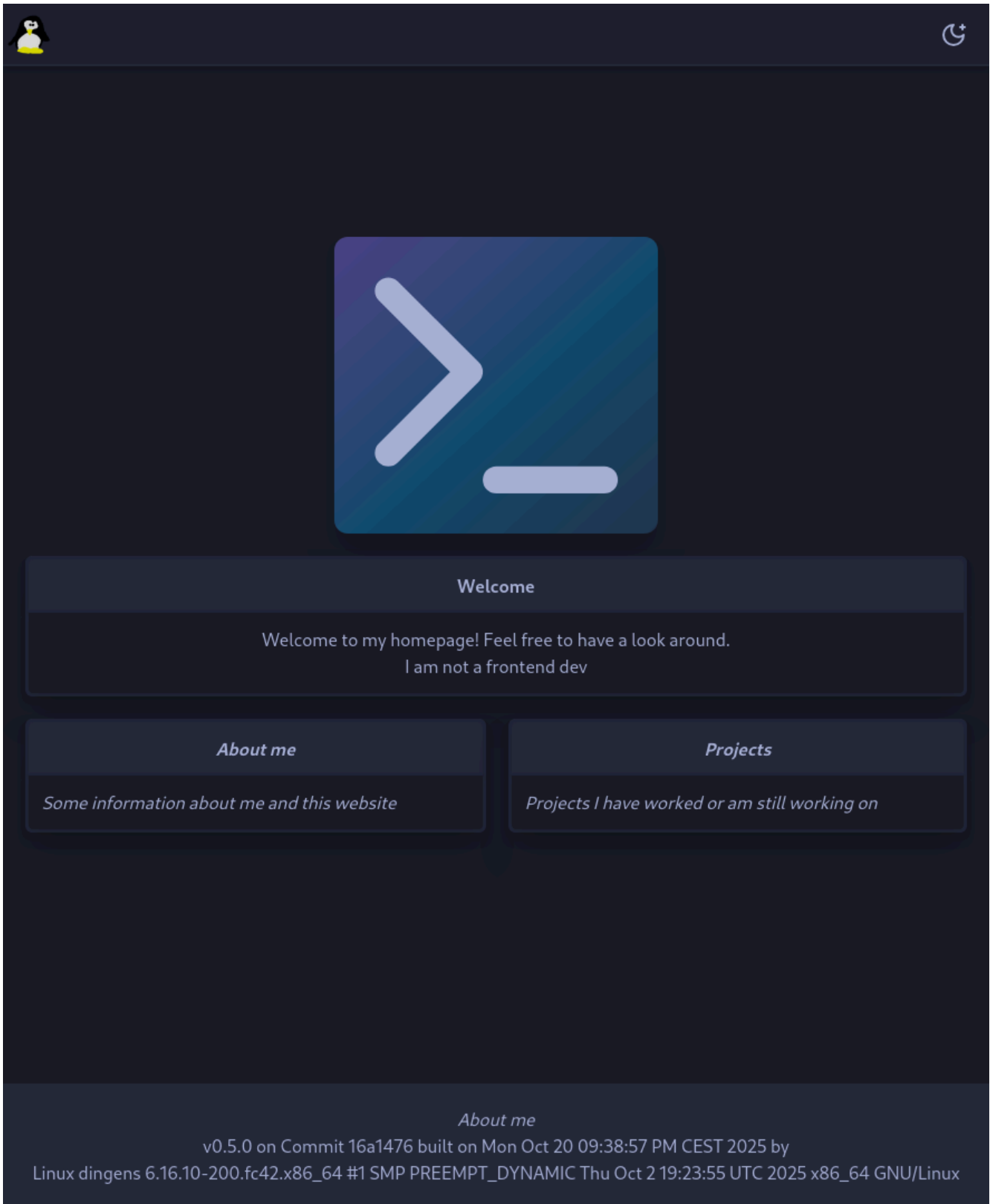# Introduction

This is the documentation of the creation of the personal [Website](#) developed for HCI based on HCI principles. I will talk about the stages of implementation, the challenges faced and how I conquered them.

Design Process

Since I've had a homepage on my to do list for quite some time, this project was the opportunity for me to finally justify dedicating some time to it. This is also the reason why I've chosen to go the Web-assembly route, rather than the easier copy paste approach or just vibe coding. I've been quite fond of Rust as a programming language for a while now; I've written back-ends, front-ends, everything in between, scripts, tools and various applications using it, so why not make a Website with it. The only trouble being, that Rust is about as high level as CPP, which comes with some limitations. Strictly speaking, the process of making a working website from scratch is quite involved and very different from conventional methods, since there is no defining traditional HTML and JavaScript, with the exception of the index.html, which only serves as the pages entry point. This somewhat strange choice of a language came with its own challenges, mainly the lack of premade UI component frameworks, which means that everything on the page, I had to design manually. Due to this restriction, the design and actual making of the page were a hand in hand process, where I would first build a prototype in plain HTML and CSS and afterwards recreate it using WASM to the best of my abilities. Making the web page responsive enough such that it would also be usable on a mobile device made the job even more challenging.

Landing

The initial idea was for visitors to see a plain first page with just the bare essentials: A very short introduction to my page, as well as the necessary navigation elements to the other sub pages.

Welcome

Welcome to my homepage! Feel free to have a look around.
I am not a frontend dev

About me

Some information about me and this website

Projects

Projects I have worked or am still working on

About me
v0.5.0 on Commit 16a1476 built on Mon Oct 20 09:38:57 PM CEST 2025 by
Linux dingens 6.16.10-200.fc42.x86_64 #1 SMP PREEMPT_DYNAMIC Thu Oct 2 19:23:55 UTC 2025 x86_64 GNU/Linux

This page ended up being the product of various iterations. It is very bare-bones, just as intended, since I am not a frontend developer and do not want to be perceived as one.

About me

On this page I wanted to present various details about me and the page, mainly about what I do, what I'm good at and how I've created this webpage, since it might be helpful for fellow interested developers.

About me

My name is Felix,

I currently study business informatics. My main interest is backend development, which is why I've kept this page pretty minimalistic. I enjoy building and modifying keyboards although it is a pretty expensive hobby sadly. In addition to my slight keyboard addiction, I am also an avid linux user, having used most distros for a while.

As you can probably tell by what you've read so far, I enjoy learning new skils and testing myself and my patience. This has led me down quite a few rabbit holes, mainly IT related. I manage my own little server cluster and also selfhost quite a few services like a cloud, password manager, streaming site and various gameservers. While I do not claim to be professional in any way, I do like to think that I know my way around the digital world

Also don't forget to say hi to dinguin, my little mascott!

This page

This page has been written almost entirely using rust webassembly. This was done mostly for myself to have an excuse to waste some hours learning it, but it also comes with the upside of this page being built entirely without javascript which should bring joy to the fellow JS haters out there. In addition to that, the page also gets automatically redeployed whenever any changes are made. Thus the build timestamp at the bottom of the page will always be the time of the last page update. If you are interested in the way this page is built / deployed, go look at the *Github Repo*

Contact

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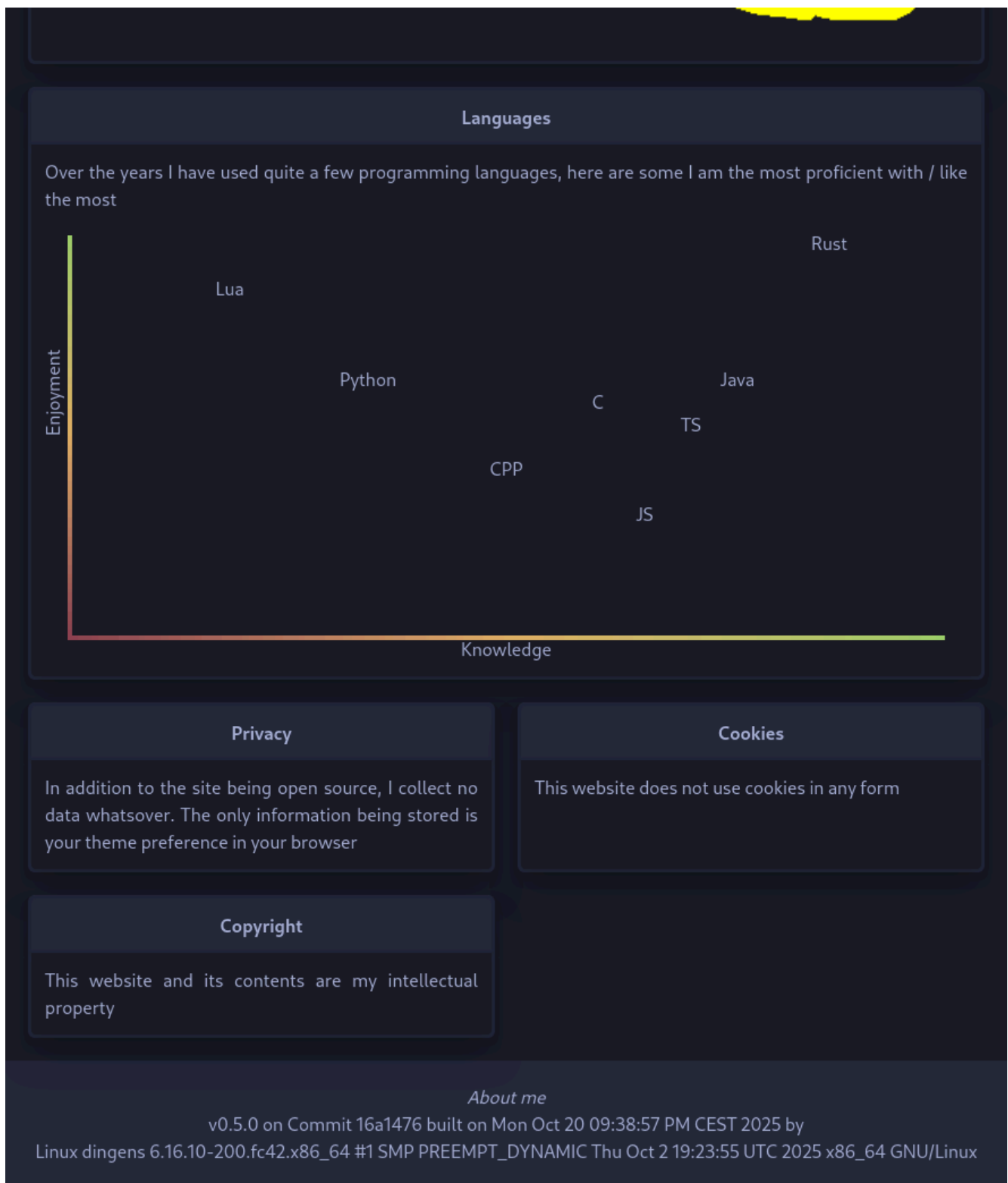
| Github | Email |

| Spotify |

I will do my best to respond within 24 hours!

About dinguin

This is Dinguin, my mascott. It was an attempt I made a while ago at drawing the Linux Tux. Since then it has been many places, including my Github, which it has declared its permanent home. Now its domain is expanding onto this website. Be nice to it!

Languages

Over the years I have used quite a few programming languages, here are some I am the most proficient with / like the most

Rust

Lua

Python

Java

C

TS

CPP

JS

Enjoyment

Knowledge

Privacy

In addition to the site being open source, I collect no data whatsover. The only information being stored is your theme preference in your browser

Cookies

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Copyright

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The goal was to make the page easily responsive by dividing up the content into various topic sections. The initial two sections with just the about me and about the web page made it feel quite empty so I decided to add a fun fact about the pages mascot, as well as some privacy information and a simple graph which shows off some experience with various languages. (The graph was quite painful to create and get to look decent on various screen sizes).

Projects

The projects screen was supposed to fit into the overall design of the other pages, so I decided a list with sections containing overviews of every project would be a good way to represent my work. When a project gets clicked, it will redirect to a static HTML page containing all the information about a specific project. This will no longer need to be made
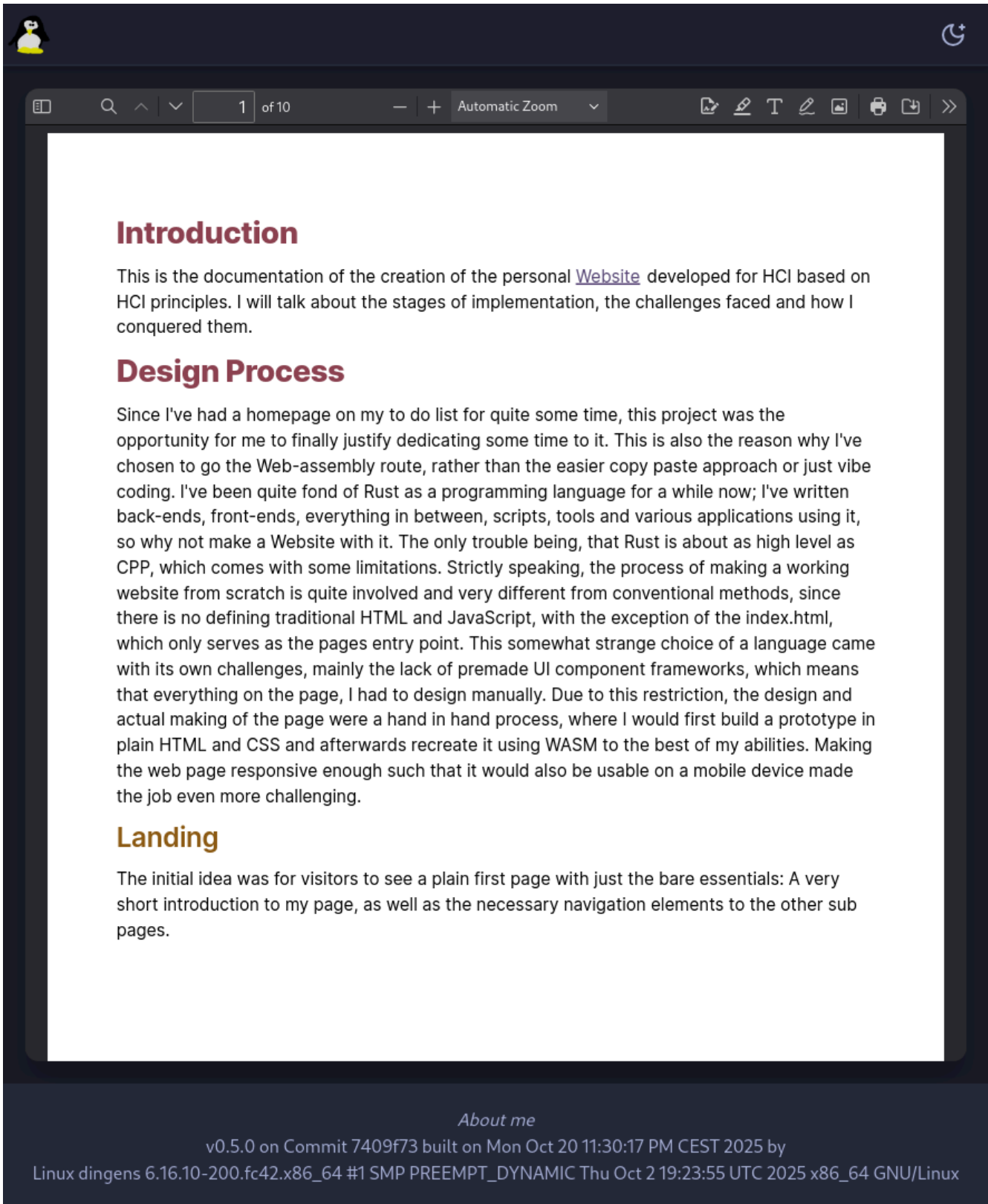
using WASM, since firstly it would be quite tedious for every project and secondly, because the project content will not be dynamic. Adding new projects should be easy since I usually write all my notes using Markdown. I can then just convertin each documentation to a PDF, add it to the projects folder, create a short description and redeploy the page, and the new project will show right up. This should make adding new content in the future a breeze and take about 5 minutes.

Webpage creation

About me
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Verdict

Finally, since I know not all users enjoy dark mode, I have gone through the trouble of integrating a dark and light mode, while ensuring all content remains clearly visible and the contrast is right

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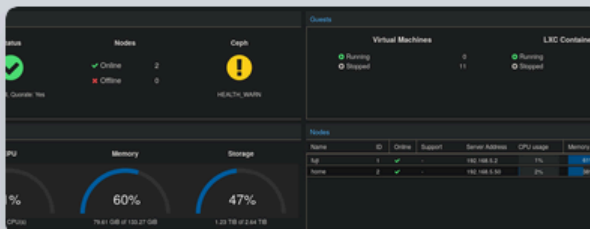Projects I have worked or am still working on

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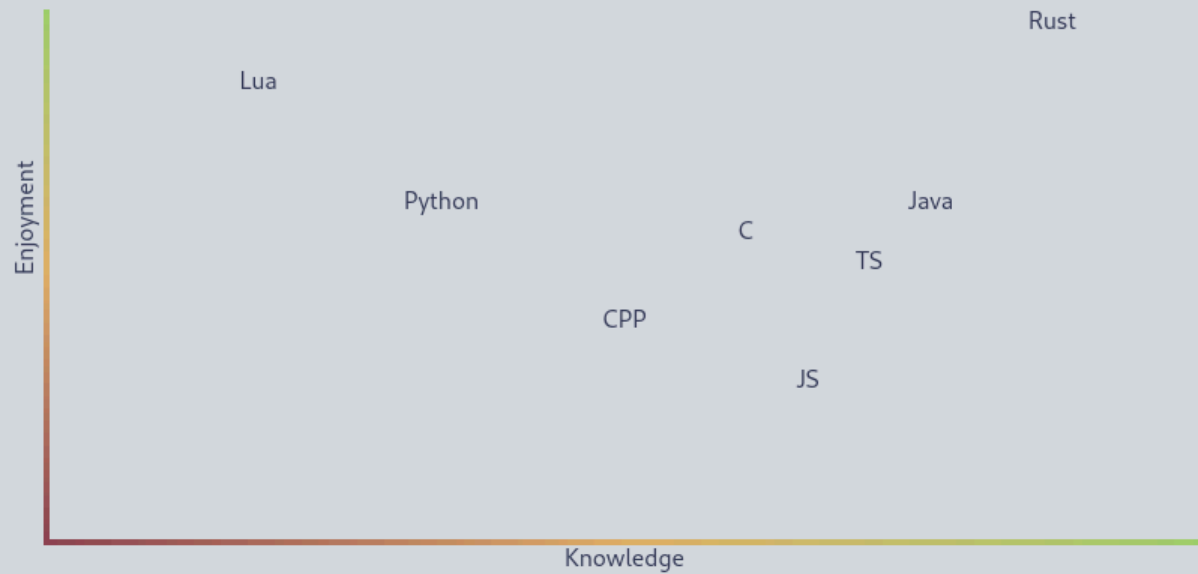I will do my best to respond within 24 hours!

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To apply some more flair to the page, I have also decided to add a few small animations to various actions, such as enlarging tiles that are currently being hovered over with the mouse. The theme used on the pages dark and light mode is a variation of the widely used Tokyo Night Theme. It is quite popular with developers and one of my all time favorites, thus making it my preferred choice.

To further enhance HCI principles, I have added an alt text to all images, making screen reader navigation for the visually impaired possible, as well as sticking to proper HTML hierarchy norms (nav).

Theming and design is consistent throughout the whole page, which should enhance user experience.

Finally the tools that have been used are Neovim, trunk as WASM packager and Tailwind as CSS provider. Development and hosting is being done through Github and its child product Github Pages, which makes hosting content fairly easy after exploiting its rather primitive routing.

Reflection

How does your website communicate who you are and what you value?

This page should clearly communicate that I am a backend developer with a passion, be it through design or its content.

What was your main UX/UI challenge and how did you solve it?

The main challenges were responsiveness and a lack of premade UI components. These were solved by creating simple components from scratch and utilizing Tailwind, which made creating uniform CSS and integrating responsiveness much easier.

What did you learn about translating identity into interface?

I have come to the conclusion that a simple web page can show quite a lot about the person behind it, even without directly telling the reader. Design and content choices are very personal preferences.