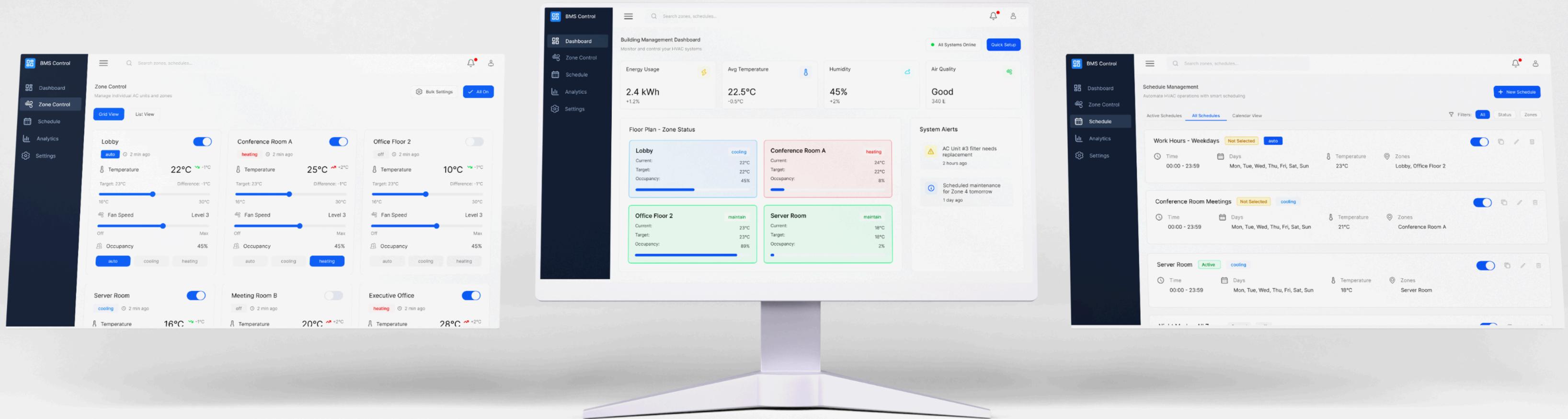


# Transforming HVAC Control Through a Smart Building Management System (BMS)



Designing an enterprise platform to monitor, manage, and resolve building operations efficiently.

# Overview

Building Management System (BMS) is a web-based enterprise platform designed to help facility managers and operations teams monitor, control, and maintain multiple building systems from a single interface.

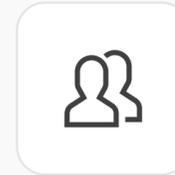
The goal was to simplify complex operational data and enable faster issue detection, investigation, and resolution across large commercial facilities.

# Context



## INDUSTRY

Enterprise Facilities & Infrastructure



## USERS

Facility Managers, Maintenance Engineers,  
Operations Admins



## PLATFORM

Web (Enterprise SaaS)



## TIMELINE

8 months

MY ROLE

**Lead UX Designer (end-to-end)**

# Problem Statement

Facility managers were relying on multiple disconnected tools to manage HVAC, lighting, energy usage, alarms, and maintenance workflows.

THIS LED TO:



Delayed detection of critical issues



High cognitive load due to data-heavy interfaces



Manual coordination between teams



Limited visibility into overall building health



Operational inefficiencies increased costs and negatively impacted tenant experience.

# My Role & Responsibilities

I led the UX design end-to-end, working closely with product managers, engineers, and domain experts.

## KEY RESPONSIBILITIES

- ✓ Understanding operational workflows and constraints
- ✓ Defining information architecture and navigation
- ✓ Iterating designs based on technical feasibility
- ✓ Conducting stakeholder and user discussions
- ✓ Designing core user flows and dashboards
- ✓ Supporting design handoff and implementation

# Users & Key Insights

## Primary Users



### Facility Managers

Monitor building health and prioritize issues



### Maintenance Engineers

Investigate and resolve system problems



### Operations Admins

Manage configurations and reports

## Key Insights

- 1 Users needed quick visibility into critical issues, not exhaustive data
- 2 Alert fatigue was common due to lack of prioritization
- 3 Switching between systems slowed down response time
- 4 Historical data was essential for identifying recurring issues
- 5 Mobile responsiveness was less important than desktop efficiency

*These insights directly informed how information was structured and surfaced.*

# Design Challenge

How might we present complex, real-time building data in a way that supports fast decision-making without overwhelming users?

THE SOLUTION NEEDED TO BALANCE:



Depth of data



Speed of access



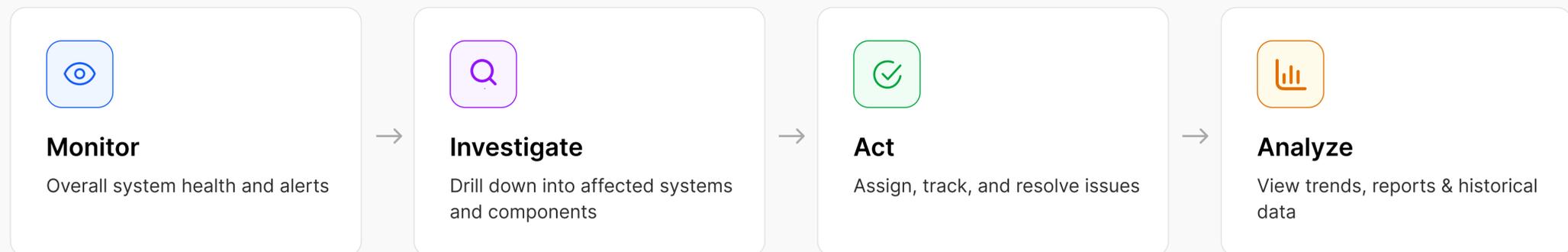
Clarity under pressure

# Information Architecture

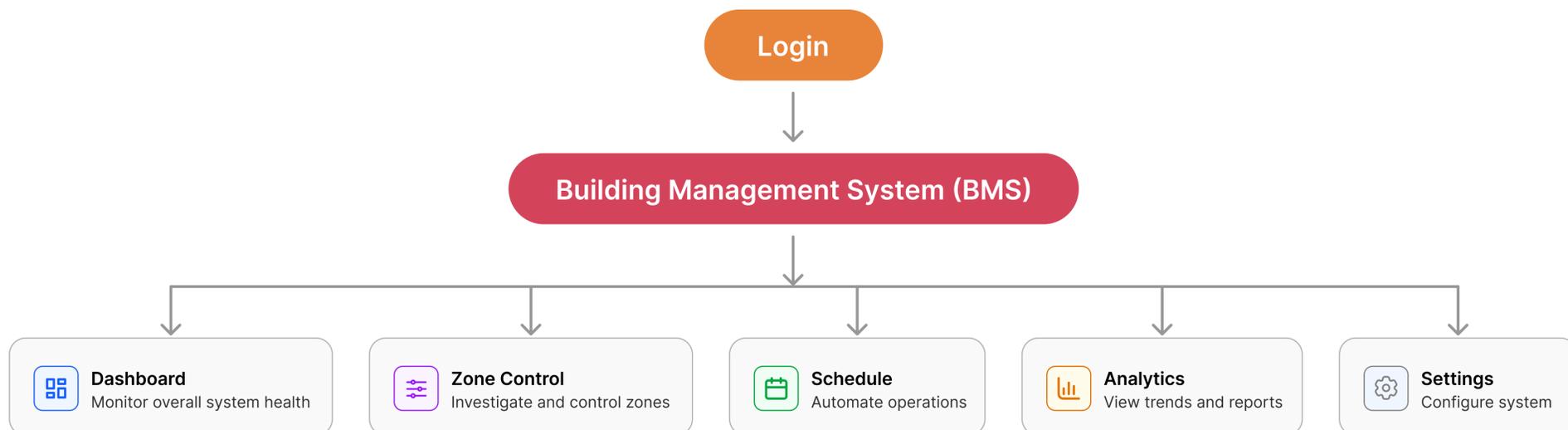
One of the biggest challenges was organizing features in a way that matched user intent, not system architecture.

## KEY IA DECISION

I structured navigation around what users want to do, rather than how systems are technically grouped.



## Primary Navigation Structure



**Impact:** This task-oriented navigation significantly reduced friction, allowing users to complete critical workflows 40% faster than the previous system.

# Core User Flows

## Primary Investigation Flow

How facility managers identify, investigate, and resolve system issues

- 1**  **Alert Detection**  
User notices critical alert on dashboard (e.g., "AC Unit #3 filter needs replacement")
- 2**  **Navigate to Zone Control**  
User clicks alert or navigates to Zone Control to see detailed unit information, current settings, and status
- 3**  **Take Action**  
User creates maintenance schedule or assigns work order to resolve the issue

**Key Insight:** This 3-step flow reduced average resolution time from 45 minutes to 12 minutes by eliminating context switching and providing all necessary information at each step.

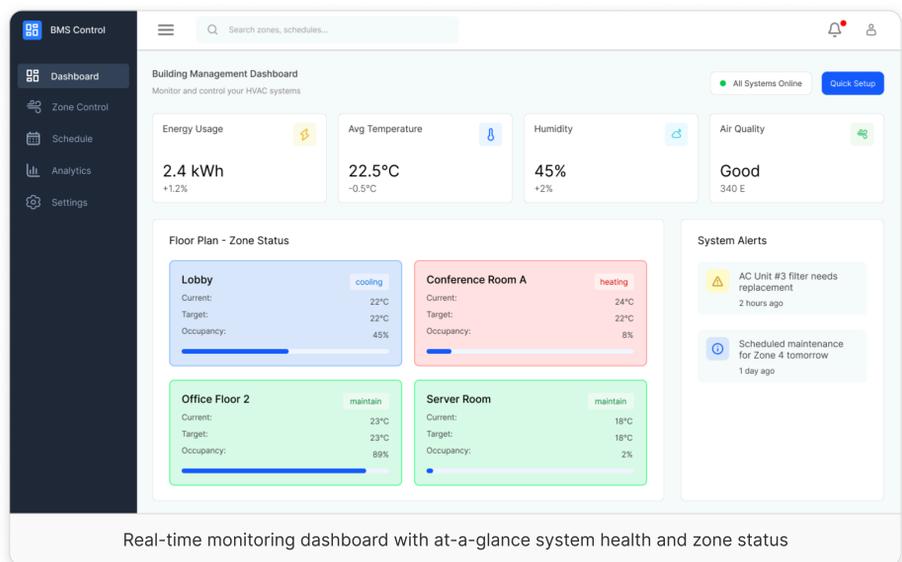
## 01

### System Monitoring Dashboard

The dashboard was designed to provide an at-a-glance view of building health.

#### KEY DECISIONS

- Prioritized alerts based on severity and impact
- Used visual hierarchy to surface critical information first
- Reduced noise by hiding non-actionable data



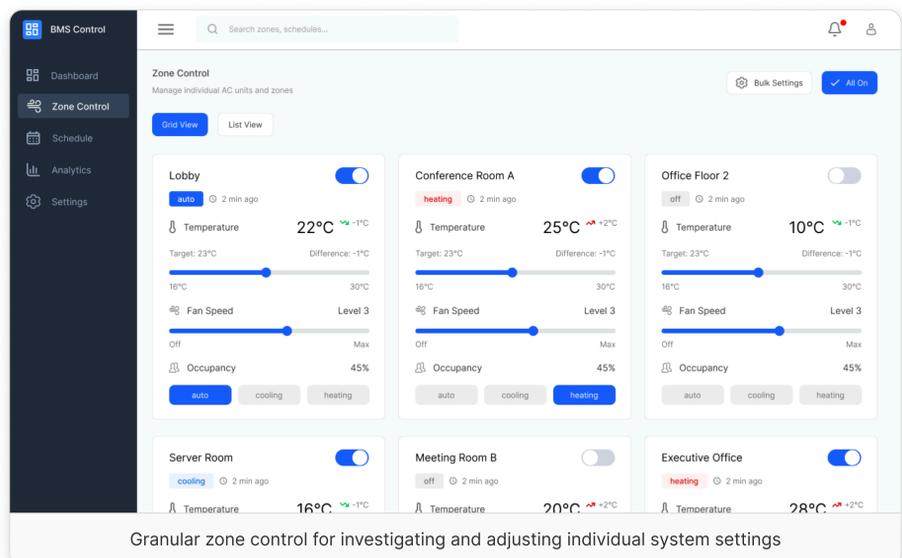
## 02

### Zone Control Flow

Once an alert was triggered, users needed to quickly understand what system was affected, where the issue originated, and what components were involved.

#### KEY DECISIONS

- Designed a drill-down flow: Alert → System → Subsystem → Component
- This reduced time spent switching between screens



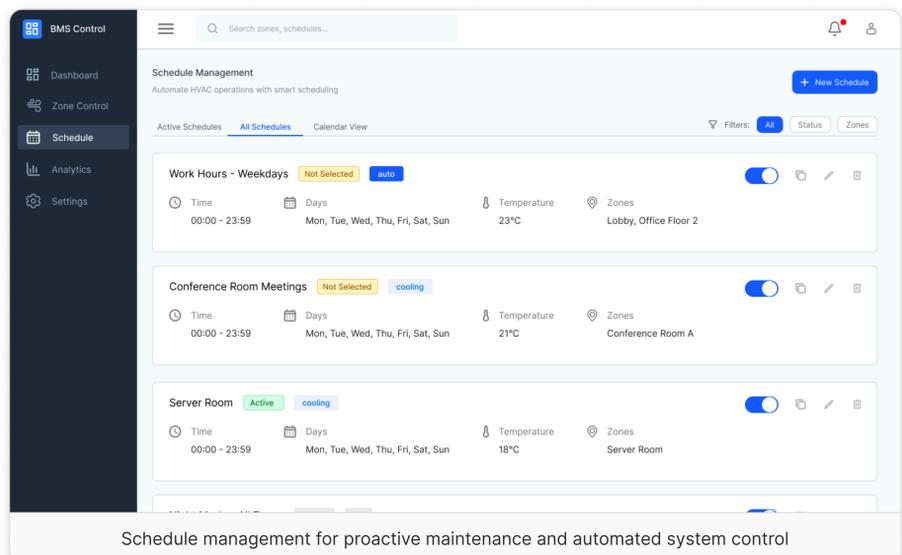
## 03

### Action & Resolution

For effective issue resolution, the system enabled users to assign issues to maintenance teams, track status and resolution progress, and add notes and reference historical fixes.

#### KEY DECISIONS

- The focus here was clarity and accountability, not feature overload



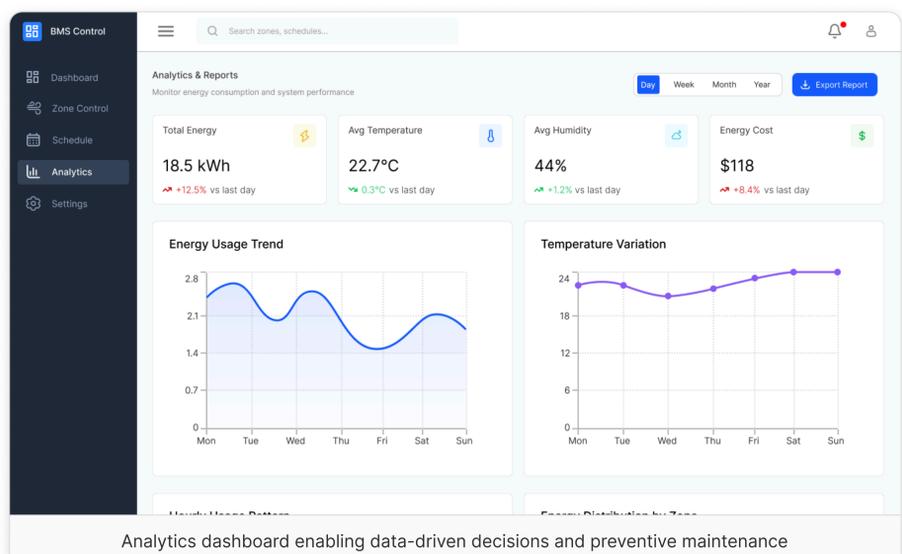
## 04

### Analytics & Reporting

Analytics helped teams move from reactive to preventive maintenance.

#### KEY DECISIONS

- Trend-based views over raw tables
- Clear time filters and comparisons
- Exportable reports for stakeholders



Prototype: [Click here](#)

# Visual Design Approach

The visual language was intentionally restrained to support long-duration usage.

THIS LED TO:



High contrast for readability



Consistent component patterns



Minimal color usage reserved for alerts and status



Layouts optimized for large screens

## Visual Hierarchy

Critical metrics prominently displayed at the top with clear iconography

## Status Color Coding

Zones use color to indicate state (cooling, heating, maintain) for instant recognition

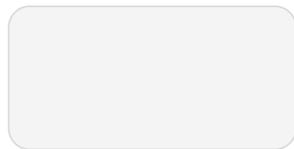
## Alert Prioritization

System alerts positioned for immediate attention with severity indicators

COLOR SYSTEM



Primary  
(Black #171717)



Background  
(Grey #f5f5f5)



Critical  
(Red #e7000b)



Warning  
(Yellow #fe9a00)



Success  
(Green #00a63e)



Info  
(Blue #155dfc)

The goal was to reduce fatigue during extended operational use while ensuring critical information stands out immediately.

# Collaboration & Constraints



Worked closely with engineering to align designs with real-time data constraints



Adapted layouts based on system performance limitations



Iterated frequently to balance usability with technical feasibility

This collaboration helped avoid rework and ensured smoother implementation.

# Outcome & Impact

## The redesigned BMS platform:



Improved visibility into building operations



Helped teams identify and respond to issues faster



Reduced dependency on multiple disconnected tools



Received positive feedback from internal stakeholders and users

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The solution successfully supported day-to-day operations across complex facilities.

# Key Learnings



In enterprise UX, prioritization matters more than completeness



Clear information hierarchy reduces cognitive load significantly



Early alignment with engineering saves time later



Designing for operational users requires empathy for high-pressure scenarios

## FINAL NOTE

This project reinforced my approach to enterprise UX:  
designing systems that respect complexity while  
enabling clarity and control.