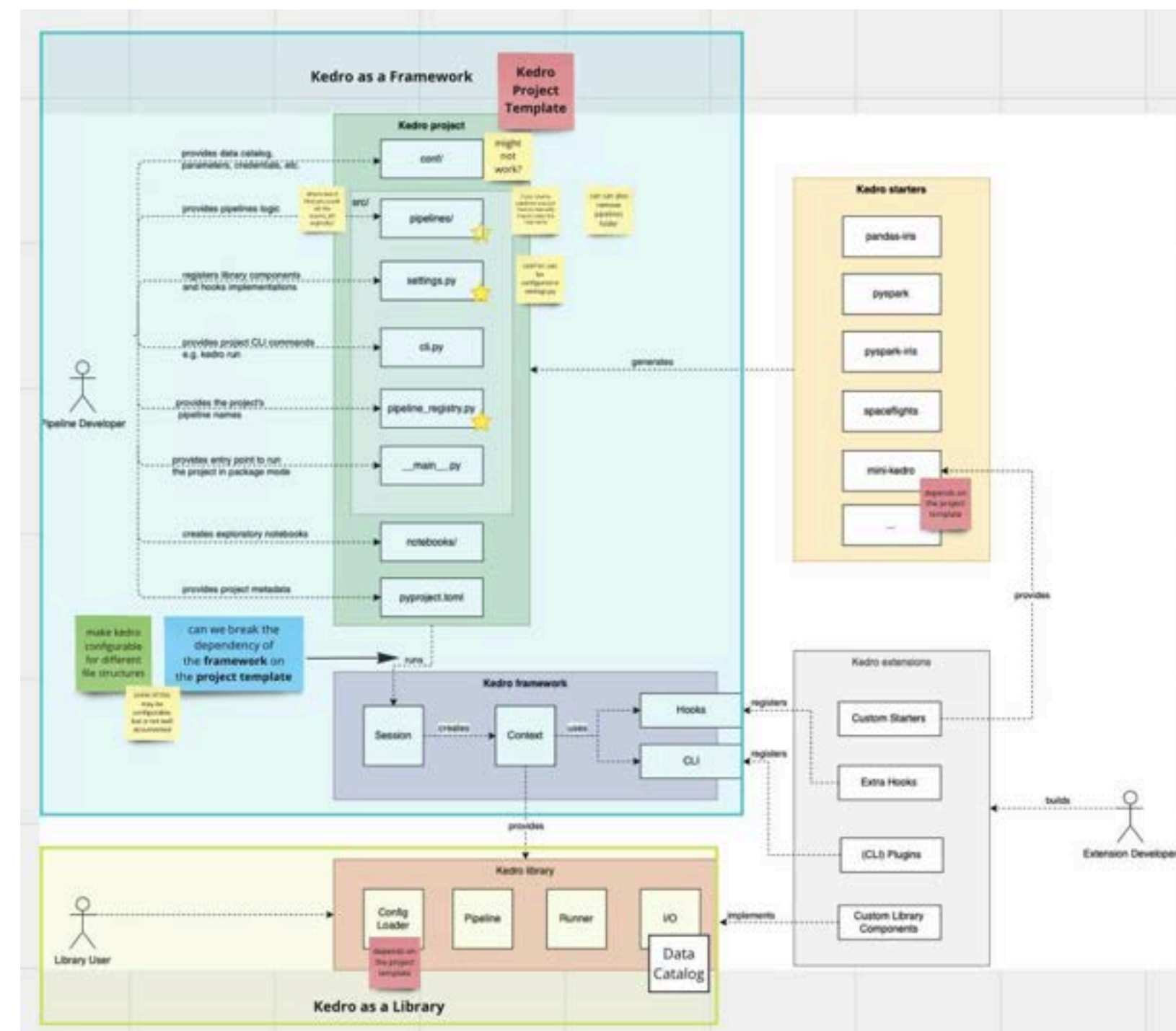
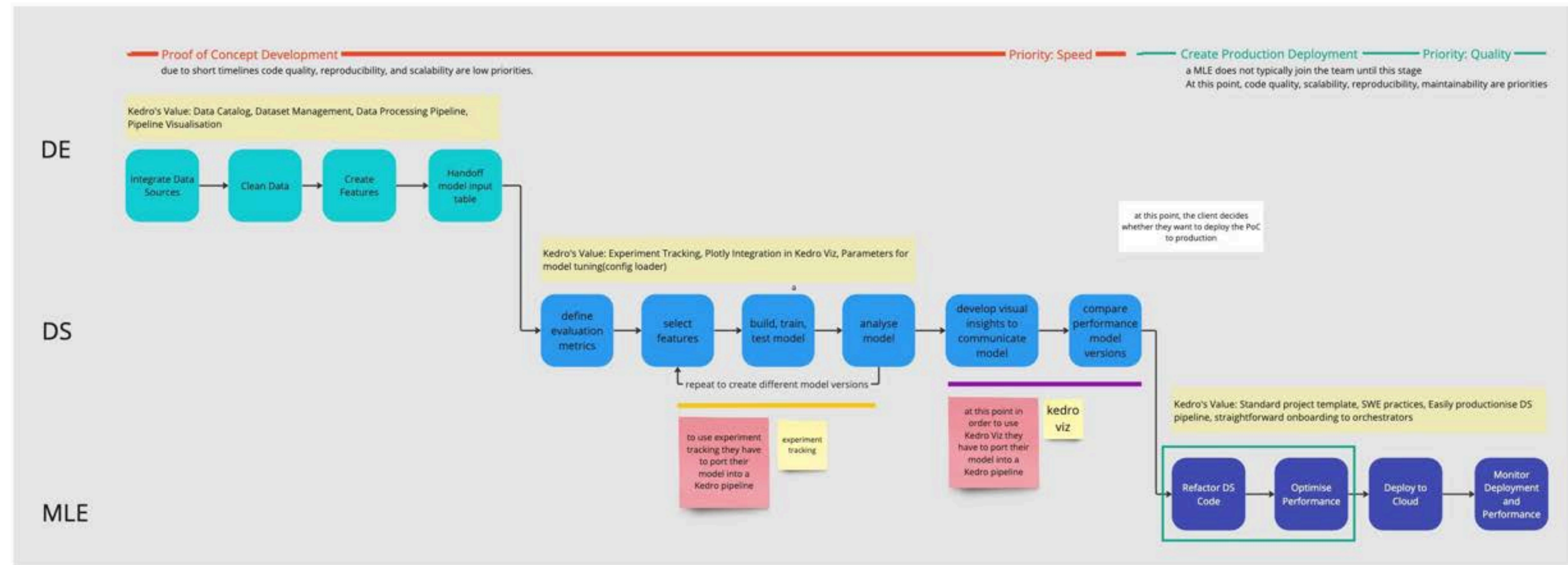
- To tackle high user drop-off at project creation
- To tackle fragmented onboarding journey across different user groups

Solution 2: Improve Documentation

- To tackle drop-off during framework validation

Solution 3: Improving Kedro's UI Experience

- To improve the no-code Kedro experience
- To add features for shareability and explainability



Key User Research Insights:

1. Kedro struggles to meet DS/DE requirements for rapid experimentation at the PoC stage
 - a. users feel there are no short term returns for significant learning cost
2. Significant adoption drop off occurs at the point of framework validation
 - a. users are risk averse and cannot quickly evaluate Kedro's values

Driving Adoption

Improve Onboarding

Problem: A fragmented Kedro onboarding journey

Users arrive at Kedro in two ways

Incremental Kedro

- Using kedro as a library inside a notebook
- Converting a jupyter notebook

Kedro from the start

- Start from a blank project template
- Start from a starter notebook

Goal 1a: Minimal Kedro

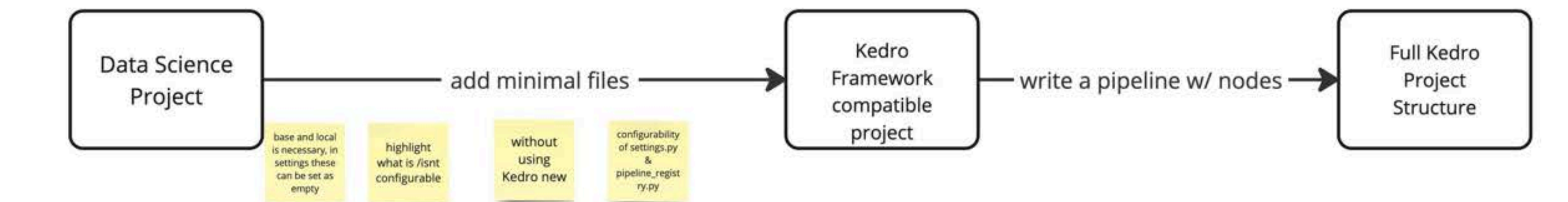
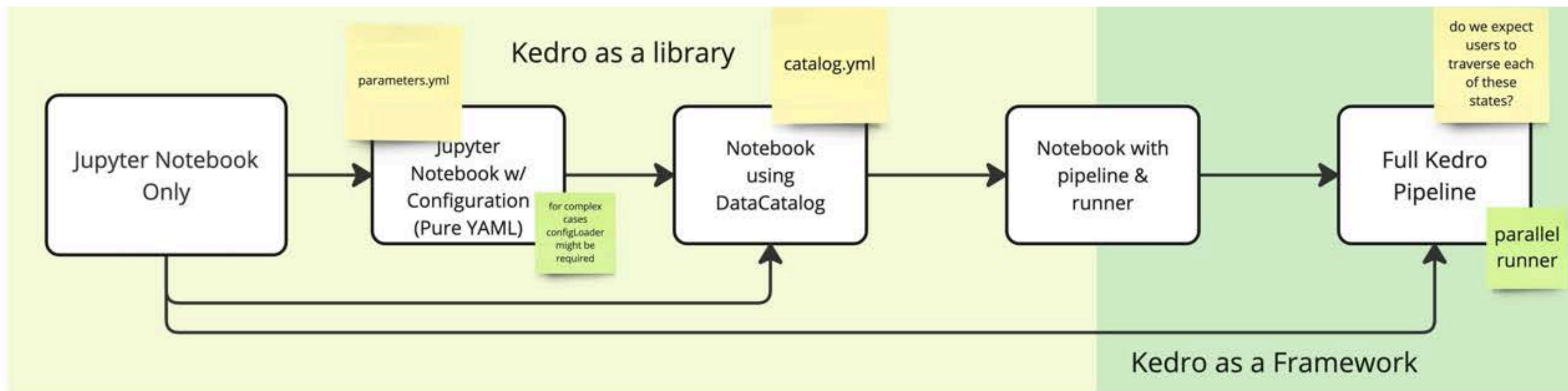
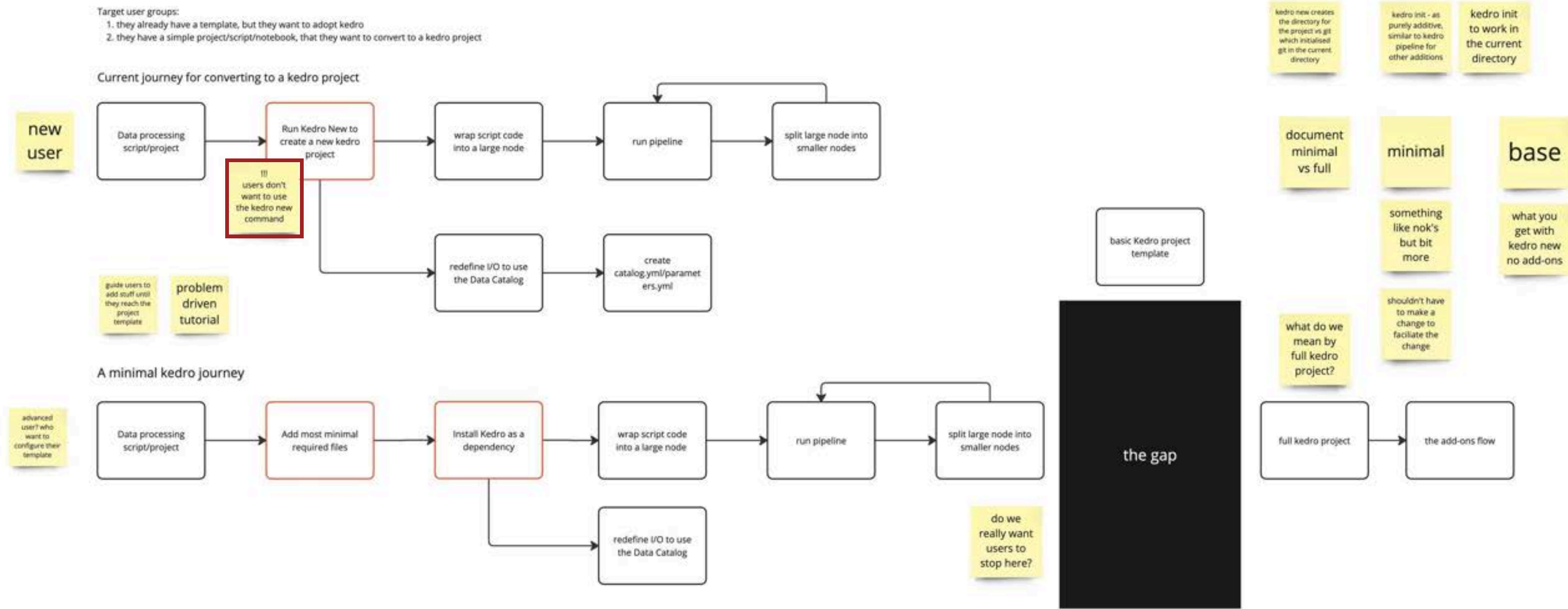
Allow Kedro to be used as minimally as possible

Goal 1b: Incremental Kedro

Allow Kedro to be integrated gradually into an existing project

!!! Would this exacerbate the fragmentation?

Kedro as a library allows users to pick and choose between Kedro features and utility (notably DataCatalog) without needing to use the full framework.



Improve Onboarding

Goal 2: Make Kedro flexible to multiple entry pathways

1

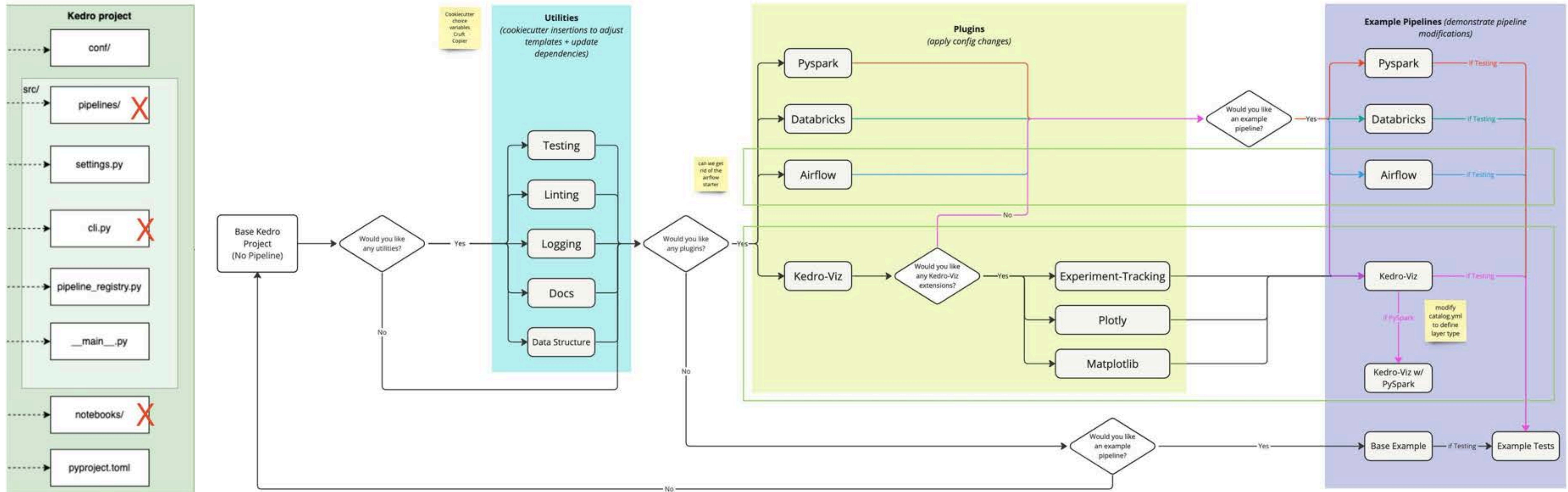
Strip the project template of unused unnecessary or advanced components

2

Create flow for adding in advanced/ custom components

3

Integrate starters selection into this new project creation flow

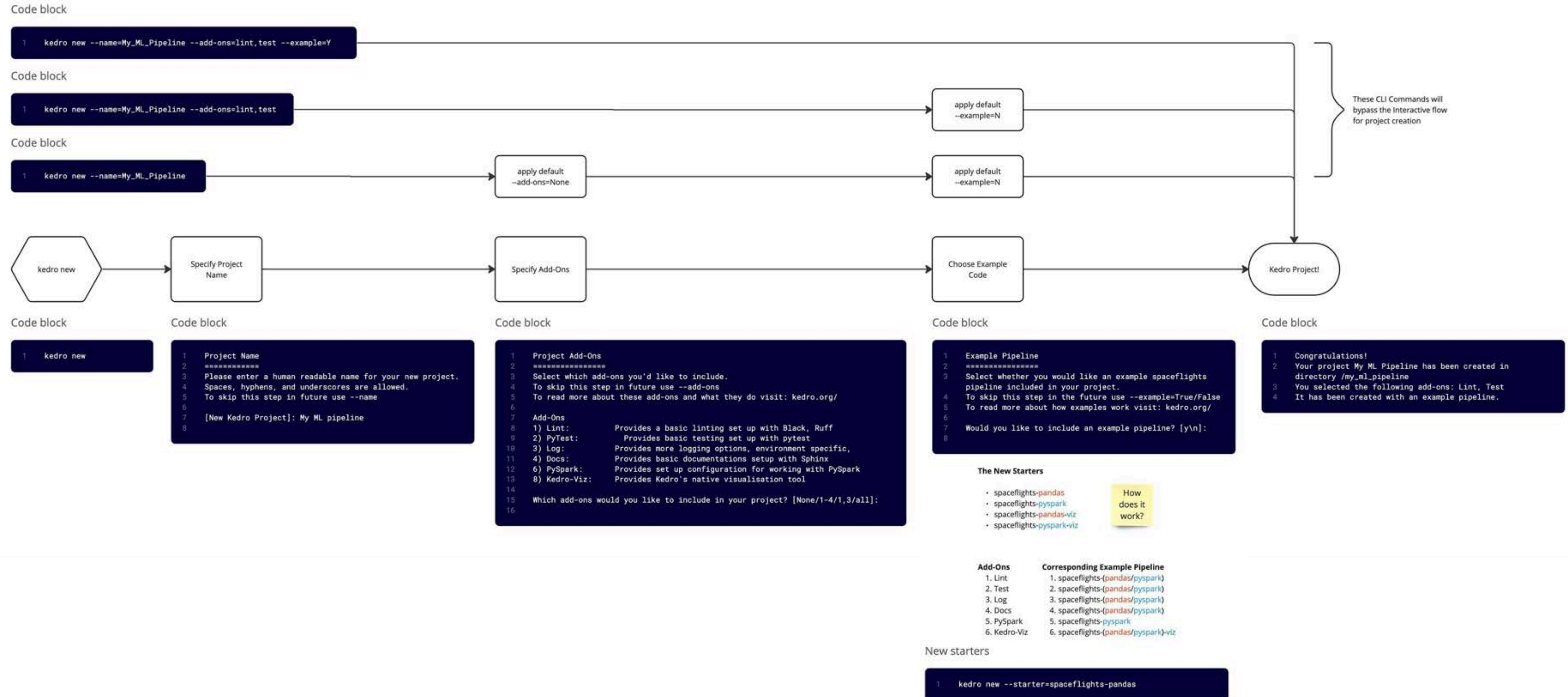


Improve Onboarding

The Prototype: A Modular Kedro

The **kedro new** now brings up a creation wizard guiding users through the process of augmenting the base template to suit their needs. Flags can be applied to skip parts of the wizard.

The **kedro new** command now has the optional flags:
 --name=<pipeline-name>
 --add-ons=lint,test,log,docs,pyspark,kedro-viz
 --example=Y/N
 --starter=spaceflights-pandas



Kedro news — 10 min read

Your new Kedro project. Your way.



We've made changes to Kedro in the new 0.19 release to tackle one of the most commonly perceived pain points.

Find out more!

24 Jan 2024 (last updated 28 Jan 2025)

Kedro has a wide range of users, each with different goals and skills. Developing a cohesive tool that caters to all these needs is a challenge, and we've previously received feedback about Kedro that it has a steep learning curve and that it's opinionated or inflexible. In this post we explain how we have made changes to Kedro in the new 0.19 release to tackle one of the most commonly perceived pain points: "There's a lot of boilerplate!"

The Kedro project structure

One of the core value propositions of Kedro is its role as a framework for

Create a new Kedro project using a stepwise interactive flow

In the CLI, navigate to the directory in which you would like to create your new Kedro project, and run the following command: `kedro new`

This will start the new project creation workflow. The first prompt asks you to input a project name.

You are then asked to select which tools to include. Choose from the list using comma separated values (1,2,4), ranges of values (1-3,5-7), a combination of the two (1,3-5,7), or the key words `all` or `none`. Skipping the prompt by entering no value will result in the default selection of `none`. Further information about each of the tools is described in the Kedro documentation that discusses the [Kedro tools](#).

```
1 Project Tools
2 =====
3 These optional tools can help you apply software engineering best practices.
4 To skip this step in future use --tools
5 To find out more: <https://docs.kedro.org/en/stable/starters/new_project_tools
6
7 Tools
8 1) Lint: Basic linting with Ruff
9 2) Test: Basic testing with pytest
10 3) Log: Additional, environment-specific logging options
11 4) Docs: A Sphinx documentation setup
12 5) Data Folder: A folder structure for data management
13 6) PySpark: Configuration for working with PySpark
14 7) Kedro-Viz: Kedro's native visualisation tool
15
16 Which tools would you like to include in your project? [1-7/1,3/all/none]:
17 [none]:
```

Driving Adoption

Improving Documentation

Research Insights: Search vs Navigation

- Telemetry showed that interaction with the navigation bar was **higher** than interaction with in-built search
- **BUT** the 60% of the time people were landing on non “home” pages suggesting that they were coming from google search or direct link.
- **Interviews** showed that users found in-built search hard to use, using google search as a workaround

Actions:

- **Simplify sidebar** to reduce scroll
- **Improve search** functionality
- **Adjusting landing pages and sitemap** based on telemetry on site traffic
- **Standardising language** across documentation written by different people over a number of years.

- Introduction
 - What is Kedro?
 - First steps
 - Set up Kedro
 - Create a new Kedro project
 - Kedro concepts
 - Next steps: Tutorial
 - Introducing spaceflights
 - Set up the spaceflights project
 - Set up the data
 - Create a data processing pipeline
 - Create a data catalog pipeline
 - Package an existing Kedro project
 - Spaceflights tutorial FAQs
 - Visualisation with Kedro-Viz
 - Get started with Kedro-Viz
 - Visualise charts in Kedro-Viz
 - Experiment loading in Kedro-Viz
 - Notebooks & Python users
 - Kedro and Jupyter Notebooks
 - Kedro as a data registry
 - Kedro project setup
 - Kedro starters
 - Dependencies
 - Configuration
 - Library management with Poetry
 - Project settings
 - Data Catalog
 - The Data Catalog
 - Kedro D
 - Nodes and pipelines
 - Nodes
 - Pipelines
 - Modular pipelines
 - The pipeline registry
 - Micro-packaging
 - Run a pipeline
 - View a pipeline
 - Extend Kedro
 - Common use cases
 - Custom datasets
 - Hydrolytics
 - Hooks
 - Hooks
 - Common use cases
 - Hooks examples
 - Logging
 - Logging
 - Development
 - Set up Visual Studio Code
 - Set up PyCharm
 - Kedro's command line interface
 - Debugging
 - Automated Testing
 - Linting
 - Deployment
 - Deployment guide
 - Single-machine deployment
 - Distributed deployment
 - Deployment with Argo Workflows
 - Deployment with Prefect
 - Deployment with Kubeflow Pipelines
 - Deployment with AWS Batch
 - Deployment to a Kubernetes cluster
 - How to integrate Amazon SageMaker into your Kedro pipeline
 - How to deploy your Kedro pipeline with AWS Step Functions
 - How to deploy your Kedro pipeline on Apache Airflow with Kubernetes
 - Deployment to a Docker cluster
 - PySpark integration
 - Build a Kedro pipeline with PySpark
 - Resources
 - Frequently asked questions
 - Kedro glossary
 - Contribute to Kedro
 - Introduction
 - Guidelines for contributing
 - Backend compatibility & breaking changes
 - Contribute to the Kedro documentation
 - Join the Technical Steering Committee
 - How to display a development version of Kedro to stakeholders
 - API documentation
 - Kedro

Learn about Kedro

Introduction to Kedro

- ⊕ First steps
- ⊕ Learn Kedro with hands-on video

Tutorial and basic Kedro usage

- ⊕ Next steps: Tutorial

Visualisation with Kedro-Viz

- ⊕ Kedro for notebook users
- ⊕ FAQs and resources

Kedro projects

- ⊕ Customise a new project
- ⊕ Configuration
- ⊕ Data Catalog
- ⊕ Nodes and pipelines
- ⊕ Anonymous Telemetry

Integrations

- ⊕ PySpark integration
- ⊕ How to add MLflow to your Kedro workflow

Advanced usage

- ⊕ Project setup
- ⊕ Extend Kedro
- ⊕ Hooks
 - Logging
 - ⊕ Default logging configuration
 - ⊕ Development
 - ⊕ Deployment

Contribute to Kedro

- ⊕ Contribute to Kedro

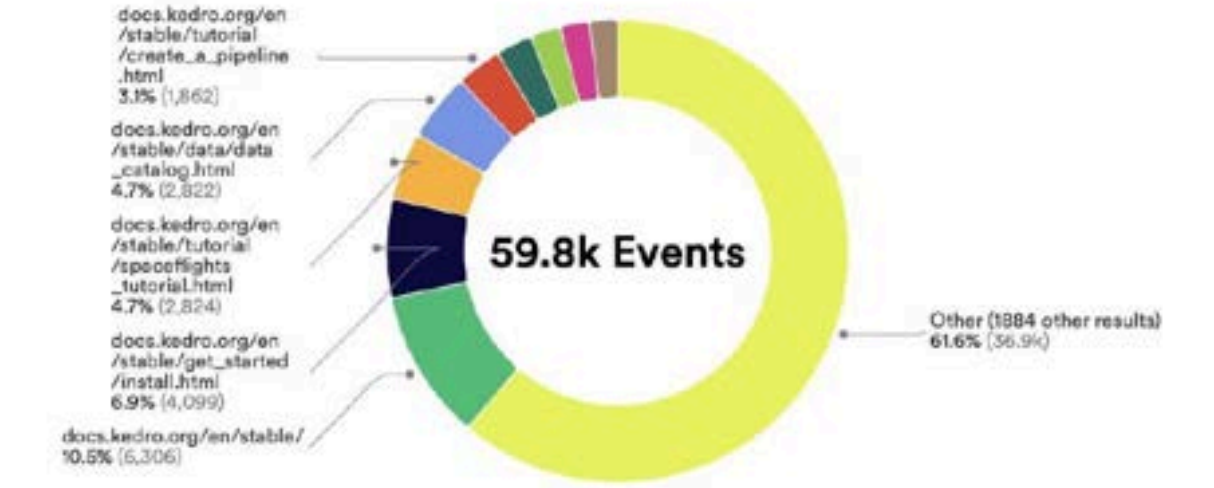
API documentation

- ⊕ kedro

Most Commonly Viewed Pages

Path	Pageviews
/en/stable/get_started/install.html	703
/en/stable/	585
/en/stable/tutorial/spaceflights_tutorial.html	577
/en/stable/get_started/new_project.html	526
/en/stable/tutorial/create_a_pipeline.html	469
/en/stable/data/data_catalog.html	413
/en/stable/tutorial/tutorial_template.html	375
/en/stable/search.html	326
/en/stable/tutorial/set_up_data.html	313
/en/stable/introduction/index.html	290
/en/stable/get_started/kedro_concepts.html	252
/en/stable/tutorial/add_another_pipeline.html	238
/en/stable/get_started/index.html	212

What are our top landing pages?

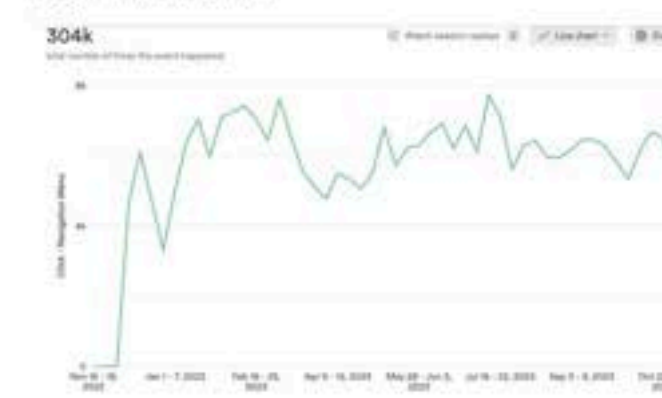


Landing Page	Sessions
docs.kedro.org/en/stable/	6,306
docs.kedro.org/en/stable/get_started/install.html	4,099
docs.kedro.org/en/stable/tutorial/spaceflights_tutorial.html	2,824
docs.kedro.org/en/stable/data/data_catalog.html	2,822
docs.kedro.org/en/stable/tutorial/create_a_pipeline.html	1,662
docs.kedro.org/en/stable/notebooks_and_python/kedro_and_notebooks.html	1,476

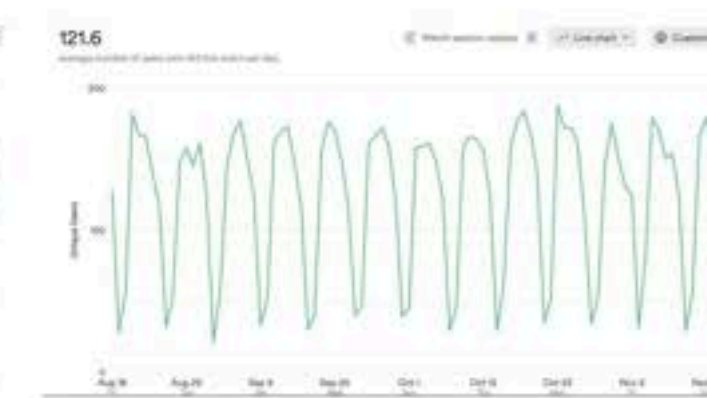
Kedro Website to Documentation Interaction



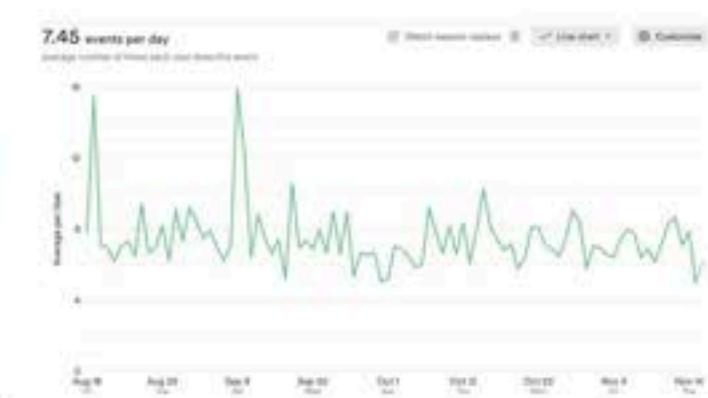
Engagement with the Nav Bar



t216



7.45 events per day



Event	# of users (of total)
Click - Navigation Menu - Install Page	407 (20% of all users)
Click - Navigation Menu - Data Page	140 (7%)
Click - Navigation Menu - Docs Page	134 (7%)
Click - Navigation Menu - Home Page	109 (5%)
Click - Navigation Menu - Introduction Page	109 (5%)
Click - Navigation Menu - Spaceflights Tutorial Page	107 (5%)
Click - Navigation Menu - Create Pipeline Page	106 (5%)
Click - Navigation Menu - Data Catalog Page	106 (5%)
Click - Navigation Menu - Tutorial Page	106 (5%)
Click - Navigation Menu - Search Page	106 (5%)
Click - Navigation Menu - Add Another Pipeline Page	106 (5%)
Click - Navigation Menu - Get Started Page	106 (5%)
Click - Navigation Menu - Get Started Header Page	106 (5%)
Click - Navigation Menu - Hooks Page	106 (5%)

Engagement with the Search Bar



33.73



2.17 events per day



Event	# of users (of total)
Click - Search Docs	100 (2% of all users)
Click - Search Docs (Data Page)	30 (0%)
Click - Search Docs (Docs Page)	30 (0%)
Click - Search Docs (Home Page)	30 (0%)
Click - Search Docs (Install Page)	30 (0%)
Click - Search Docs (Intro Page)	30 (0%)
Click - Search Docs (Tutorial Page)	30 (0%)
Click - Search Docs (Add Pipeline Page)	30 (0%)
Click - Search Docs (Get Started Page)	30 (0%)
Click - Search Docs (Get Started Header Page)	30 (0%)
Click - Search Docs (Hooks Page)	30 (0%)

The Data

Driving Adoption

Improving Kedro-Viz

Kedro's pipeline visualisation UI

Kedro's pipeline visualisation UI that could be run locally to help users visualise the pipeline they were creating.

The Problem

Kedro-Viz was **difficult to share** with others, users sharing screenshots or walking remote stakeholders through how to pull and build the project just to open Kedro-Viz.

The Solution

Make Kedro-Viz **shareable using a link**, by allowing users to deploy and host their instance of Kedro-Viz using their hosting platform of choice.

The image shows the Kedro-Viz interface. On the left is a sidebar with a search bar and a file explorer. The main area displays a pipeline graph with nodes and data tables. The sidebar contains the following elements:

- Search bar: Search
- File explorer: feature_engineering, ingestion, reporting, train_evaluation, split_data, X_test, X_train, companies, feature_importance_output, ingestion.prm_spine_table_clone, model_input_table, params:split_options, prm_shuttle_company_reviews, prm_spine_table, reporting.cancellation_policy_b..., reporting.cancellation_policy_gr..., reporting.confusion_matrix, reporting.feature_importance, reporting.price_histogram
- Filters: Companies (4), Evaluate (11), Shuttles (4), Train (13)

The pipeline graph is organized into layers:

- raw: shuttles, companies, reviews
- primary: ingestion
- feature: feature_engineering
- model_input: model_input_table
- reporting: reporting
- train_evaluation: train_evaluation

Data tables and outputs include: prm_shuttle_company_reviews, prm_spine_table, feature_importance_output, ingestion.prm_spine_table_clone, model_input_table, split_data, X_test, y_train, X_train, y_test, reporting_top_shuttle_data, reporting_cancellation_policy_grid, reporting_confusion_matrix, train_evaluation_linear_regression_r2_score, train_evaluation_random_forest_experiment_params, train_evaluation_random_fo.

Driving Adoption

Improving Kedro-Viz

User Interviews and Surveys

- Uncovered issue with users needing specific credentials to host
- Used to identify which hosting platforms to support first (prioritise)

Journey Mapping

- In collaboration with devs, mapped the different steps a users needed to take to deploy Kedro-Viz.
- Identify UI touchpoints and requirements

UI Design

- Used existing component library
- Developed options for the UI flow
- Wizard, Modal, Menu, Walkthrough etc
- Options for discoverability

The image shows a screenshot of the Kedro-Viz web interface. On the left, there is a sidebar with a search bar and a list of data assets. The main area displays a data pipeline diagram with nodes like 'shuttle', 'ingestion', 'reviews', 'primitives', 'primitives_clone', 'model_input_table', 'primitives_options', 'primitives_company_reviews', 'primitives_spine_table', 'reporting.cancellation_policy_b...', 'reporting.cancellation_policy_gr...', 'reporting.confusion_matrix', 'reporting.feature_importance', and 'reporting.price_histogram'. A modal dialog titled 'Publish and Share Kedro-Viz' is open in the foreground. The dialog contains the following sections:

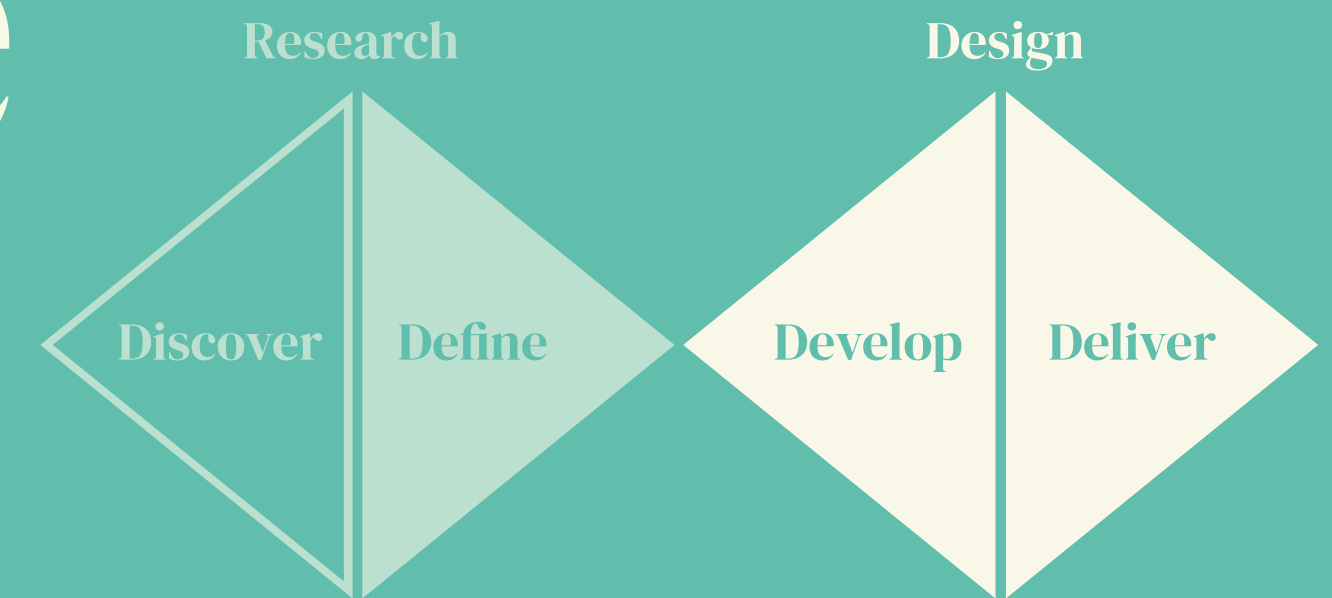
- Prerequisites:** Deploying and hosting Kedro-Viz requires access keys or user credentials, depending on the chosen service provider. To use this feature, please add your access keys or credentials as environment variables in your project. More information can be found in the [documentation](#).
- Disclaimer:** Kedro-Viz contains preview data for multiple datasets. You can enable or disable all previews when publishing Kedro-Viz.
- All dataset previews:** A toggle switch is currently set to 'Off'.
- Hosting platform:** A dropdown menu with the text 'Select a hosting platform'.
- Bucket name:** A text input field with the placeholder 'Enter name'.
- Endpoint URL:** A text input field with the placeholder 'Enter url' and a help icon.

At the bottom of the modal, there are 'Cancel' and 'Publish' buttons. The background interface is dimmed, showing the pipeline diagram and sidebar.

3/ Performant, real time web UIs for traders

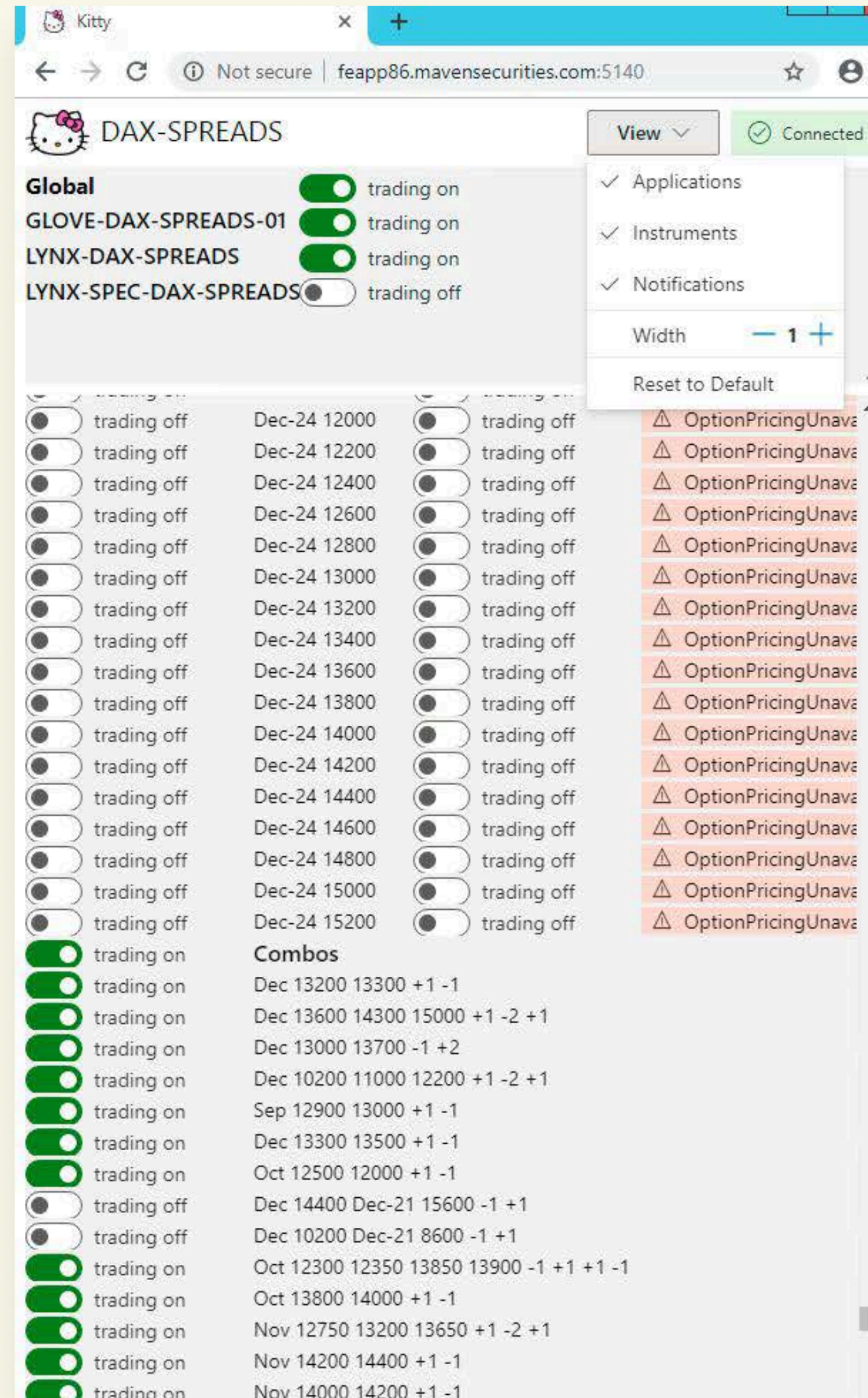
I joined Maven Securities as their first product designer.

I lead the design on a greenfield project to built out an internal trading platform



Where it started

- A basic prototype built with Fluent UI components
- Only supported 1 key function



Then I got some *Unconventional* Feedback

Interactions must be **fast** **BUT** minimise human **error**

"I want to perform any action in under 2 clicks"

"I can't do anything by mistake, but checking is too slow"

Whitespace is the enemy

"Everything is too far apart, I want to see as much information as possible onscreen"

Traders want to be **expert users**

"I will memorise shortcuts and hotkeys to increase efficiency"

"I know that menu exists, there's no need for a button"

Usability \neq Easy to use

"Good traders need good eyesight, make the font smaller"

"Some things shouldn't be easy to do, we want to encourage thinking"

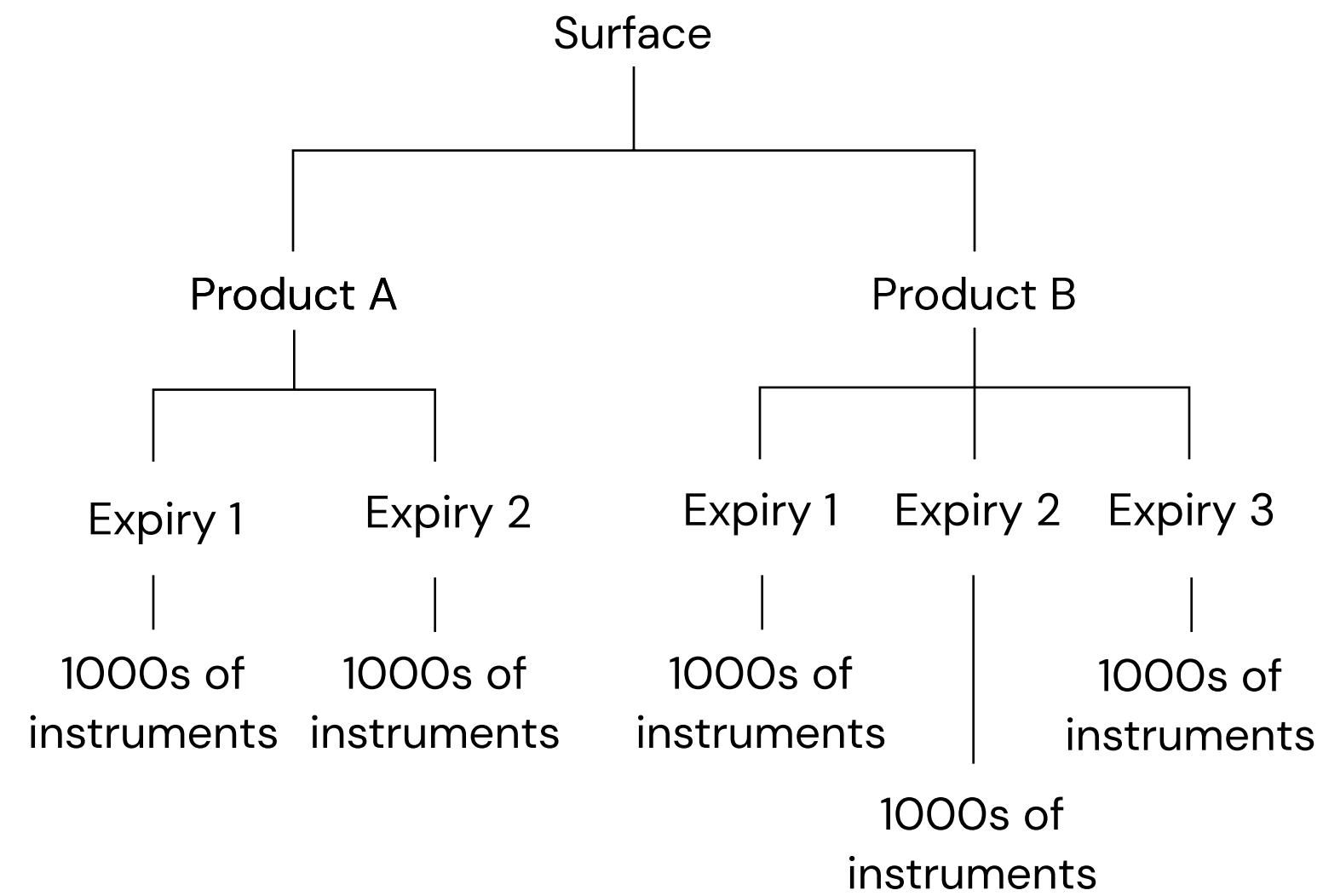
An example

I found their tables displayed hierarchical data in an inconvenient way because traders had said they wanted to “see everything at once”.

Instead I proposed a solution that involved more clicks, but demonstrably sped up interaction time for the basic tasks they wanted to do.

The concepts

Each instance of the UI displayed the data for 1 surface. 1 team = 1 surface.



Product A

expiry 1 instrument
expiry 1 instrument
expiry 1 instrument
expiry 1 instrument
expiry 1 instrument
expiry 1 instrument
expiry 2 instrument
expiry 2 instrument
expiry 2 instrument
expiry 2 instrument
expiry 2 instrument
expiry 2 instrument
expiry 2 instrument
expiry 2 instrument
expiry 2 instrument

Product A

Expiry 1 ▾
instrument
instrument
instrument
instrument
instrument
Expiry 2 ▾
instrument
instrument
instrument
instrument
instrument
Expiry 3 ▾
Expiry 4 ▾

Product A > Expiry 1

instrument Expiry 1
instrument Expiry 2
instrument Expiry 3
instrument
instrument
instrument

Product A > Expiry 2

instrument Expiry 1
instrument Expiry 2
instrument Expiry 3
instrument
instrument
instrument

Surface X

Product A > Expiry 2

instrument Expiry 1
instrument Expiry 2
instrument Expiry 3
instrument
instrument

Product B > Expiry 2

instrument
instrument
instrument
instrument
instrument

What it looks like now

The first release of the UI is now live. Features include:

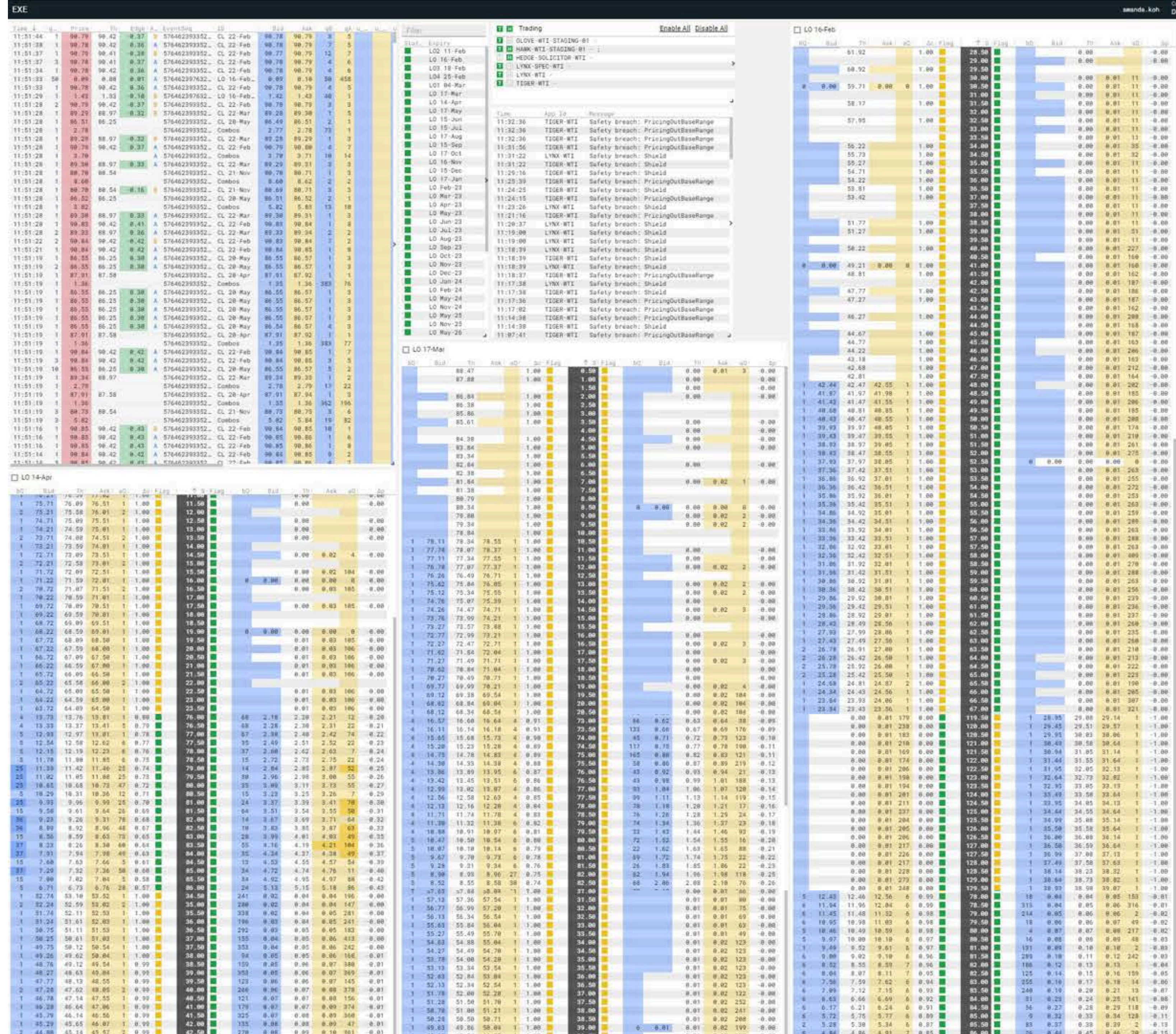
- window/workspace management
- customisable tables and layout saving to allow the fast adjustment of data being viewed.
- live data and status updates
- dynamic highlighting

Addressing Performance

One of the biggest challenges after the initial concept development and design was the adjustments that needed to be made to accommodate or improve performance concerns.

Key considerations:

- adjusting the update/refresh rate
- number of visible windows
- balancing trader's expectations

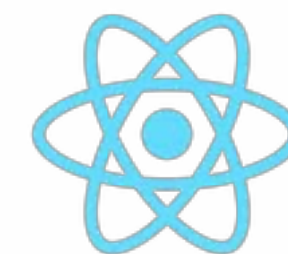


Other Contributions



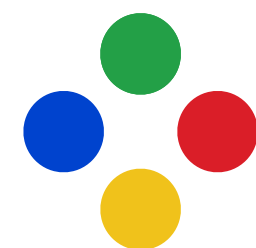
Creating consistency

Introduced concept of company-wide component library to encourage consistency across internal applications



Technical contribution

Participate in decision-making about the tech stack, library choice, testing and validation.



Consolidating standards

Defined conventions for displaying data in certain formats and colours.



Prototyping with code

Build out prototypes in React to demonstrate basic functionality with real data. Apply style to features build by other front-end developer

The Design System makes the rounds

Having established a new design system for the EXE UI project. I started to roll out the design system on all new UI projects I worked on. The idea was to continue to grow the component library, while bringing visibility to its utility.

Communicating Interaction

The interactions in trading UIs were often very specific, with many 'hidden' functionalities. Communicating these UI requirements piecemeal to the dev team was often a challenge.

- Interactive Prototypes
- Annotated Wireframes

The image displays a complex trading UI design tool interface. The main area is a grid with columns labeled w4, w5, m2, n2, y2, m2, v2, x2, z2, t3, g3, h3, j3, k3, m3, n3, q3, u3, z3, u3, z3, h3, u3, z3 and rows numbered from 25 to 225. A 'Delete' button is visible at row 25. A 'Default Configuration' dialog is open at row 106, showing settings for 'Strike Range Start' (25), 'Strike Range End' (275), 'Default Increment' (25), and 'Number of Rows' (25). Two 'Expiries' and 'Strikes' dialog boxes are open on the right, showing lists of selected and unselected items for WTI and Brent. A 'Delete Row' button is at row 175, and an 'Insert Row Below' button is at row 210. A tooltip at row 225 says 'double click to edit cell with keyboard input'. At the bottom, there are three data tables: 'MAIN', 'PAIRING', and a table with a 'clear' button. The 'MAIN' table has columns: time, qty, product, exp, strike, type. The 'PAIRING' table has columns: time, qty, product, exp, strike, type. The bottom table has columns: xp, strike, type. A 'Fit' button is on the left, and a 'Reverse Fit' button is on the right. A 'Settings' button is also visible.

Create New Shape

Brent Weighted Vol

Weighted Vol

Weighted Vol

Weighted Vol

Name:

	n1	n2	n3	n4	n5
vol					

Edit Shape

Name:

	n1	n2	n3	n4	n5
vol					
skew			####		
kurt					
cs					
ps					

	n1	n2	n3	n4	n5
vol					
skew			####		
kurt					
cs					
ps					

Cancel Save

Proposed Fit Change

	n1	n2	n3	n4	n5
vol					
skew			####		
kurt					
cs					
ps					

Current Fit

	n1	n2	n3	n4	n5
vol	####	####	####	####	####
skew	####	####	####	####	####
kurt	####	####	####	####	####
cs	####	####	####	####	####
ps	####	####	####	####	####

Current Risk

	n1	n2	n3	n4	n5
vol	####	####	####	####	####
skew	####	####	####	####	####
kurt	####	####	####	####	####
cs	####	####	####	####	####

	w4	w5	m2	n2	y2	m2	v2	x2	z2	t3	g3	h3	j3	k3	m3	n3	q3	u3	z3	u3
vo1																				
skew				0.01	0.98	0.36														
kurt					0.02	0.63	0.25													
cs						0.01	0.65	0.39	0.05											
ps							0.10	0.60	0.76	0.24	0.04									
								0.01	0.19	0.76	0.96	0.93	0.76	0.38	0.10					



Default Configuration

Strike Range Start:

Strike Range End:

Default Increment:

Number of Rows:

Cancel Reset to Default

Expiries

22 Expiries Selected Max: 30

Surface 1	Surface 2
<input checked="" type="checkbox"/> w1	<input checked="" type="checkbox"/> w1
<input checked="" type="checkbox"/> w3	<input checked="" type="checkbox"/> w3
<input checked="" type="checkbox"/> w5	<input checked="" type="checkbox"/> w5
<input checked="" type="checkbox"/> m2	<input checked="" type="checkbox"/> m2
<input checked="" type="checkbox"/> n2	<input checked="" type="checkbox"/> n2
<input checked="" type="checkbox"/> q2	<input checked="" type="checkbox"/> q2
<input checked="" type="checkbox"/> z3	<input checked="" type="checkbox"/> z3
<input checked="" type="checkbox"/> z5	<input checked="" type="checkbox"/> z5
<input checked="" type="checkbox"/> g3	<input checked="" type="checkbox"/> g3

Add Expiries

Cancel Save

Expiries

22 Expiries Selected Max: 30

Surface 1	Surface 2
<input type="checkbox"/> w2	<input type="checkbox"/> w2
<input type="checkbox"/> w4	<input type="checkbox"/> w4
<input type="checkbox"/> m2	<input type="checkbox"/> m2
<input type="checkbox"/> m3	<input type="checkbox"/> m3
<input type="checkbox"/> m4	<input type="checkbox"/> m4
<input type="checkbox"/> q1	<input type="checkbox"/> q1
<input type="checkbox"/> q3	<input type="checkbox"/> q3
<input type="checkbox"/> z1	<input type="checkbox"/> z1
<input type="checkbox"/> z2	<input type="checkbox"/> z2
<input type="checkbox"/> z4	<input type="checkbox"/> z4

Cancel Save

120

130

135

140

145

Delete Row

Insert Row Below

160

165

175

185

195

double click to edit cell

Trading by Tablet

A tablet-based pricing interface for use by traders on the floor of the stock exchange.

Speed and efficient complex inputs is a priority. Predictive or context-based UIs to narrow scope of visible options.

Collaborative Design

I worked with floor traders to iterate on the designs.

- **Collaborative** process where my role is more to bring their ideas to life because of the significant level of expert knowledge required.
- **User workshops** for detailed requirements gathering for 100s of actions and live sketching.
- **Interactive prototypes** help traders gauge efficiency of UI.

MAR					Strike
		8	9	10	center 3800
13	14	15	16	17	▲
20	21	22			3850
APR					3800
MAY					3800
JUN					3800
JUL					3800
		1	2	3	3800
6	7	8	9	10	3800
13	14	15	16	17	3800
20	21	22	23	24	3800
27	28	29	30		3800
AUG					3800
SEP					3800
OCT					3800
NOV					3800
DEC					3800
JAN23					3800
FEB23					3800
M					3830
J					3835
E					3800
C					3840
C					3800
E					3845
C					3800
E					3855
C					3860
					3865
					3800
					3870
					3800
					3800

Delta	Gamma	Fair					
135.78	1.222	1.222	CS	+ 1	- 1		
11.06	1.222	1.222	C1x2	+ 1	- 2		
113.67	1.222	1.222	C1x3	+ 1	- 3		
146.84	1.222	1.222	C2x3	+ 2	- 3		
63.92	1.222	1.222	CSTRIP	+ 1	+ 1		
235.60	1.222	1.222	PSTRIP	+ 1	+ 1		
407.28	1.222	1.222	K	+ 1	+ 1		
299.52	1.222	1.222	BOX	+ 1	- 1	+ 1	- 1
385.23	1.222	1.222	CFLY	+ 1	- 1	+ 1	

1	2	3	▲
4	5	6	Tick size 0.25
7	8	9	▼
.	0	✕	Clear

M	G	Price	G	M
1.2322	445	9100	23	1.2322
1.2322	32	9000	34	1.2333
1.2322	43	9000	45	1.2322
1.2322	33	9000	56	1.2333
1.2322	54	9000	67	1.2322
1.2322	444	9000	78	1.2333
1.2322	7765	9000	88	1.2322
1.2322	33	9000	98	1.2333
		9000		
1.2322	32	9000	32	1.2322
1.2322	3	9000	46	1.2333
1.2322	65	9000	755	1.2322
1.2322	56	9000	666	1.2333
1.2322	477	9000	4	1.2322
1.2322	1	9000	307	1.2333
1.2322	48	9000	44	1.2322
1.2322	124	8900	332	1.2333
5	10	25	50	100

Mine	Maven	Public
		ID
		Quantity
		FEB 4000 C 1.2311
		JUN SEP 4600 CS 1.2311
		FEB 4000 C 1.2311
		JUN SEP 4600 CS 1.2311
		FEB 4000 C 1.2311
		JUN SEP 4600 CS 1.2311
		FEB 4000 C 1.2311
		JUN SEP 4600 CS 1.2311
		FEB 4000 C 1.2311
		JUN SEP 4600 CS 1.2311
		FEB 4000 C 1.2311
		JUN SEP 4600 CS 1.2311

-15	-5	-1	+1%	+5	+15
+2m	+1m	+0.1m	-0.1m	-1m	-5m
Δ	θ	Γ	vega	sk	kurt
-15	-5	-1	+1%	+5	+15

CUSTOM		Hedge	Time	Vol	Wgt	Avg	CUSTOM	
-100	+10	+50	12:00:01	1	1.2311	-100	+10	
-50	+25	-25	12:00:00	1	1.2311	-50	+25	
-25	+50	-25	11:50:59	1	1.2311	-25	+50	
-10	+100	+100	11:30:01	1	1.2311	-10	+100	
		+50	12:00:01	1	1.2311			
		-25	12:00:00	1	1.2311			
		-25	11:50:59	1	1.2311			
		+100	11:30:01	1	1.2311			
		+50	12:00:01	1	1.2311			
		-25	12:00:00	1	1.2311			
		-25	11:50:59	1	1.2311			

Add

Fair Value
138.56

Delta
1.222

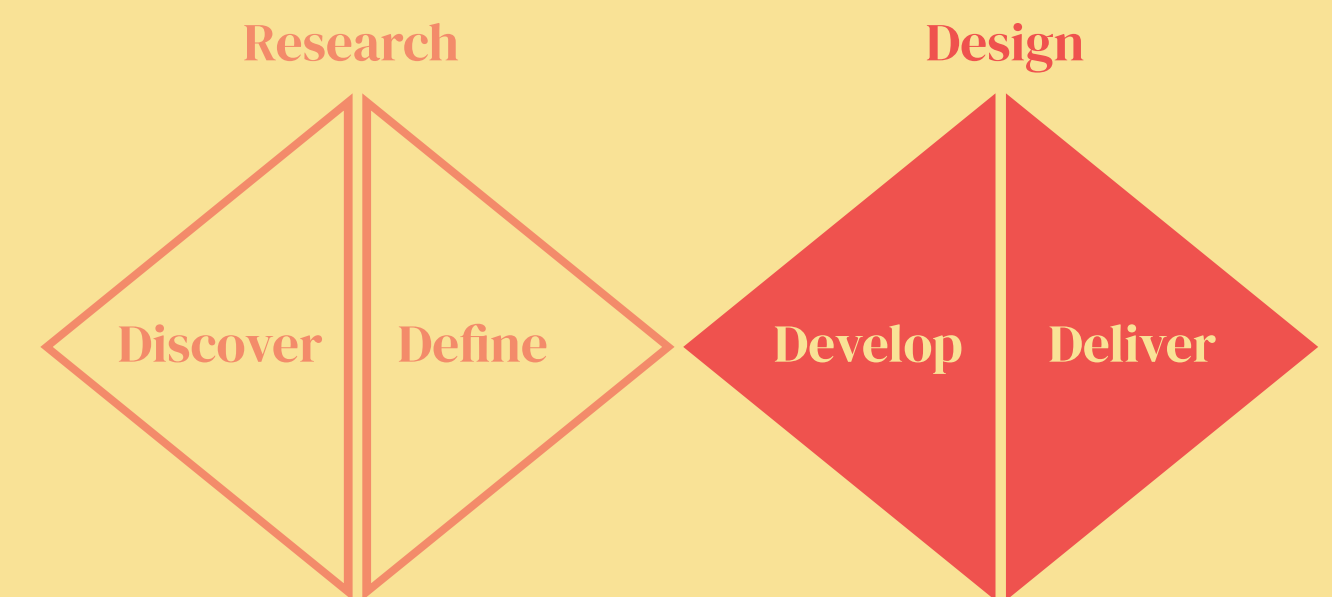
Gamma
1.222 flip

JUN 4200 + 1

JUL 4400 - 1 flip

4/ User management for cloud deployments

As a UX Engineer on Improbable's Web UI team, I worked alongside our designer, contributing to the designs of our developer-facing UIs



The Context

Improbable was building a new admin platform. Areas needing design exploration included:

- Organisation Management
- Permission Management
- Site Navigation
- Data Visualisation

The Project

Improbable had built a command line tool for improved permissions management. This functionality needed to be added to the web interface to allow non-technical users to interact with it.

The goal was to bring a controlled level of permissions management to the UI, not port the full power of the command-line to the web.

The screenshot displays the SpatialOS web interface. At the top, the header includes the SpatialOS logo, project name 'webtools', deployment name 'syrj_0_v12_op_wizard_demo', and session UUID '0123456789012345'. Below this, the deployment ID 'obs_qual_e2s_666786' and a secondary ID '9223372036854775807' are shown, along with 'Stop', 'Launch', and 'Share' buttons. The status is 'Running' and the time started is '14th May 2019 09:23:32 UTC'. The interface has a navigation menu with tabs: OVERVIEW (selected), ASSEMBLY, CONFIG, WORKER FLAGS, CONNECTION LIMITS, ADVANCED, and SNAPSHOTS. The main content area is divided into three sections: 1. 'Last hour logs' featuring a bar chart with a y-axis from 0 to 60 and a legend for 'Last hour logs'. 2. 'Live workers' table showing 5 UnityWorker instances, each with a count of 1 and a capacity of 10, totaling 5 workers. 3. 'Details' sidebar on the right listing metadata: Runtime Version (11-20170719T134442), SDK Version (11.0.0), Cluster (eu3-prod), Assembly (blahssembly), Starting snapshot, Config, Deployment stage (dev), and Tags (regisseur).

The Problem

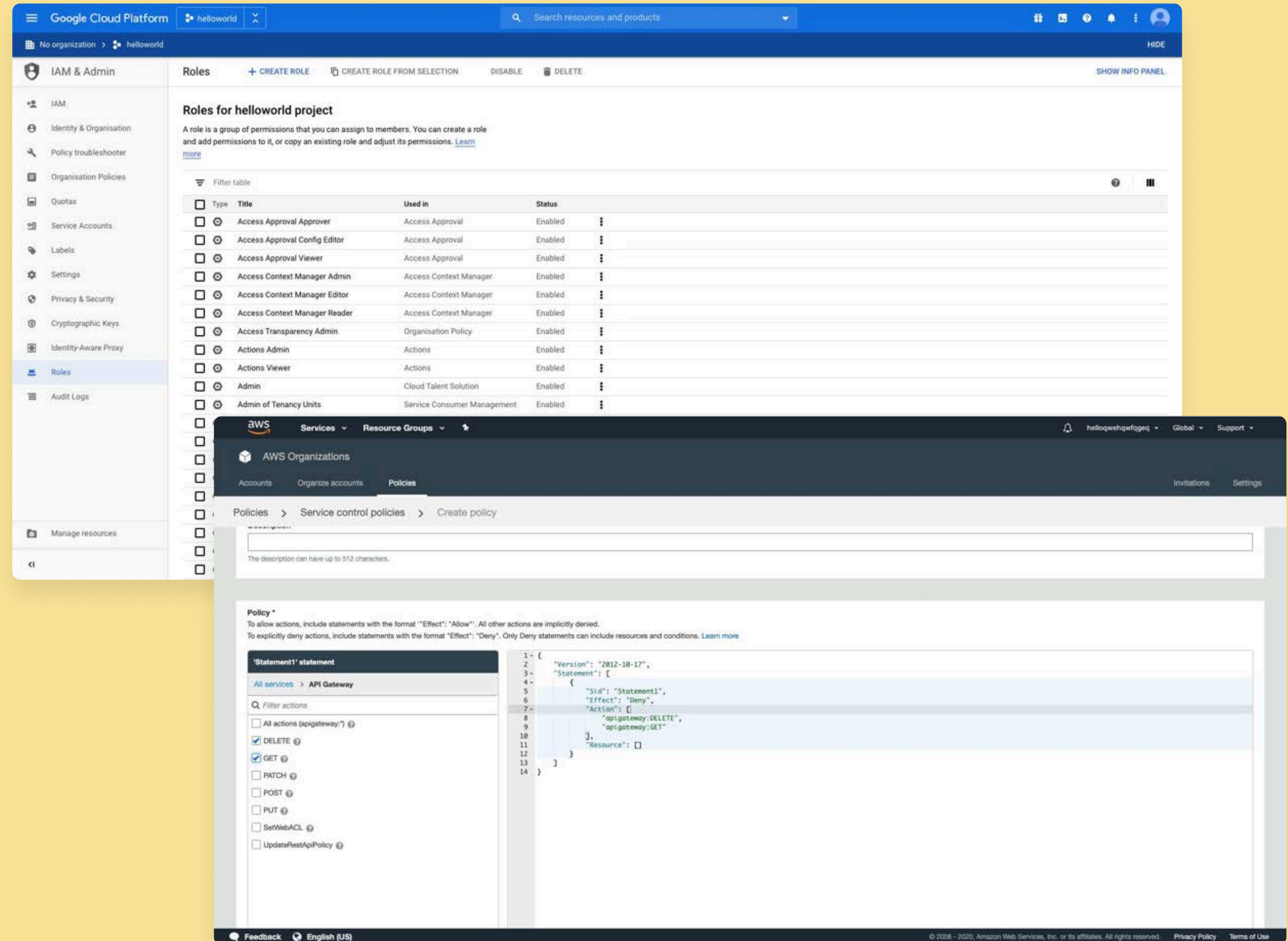
The system was designed for the command-line. It was very complex and very customisable, but the relationships it created were difficult to visualise.

First Steps

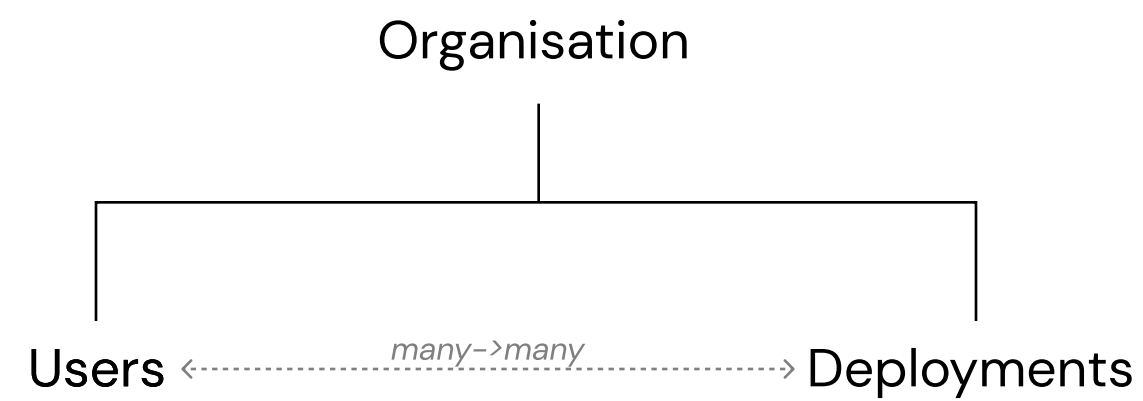
- 1/ Understand the technology
- 2/ Analyse existing systems
- 3/ Identify assumptions

Involving the Engineers

The target user for this system was assumed to have some technical knowledge. It was crucial to include them in the initial discovery and feature scoping phase.



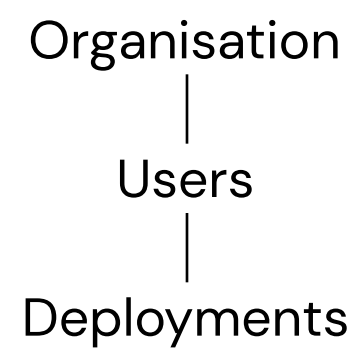
Simple Hierarchy



Defining User Actions

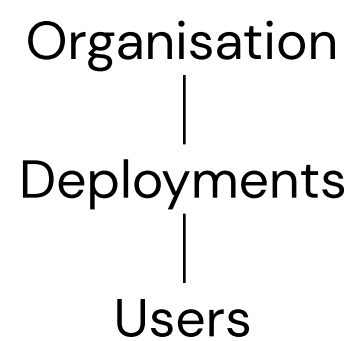
User Centric:

- view deployment per user
- add/remove deployments to users
- view all users



Deployment Centric:

- view users per deployments
- add/remove users to deployments
- view all deployments



Things to think about

- permissions for different environments i.e. an intern might not have access to production deployments
- common/repeated actions – admin wants to give User B, C, D access to 10 deployments, the add deployment flow has to be repeated 3 time, or the add user flow 10 times.

Organisation

User	Deployments
User A	Deployment 1, Deployment 2
User B	Deployment 2, Deployment 3

Organisation

Deployment	Number of Users
Deployment 1	22
Deployment 2	45

User B

Deployment	Information	Access
Deployment 1	some deployment information	View <input type="button" value="View"/> <input type="button" value="-"/>
Deployment 2	some deployment information	Edit <input type="button" value="Edit"/> <input type="button" value="-"/>

Deployment 2

User	Information	Access
User A	some user details	View <input type="button" value="View"/> <input type="button" value="-"/>
User B	more user details	Edit <input type="button" value="Edit"/> <input type="button" value="-"/>

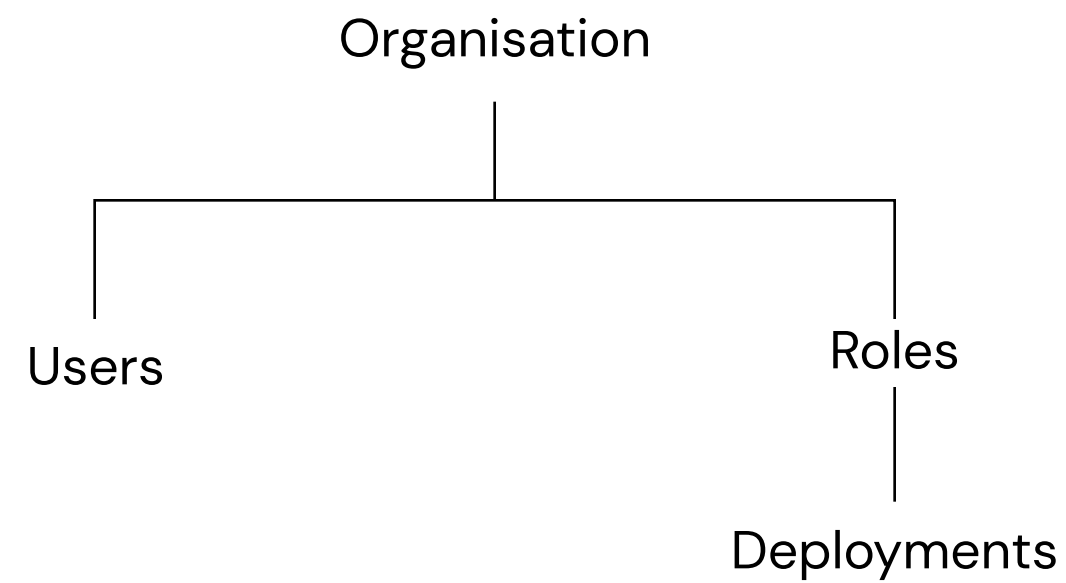
Add Deployment(s)

Deployments	Information	Access
<input checked="" type="checkbox"/> Deployment 1	some deployment information	View <input type="button" value="View"/>
<input checked="" type="checkbox"/> Deployment 2	some deployment information	Edit <input type="button" value="Edit"/>
<input type="checkbox"/> Deployment 3	some deployment information	Edit <input type="button" value="Edit"/>

Add User

User	Information	Access
<input checked="" type="checkbox"/> User A	some user information	View <input type="button" value="View"/>
<input checked="" type="checkbox"/> User B	some user information	Edit <input type="button" value="Edit"/>
<input type="checkbox"/> User C	some user information	Edit <input type="button" value="Edit"/>

Introducing Roles



Allow the grouping of deployments into Roles. These can be differentiated by job role, project, environment and many other factors.

Deployment 2

Users	Roles
	+ Add to Role
Role	Deployments
Data Scientist	Deployment 1, Deployment 2
Tester	Deployment 1, Deployment 2, Deployment 3

Deployment

Add Deployment 2 to Role(s)

Search/Filter

Role	Deployments
<input checked="" type="checkbox"/> Data Scientist	Deployment 1, Deployment 2
<input checked="" type="checkbox"/> Tester	Deployment 1, Deployment 2, Deployment 3
<input type="checkbox"/> Engineer	Deployment 4, Deployment 5

Cancel
Add

User B

Deployments	Roles
	+ Add Role
Role	Deployments
Data Scientist	Deployment 1, Deployment 2
Tester	Deployment 1, Deployment 2, Deployment 3

User

Add Role(s) to User B

Search/Filter

Role	Information
<input checked="" type="checkbox"/> Data Scientist	Deployment 1, Deployment 2
<input checked="" type="checkbox"/> Tester	Deployment 1, Deployment 2, Deployment 3
<input type="checkbox"/> Engineer	Deployment 4, Deployment 5

Cancel
Add

Game Dev

Users	Deployments
	+ Add User
Users	Information
User A	some user details
User B	more user details

Role

Add User(s) to Game Dev

Search/Filter

User	Information	Access
<input checked="" type="checkbox"/> User A	some user information	View ▾
<input checked="" type="checkbox"/> User B	some user information	Edit ▾
<input type="checkbox"/> User C	some user information	Edit ▾

Cancel
Add

Game Dev

Users	Deployments	
	+ Add Deployments	
Deployments	Information	Access
Deployment 1	some deployment details	View ▾
Deployment 2	more deployment details	Edit ▾

Role

Add Deployment(s) to Game Dev

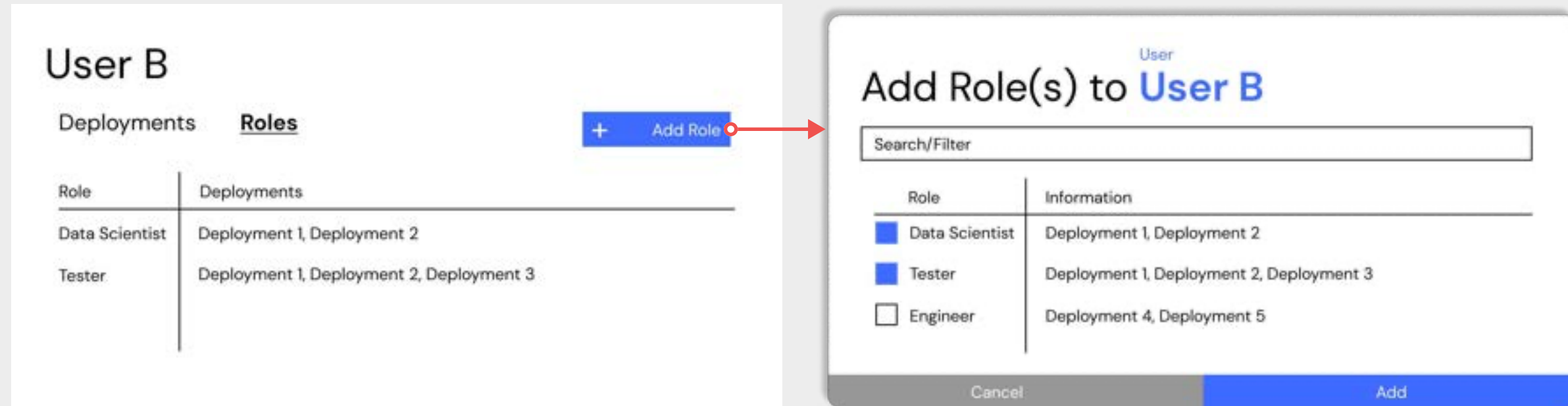
Search/Filter

Deployments	Information	Access
<input checked="" type="checkbox"/> Deployment 1	some deployment information	View ▾
<input checked="" type="checkbox"/> Deployment 2	some deployment information	Edit ▾
<input type="checkbox"/> Deployment 3	some deployment information	Edit ▾

Cancel
Add

Target Journey: Admin wants to give User B access to Deployment 4

Option 1: Assign role containing Deployment 4 to User B



User B

Deployments **Roles** + Add Role

Role	Deployments
Data Scientist	Deployment 1, Deployment 2
Tester	Deployment 1, Deployment 2, Deployment 3

Add Role(s) to User B

Search/Filter

Role	Information
<input checked="" type="checkbox"/> Data Scientist	Deployment 1, Deployment 2
<input checked="" type="checkbox"/> Tester	Deployment 1, Deployment 2, Deployment 3
<input type="checkbox"/> Engineer	Deployment 4, Deployment 5

Cancel Add

Option 2: Assign Deployment 4 to Role User B already has



User B

Models **Roles** + Add Role

Role	Deployments
Data Scientist	Deployment 1, Deployment 2
Tester	Deployment 1, Deployment 2, Deployment 3

Game Dev

Users **Deployments** + Add Deployments

Deployments	Information	Access
Deployment 1	some deployment details	View
Deployment 2	more deployment details	Edit

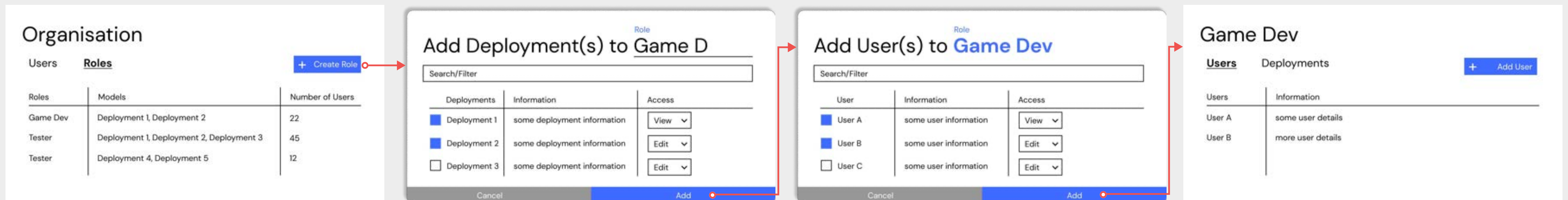
Add Deployment(s) to Game Dev

Search/Filter

Deployments	Information	Access
<input checked="" type="checkbox"/> Deployment 1	some deployment information	View
<input checked="" type="checkbox"/> Deployment 2	some deployment information	Edit
<input type="checkbox"/> Deployment 3	some deployment information	Edit

Cancel Add

Option 3: Create a new Role containing Model 4, then assign it to User B



Organisation

Users **Roles** + Create Role

Roles	Models	Number of Users
Game Dev	Deployment 1, Deployment 2	22
Tester	Deployment 1, Deployment 2, Deployment 3	45
Tester	Deployment 4, Deployment 5	12

Add Deployment(s) to Game D

Search/Filter

Deployments	Information	Access
<input checked="" type="checkbox"/> Deployment 1	some deployment information	View
<input checked="" type="checkbox"/> Deployment 2	some deployment information	Edit
<input type="checkbox"/> Deployment 3	some deployment information	Edit

Add User(s) to Game Dev

Search/Filter

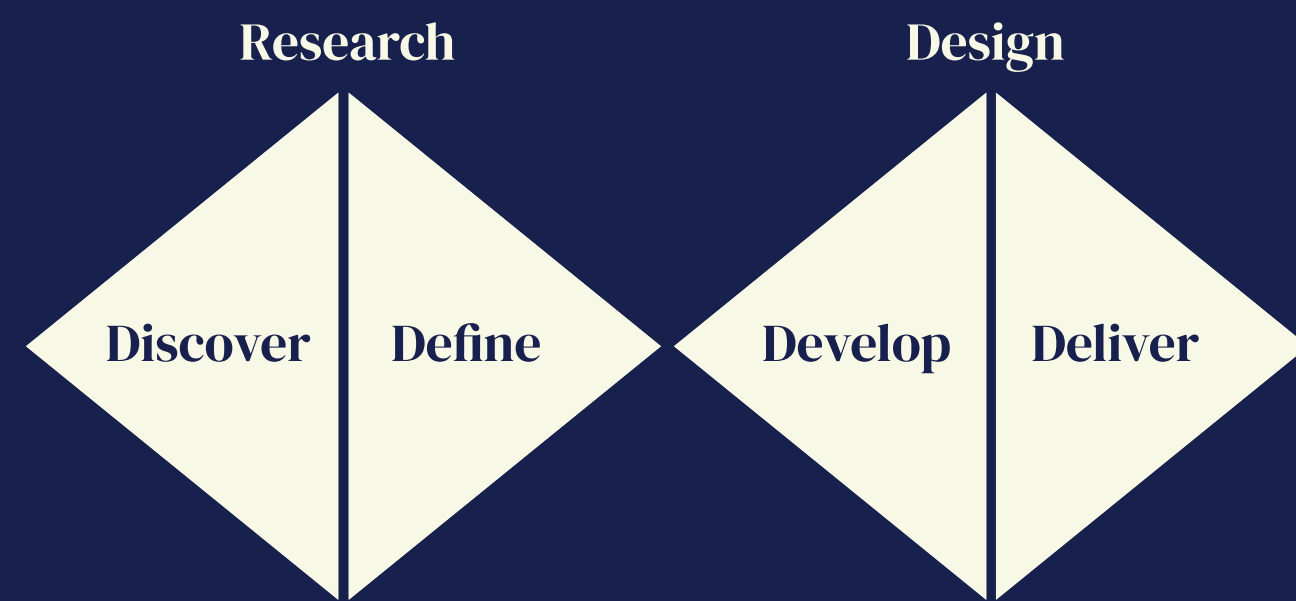
User	Information	Access
<input checked="" type="checkbox"/> User A	some user information	View
<input checked="" type="checkbox"/> User B	some user information	Edit
<input type="checkbox"/> User C	some user information	Edit

Game Dev

Users **Deployments** + Add User

Users	Information
User A	some user details
User B	more user details

I am a **designer** who



- **enjoys new problems**
- **tackles complex technical designs**
- **is research-driven**
- **prototypes and iterates quickly**
- **has a long-term design vision**