

Project: Shaobo Chen_Personal Website_Design Document

Course - CS5610

Instructor: Professor John Alexis Guerra Gómez

Project Description

A fast, accessible, recruiter-friendly personal website with three pages:

Home — About, Motto, Education, Experience, Projects.

Gallery — Full-screen scroll-snapping photo bands for personal interests.

Showcase — Alternative recruiter-focused layout (AI-generated)

Goal:

Communicate credibility and impact to recruiters and hiring managers within 30–60 seconds; make projects and contact paths obvious; keep codebase lightweight and standards-based.

Tech/Constraints:

HTML5, CSS3, Bootstrap 5.3 (CDN), vanilla JS (ES Modules), no frameworks, separate CSS (styles/main.css), semantic HTML, all images have alt.

Primary Audience & Personas

1. Agency/Corporate Recruiter “Alex” (Primary)

Goals: Skim qualifications, confirm skills/tools, grab résumé/links fast.

Pain points: Little time; too much prose; hard-to-find contact.

Success signals: Sees GPA 4.0, project impact bullets, skill badges, clear contact/links.

2. Hiring Manager “Priya” (Secondary)

Goals: Validate project depth, see ownership, data volume handled, tech decisions.

Pain points: Vague project summaries; no artifacts.

Success signals: Project cards with PDFs (data mart, iOS app), timeline of roles/education.

3. Peer Engineer/Alumni “Marco”

Goals: Gauge collaboration fit; scan stack; find GitHub or PDFs.

Pain points: Overly glossy sites; no technical detail.

Success signals: Clear tech badges, concise architecture notes in PDFs, accessible markup.

4. Professor/TA “Dr. Lee”

Goals: Course requirement checks; accessibility, semantics, modularity.

Pain points: Inline styles, non-standard tags, poor alt text.

Success signals: Semantic structure, type="module", separate CSS/JS, ARIA where needed.

5. Friend/Network “Lily”

Goals: See personality, gallery, quick share link.

Pain points: Sites that feel “all business.”

Success signals: Smooth gallery, simple copy, mobile-first behavior.

User Stories (AC: Acceptance Criteria)

1. As a recruiter, I want to see who you are in <10s so I know if I should read more.

AC: Hero shows name + short value prop; GPA visible above the fold; "Projects" link visible without scrolling on ≥lg.

2. As a recruiter, I want to scan projects quickly so I can judge fit.

AC: Project cards show title, date, ~50-word impact, skill badges; each card has a single obvious link (PDF).

3. As a hiring manager, I want to open deeper artifacts (PDFs) so I can verify rigor.

AC: Clicking card opens files/*.pdf in new tab; PDFs load; link has rel="noopener".

4. As a hiring manager, I want to understand experience timeline quickly.

AC: Combined timeline lists roles/edu in chronological order with date/location; legible on mobile/desktop.

5. As a peer engineer, I want to identify your tech stack at a glance.

AC: Consistent, colorful badges; hover/focus states; badges readable by screen readers (no decorative icons only).

6. As a professor/TA, I want to validate standards use.

AC: ES Modules enabled; no inline styles/!important; standard elements for buttons/links/sections/nav.

7. As a mobile visitor, I want the gallery to scroll smoothly without glitches.

AC: scroll-snap works; images cover viewport; text panels readable; parallax disabled under reduced motion/≤lg.

8. As a bilingual friend, I want to toggle EN/中文 on the gallery.

AC: Floating toggle button exists; switching updates visible captions; state persists per session (localStorage).

9. As a recruiter, I want contact links to be obvious.

AC: Contact (email/LinkedIn) present in hero or footer; opens correctly on all devices.

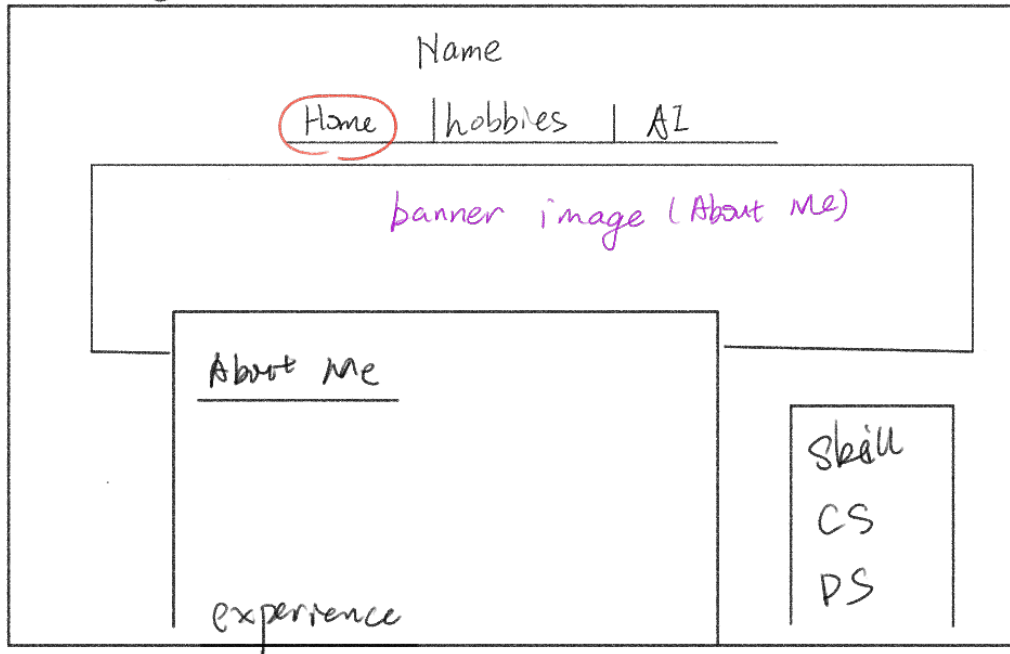
10. As any visitor, I want fast, accessible pages.

AC: Lighthouse ≥ 90 for Performance/Best Practices/SEO; ≥ 95 Accessibility; images have alt; keyboard nav works.

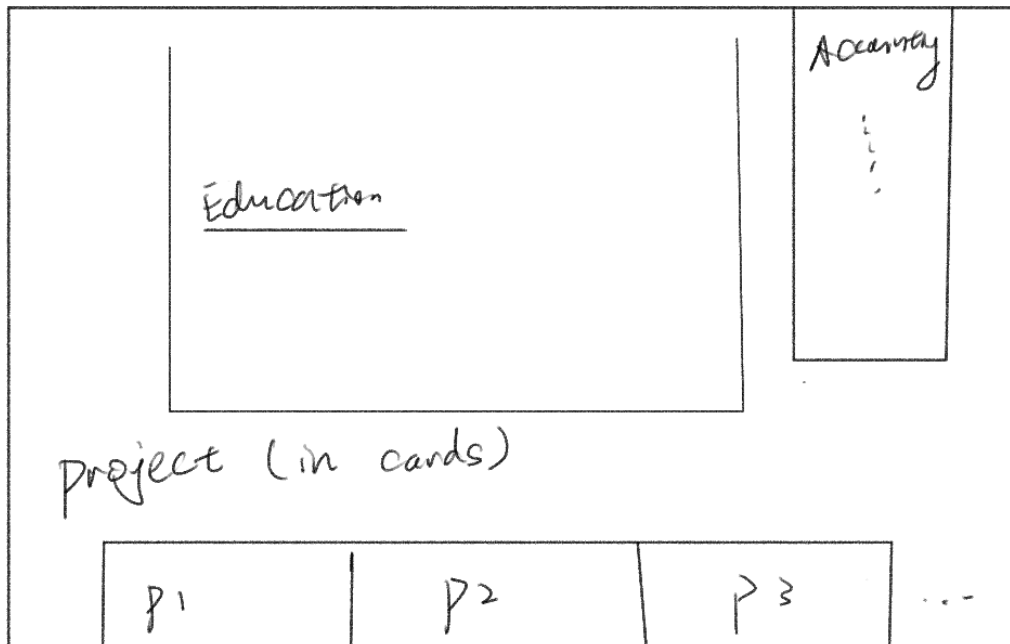
Design mockups

(next page)

Homepage



Scrow
down



second page

Name		
Home	<u>hobbies</u>	AI
background Images (Could be pic gallery) personal life		pic 01

button (jump to...)		pic 02

