Final Portfolio Website

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[**https://bmillettmedia.github.io/wdd130/portfolio/bm-home.html**](https://bmillettmedia.github.io/wdd130/portfolio/bm-home.html)

When it comes to finding work in creative industries like graphic design, photography, video and the like, something just as important as your resume is your portfolio. This is a physical or digital resource distributed to demonstrate previous accomplishments and completed projects while also allowing the designer to introduce themselves again in ways an interview or resume fails to do so. The audience of this website is primarily for employers and hiring managers to review my previous work and determine if my skillsets are in line with the expectations of the job.

The goals of the whole page is to demonstrate my skillsets, better introduce myself, include a professional background, and provide contact information for those who are interested in my work for freelance or employment opportunities. The portfolio is indeed an extension of the resume and therefore just as important if not more so depending on who is viewing the site. The project would be a success if it properly displays all content for employers and hiring managers in a pleasing way, houses content that best represents myself and my skillsets, and explains my history thus far.

The design process for the UI/UX was pretty straightforward. I wanted to mimic aspects of sites like LinkedIn to bring a familiar yet polished look to the site. For how the user would interact with the content, I primarily focused on the idea of a top-down flow where the more important information would be staged first then accompanied by the rest of the relevant information and content below. The home page houses an abridged section of all three subpages of main content. The resume section, although not officially part of the final, is a text based page that reads top down like a regular printed resume. The About Me page is split into two major columns with an image of me on the left and the page copy and contact information on the left. This is simply due to wanting to put a face to a name and psychologically speaking, in western countries like the United States, we typically read from left to right and so does our eyes as we read and parse new information. The portfolio section is subdivided into three major areas; Video Editing, Photography, and Graphic Design. Each section follows a similar template with the project name above the project itself with a description of the content at the bottom of the piece. The reason for this is because I want the work itself to speak for itself first; then, if there is continued interest the user can read the project description below. This is most true with the Video Editing section as those projects require the most attention and is the core reason as to why I entered the creative industries to begin with. All image based sections are using a slideshow to more easily view the content without adding needless visual clutter to the page. The is best seen in the Graphic Design section describing my time at DW Green. The reason I included mostly content from DW Green and previous major projects instead of personal projects is because it is tied to a personal passion project not included in the final as it is currently coded. In the future when time permits, I will be adding a separate set of pages with a similar design system. The link to this personal passion project page is currently commented out as it is still under development.

From completing this project, I was able to learn more about UI/UX design relative to an interactive medium instead of the passive mediums of my previous career. Wireframing and using tools like Figma has been a significant reason for my success. These skills will further help me further develop this site to include additional pages and new sites for future employers.