

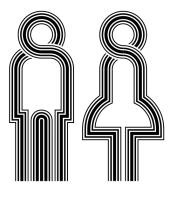






# Team when I joined





#### Scope of the business

#### **Selling on Amazon**

- → UX in existing tool to enable sending goods to Distribution Centers
- → Managing & Reporting to give sellers indication of business health



#### Selling off Amazon

- → Product for off Amazon sellers to leverage storage and E2E Amazon Prime fulfillment
- → Multi-channel fulfillment services



#### **Distribution Center**

- → WMS
- → Manager Console
- → Handheld workflows
- → Produce grading tool
- → Inventory tool



#### Scaling

# Org of 420 people and UX team size was determined by ratio of 20 Engineers to 1 UX person

#### **UX & UXR Sizing**

T-shirt sizing

Small 23 weeks or less, Medium 46 weeks, Large is 96 weeks.

Small UX feature sizing

Factor in 20% of SD allocation ask for UX, 10% UXR ex: Feature has small UX lift and will take 1 SDs 23 weeks = 1 UX 4.6 weeks time, 2.3 weeks UXR

Medium UX feature sizing

Also requires more PM time factor in 25% time for UX of SD time, 15% UXR

ex: Feature has medium UX lift and will take 1 SDs 46 weeks = 1 UX 11.5 weeks time, 7 weeks UXR

Large UX feature sizing
Factor in 35% time for UX of SDs time, 20% UXR
ex: Feature has large UX lift and will take 1 SD 96 weeks = 1 UX 33.6
weeks time, 19.2 weeks UXR

#### **Decision tree for Design Technologist**

#### Is feature new?

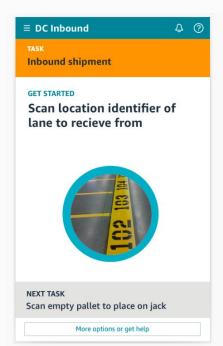
- → Yes
- → Are you using new technology? (IoT, ML, Computer Vision etc)
- → Yes
- → Is feature medium to large in size?
- → Yes
- → Do you have more than 3 of these type and size of features?
- → Yes
- → = 1 Design Technologist

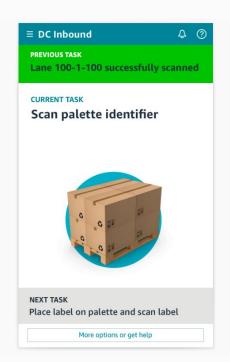
# **Design work**

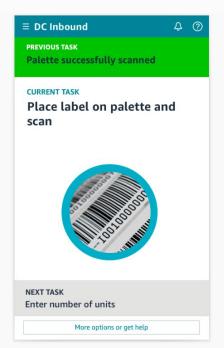


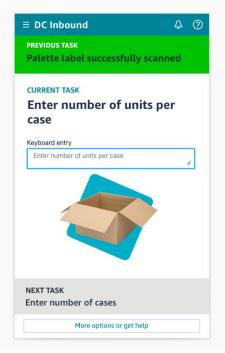


#### **DC** Handheld flows

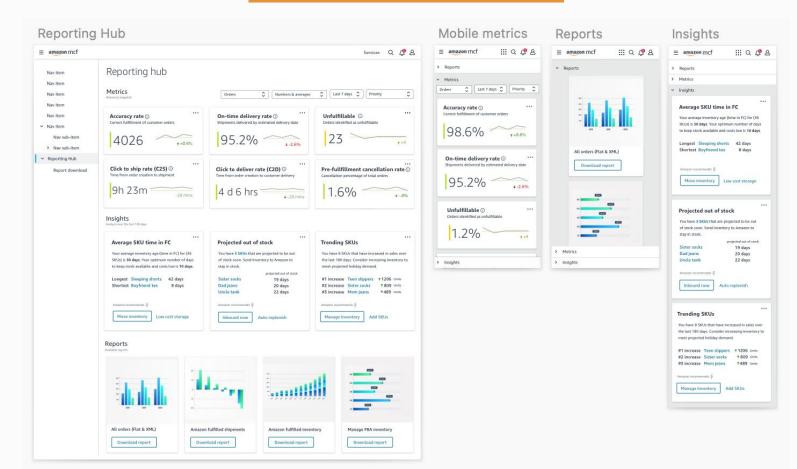








#### **Supply Chain Reporting**



#### Design team for 20



### **Employees**

WMS, Console, Handheld workflows, Quality & Inventory

- 1 Principle UX Designer
- **4** UX Designers
- **1 UX Researchers**
- 1 Design Technologist
- 2 Front End Developer
- 1 Training & Voice of DC



#### **Customers**

Supplychain.amazon.com, Seller Central & Multi Channel Fulfillment

- 1 Sr UX Designer/ Manager
- **4** UX Designers
- 1 UX Researchers



#### **Shared Resources**

Work across all teams and all products to support where needed

- 1 Sr UX Manager
- 1 SR UX Researcher
- 1 UX Writer
- 1 Program Manager

#### The Dux (Distribution UX)



#### **Design culture**

**Weekly Design Critiques** 

**Collaboration meetups** 

Slack channels

**Broadcast channel** 

**Guest speakers** 



#### Career growth

Junior & senior roles on the team

1:1 meetings

Coaching & mentorship

Pair designing

**Promotion planning** 



# CHOIR!CHOIR!CHOIR!

#### Leadership



Touching people's lives in a positive way is as close as I get to an idea of religion.

KethHani

#### Impact of team

Team of 20 people launched 6 products and scaled to 450+ users for the WMS and over 2000 users for Supply Chain tools. Current WMS CSAT is 76%.

Team is set up well to mature with the business bring on additional DC locations as global expansion occurs.

#### **Impact**

The first month after release saw a reduction in users exporting data out product by 60% after 1 quarter of the first phase we decreased lost sales due to poor Reporting offering by 100%.

We also received verbatim feedback that the reporting design surfaced data that helped them improve their hiring process.

