

my portfolio website

To enhance my ability to collaborate and communicate effectively with development teams, I sought to expand my understanding of the frontend development aspect of product design.

With the help of a Frontend Development Specialization course, I was able to design and develop my personal UX portfolio website ‘from scratch’.

Type Course Project | Responsive Website

Role Research | UX | UI | Frontend Development

Time 8 wks | May - June 2023

Languages HTML | CSS | JavaScript

Tools Figma | VS Code | GitHub

DISCOVER

PROBLEM + RESEARCH



PROBLEM

Visibility

As a UX/UI designer, I need to present my design abilities and personality in a professional and accessible way in order to increase work opportunities and grow my professional network.



SOLUTION

A Showcase

Utilize the frontend skills I obtain to develop a portfolio that highlights my UX projects, reflects my personality, showcases my professional experience, and provides convenient contact information.

RESEARCH

Purpose is mainly for the designer but the users are Hiring Managers.

Over the span of several months, I sat down one-on-one with several leaders in the UX space.

I asked specific questions concerning their points of view on design portfolios and their personal hiring experience.

I also attended a handful of industry events where the topic was discussed and panels of professionals reviewed portfolios. I collected recommended portfolio examples by hiring managers and created notes on what stood out to them.

What is your role and process in hiring UX Designers?

What are you looking for when reviewing a portfolio?

What causes you to reach out to a designer after viewing a portfolio?

What are your personal challenges and frustrations with viewing portfolios?

What makes viewing portfolios a more pleasant experience?

DEFINE

FINDINGS + FLOW + FEATURES

When researching users, there was a lot of variation in personal preferences and specifics concerning what their team was looking for. With that in mind, I had to pay close attention to what the common themes were and where they placed a strong emphasis or feeling.



FINDINGS

Five common themes from user interviews and where I am focusing the design.

Visually appealing and interactiveness leads to more engagement and a lasting impression

Natural and familiar flow of information and navigation

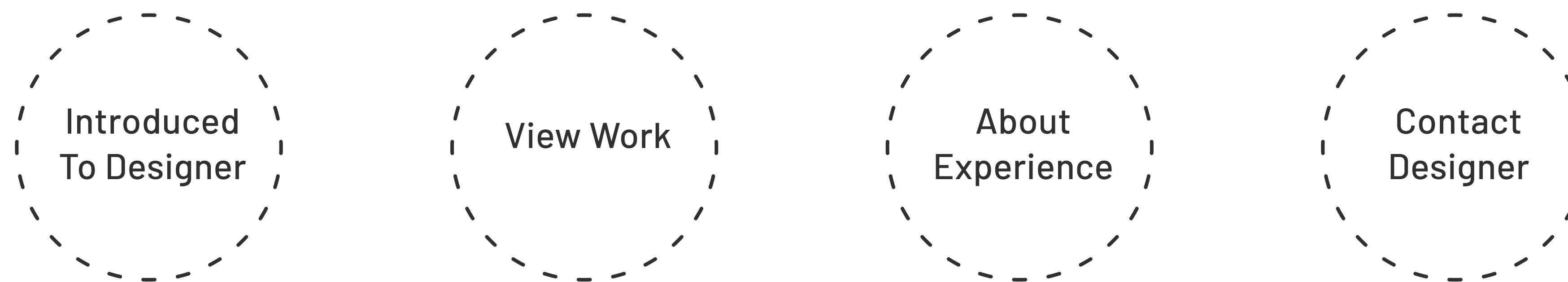
Storytelling about the designer and each project is engaging

The designer's process needs to be clear

The website needs to be treated as a UX project example in itself

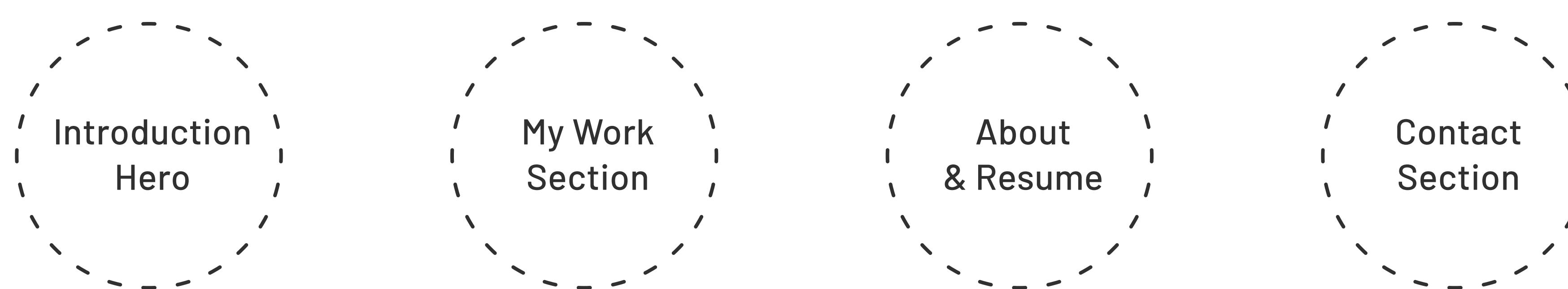
FLOW

The path that most users take through a portfolio website.



FEATURES

What content and features users expect to see in order to decide whether they will contact the designer.



DEVELOP

LAYOUT + RESPONSIVENESS + TESTING



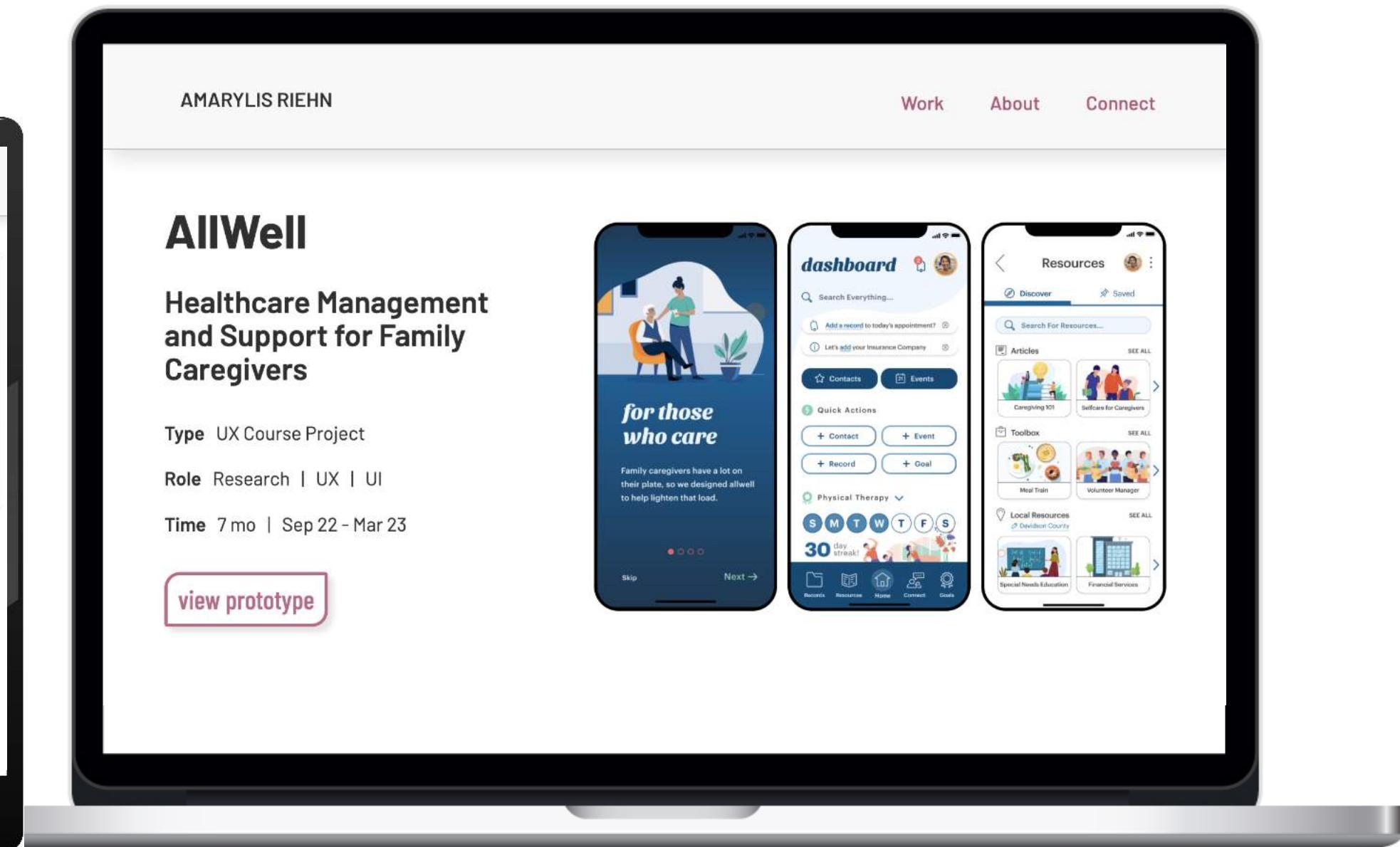
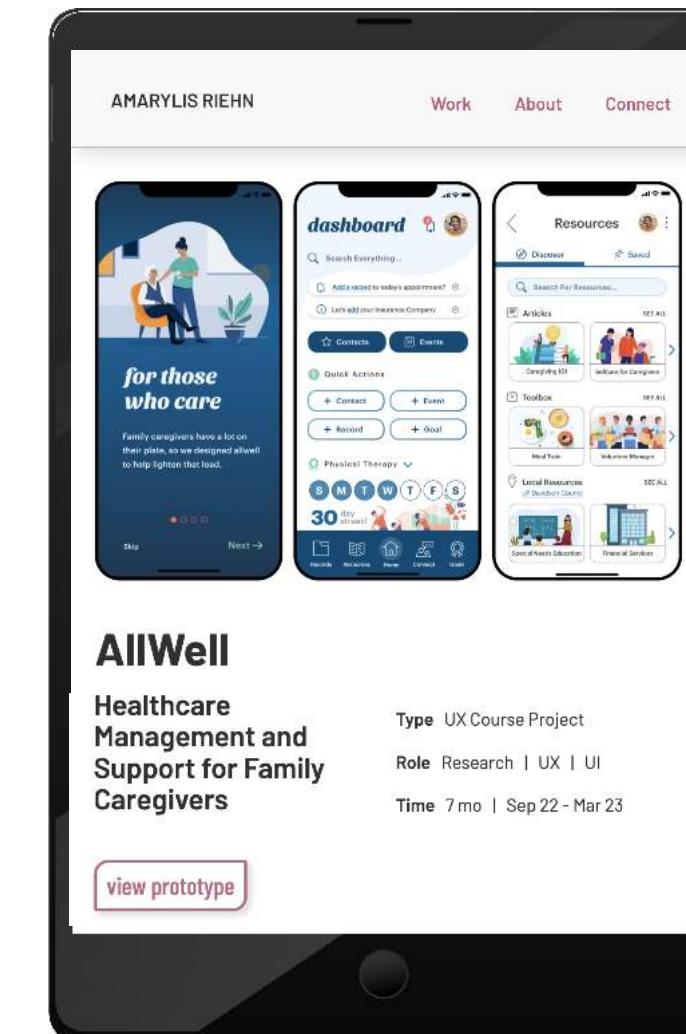
RESPONSIVENESS

I implemented a mobile-first design strategy that was expanded to be responsive to tablet and desktop users using Media Queries in the CSS and a 12-column grid.

Small screens (Mobile): 320px and up

Medium screens (Tablet): 640px and up

Large screens (Desktop): 1024px and up



USABILITY TESTING

I scheduled usability tests with 5 individuals 30 to 55 yrs old with hiring experience and tech know-how.

Test Goal Discover errors and gauge the usability of the website.

Test Tasks

1. Landing page and first impressions
2. View the designer's projects
3. Find info about the designer
4. Contact the designer

IMPROVEMENTS: ROUND 1

Four (4) out of ten (10) issues are chosen for the first round of fixes. This was based on their importance to basic usability, user goals, time, and a positive experience with the website.

	Description	# of users	Rating 0-4	Recomendation	Effort 0-4
1	Bouncing Arrow on 'Home' is disliked or confusing to interact with.	4 of 5	2	Delete distracting icon. With extra time, add an animation to the hero text to create movement.	1
2	'Work' nav link confuses the users because they don't realize they are on that page already.	3 of 5	3	Add indicator on Nav for which page you are currently on. Make 'Work' jump down to My Work section.	2
4	Wants to see something more about the designer sooner. Like on 'Home' page.	3 of 5	3	Add back in the short line in hero that gives an impression of focus and interests.	1
6	About' paragraph is not desirable to read because it feels too long.	2 of 5	2	Add headers or bullet points to make info seem more bite sized.	1

IMPROVEMENT (2)

Users did not always realize they were on the 'Work' page.

They needed a signifier on each page and the 'Work' link to take them straight to the section.

BEFORE



AMARYLIS RIEHN

Work About Connect

Hi, my name is Amarylis.
I am a UX Designer based out of Nashville!

AFTER



AMARYLIS RIEHN

Work About Connect

My Work

AllWell For Those Who Care

Research | UX | UI

Providing Family Caregivers with the convenience of managing healthcare for multiple individuals through secure data storage, collaboration with others, monitoring of health progress, personalized resources, and more.

[view project](#)

AMARYLIS RIEHN

Work

About

Connect

Hi, my name is Amarylis.
I am a UX Designer based out of Nashville!

OTHER TESTS

I checked the code quality, cross-browser compatibility, and accessibility of the website.

Code Quality Check:

HTML, CSS, and JavaScript Linters in VS Code
W3C Markup Validation Service for final checks

Cross-Browser Testing:

Chrome, Safari, and Edge were clear of issues.

Firefox had a small layout issue. I troubleshooted with the help of Developer Tools / Inspector and and a little trial and error.

Color Accessibility: Purple/Pink #C06686

FIXED by darkening the purple to #B9557A for small print and links over white.

FIXED by giving “Amarylis” text a black blur background AND darkening the image behind until it **PASSED**.

DELIVER

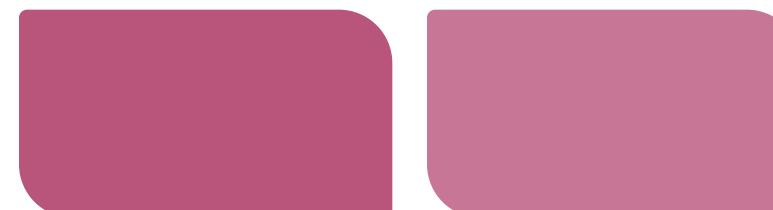
UI + FINAL + TAKEAWAYS

Through the website's style, I wanted the user to gain an impression of my personality and what it was like to work with me. It's a blend of having a cohesive look for usability, mixed with enough variety to keep the user engaged.



User Interface & Branding

COLOR



#B9557A

#C77795



#DCAABC

#F1DDE4



#FFFFFF

#303030

TYPOGRAPHY

Barlow

Main Font Family

Barlow Condensed

Text Inside of Buttons

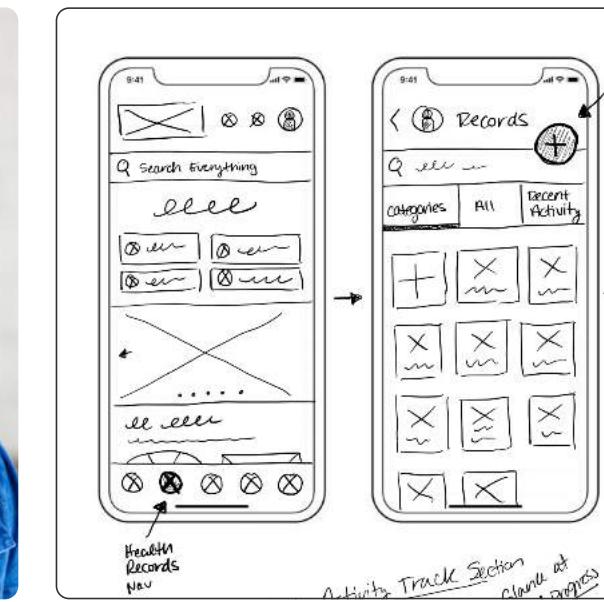
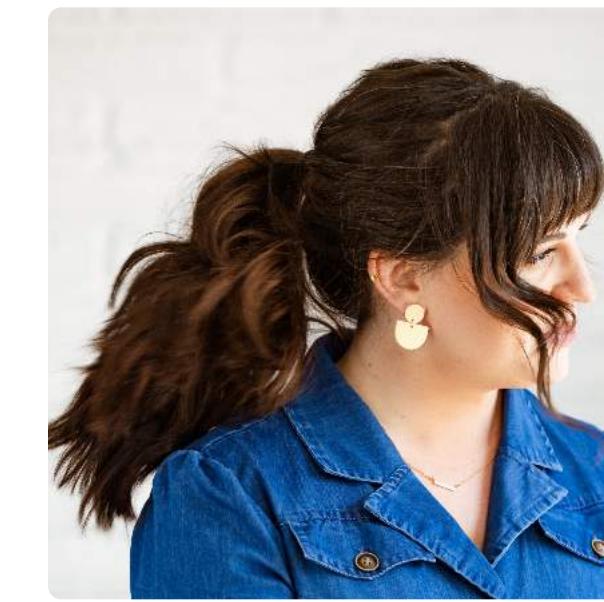
Headline

Sub-Headline

SHORT LABELS

Body copy is Barlow Regular 18px
with a line height of 1.4.

IMAGE & ILLUSTRATION



UI ELEMENTS

ACTIVE

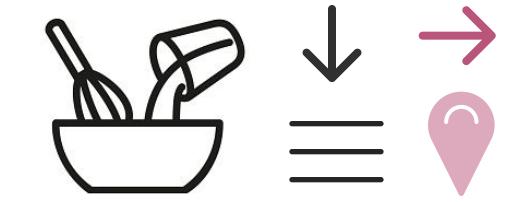
push button

push button

HOVER & VISITED

push button

push button



This is an in-line [link](#) example.

This is a hover [link](#) example.

LANGUAGE

To represent myself, I chose language that is professional yet friendly, personable, and fun at times.

Interact with the project!

[view website](#)

The image displays four devices (laptop, tablet, smartphone, and another smartphone) showing different views of Amarylis Riehn's website.

- Laptop View:** Shows a large profile photo of Amarylis from the side, looking over her shoulder. Overlaid text reads: "Hi, my name is Amarylis. I am a UX Designer based out of Nashville!"
- Tablet View:** Shows Amarylis sitting cross-legged on the floor, arms raised, surrounded by colorful crumpled paper. Below the image is the heading "Well Hello!" followed by a paragraph about her experience and adaptability.
- Smartphone View 1:** Shows a hand holding a smartphone displaying a mobile application interface. Below the image is the heading "AllWell For Those Who Care" followed by a paragraph about the app's purpose and features, and a "view project" button.
- Smartphone View 2:** Shows a white screen with the heading "Let's Connect!" followed by a paragraph about connectivity and a "view resume" button, along with social media icons for LinkedIn and Behance.



TAKEAWAYS

A Challenge

For this project, I was simultaneously acquiring skills in Frontend Development while creating a personal online portfolio.

This meant guidelines from the course, as well as my own development abilities set unknown limits on what I could accomplish in the first iteration of the site.



TAKEAWAYS

A Lesson

Personally, I love constraints because it creates complex layers to problem-solving and requires more creativity to produce a solution.

Because of this love, I may have put too much consideration on certain limits too soon.

When not limiting too soon I believe the early iterations will be closer to project and user needs. This saves time and resources and produces a higher-level product in the end.