How devs have it harder

A designer's point of view (actually a mini-rant)

I am currently working on **[*project name redacted. Part of*
[Symph's](#) *NDA]* as both the designer and (newbie) dev of the website.
Here's the problem:

Layout by [Carl Kho.](#) Image in slides by [SlidesGo.](#)

I wanted to have this **sophisticated slider** (as inspired by [Pitch](#)). To
develop that kind of slider (from a beginner developer's perspective) can
give you the head-scratchies on its own, but making it slide in sync with
the categories below (coffee icons) is a whole another kind of realized-
you-have-a-small-brain moment.

The point is, creating this layout took me a few minutes to do. But
coding a fully functional version of this layout will take hours or even
days if you don't have a solid grasp of the fundamentals *(*cough cough
but not covid* totally not guilty).*

The takeaway is: designers, especially the beginner ones. There's
nothing wrong with unleashing your creative. You **are** certified to your
creative freedom. Just remember that your developer friends, upon the
handover, will be exerting extra hours in finishing that desired feature.

'Cause while designers are going crazy with their clients nitpicking them
to make the logo bigger *(wait, it's too big, make it smaller).* Developers
will have clients calling them in the middle of the night for bugs.

Stay creative. And, oh, design responsibly!

By on March 16, 2021.