

Michael Huckleberry's Professional Portfolio | Pitchboard

Short Pitch

The purpose of this website is to display the game development and UI/UX design portfolio of Michael Huckleberry in an aesthetic and user friendly fashion.

Long Pitch

This website will serve as the professional portfolio for Michael Huckleberry. Projects that are added to the website will be categorized in two categories; Game Development and UI/UX Design. The website will be simplistic in design and aesthetics to ease cognitive strain on the user. An intuitive interface will allow for simple navigation of select projects.

Personas

- 17-year-old man, in High School, researching potential colleges, prospective game development student
- 32-year-old man, upper-middle class, works for a startup in California as a hiring manager, looking to onboard new developers/designers
- 53-year-old woman, lower-middle-class, owns a small shop in Connecticut, wants to find a developer for a new company website

Comparative/Competitive Websites

- Dean Tate's Portfolio
- Hugo Peters' Portfolio
- David Shaver's Portfolio

Shorthand Flow

Home Screen

Click "About Me" → About Me Page

- - - - -

Click "My Works" → My Works Page
Scroll Down → Next Project

About Me Page

Click "Home" → Home Screen

- - - - -

Click "My Works" → My Works Page
Scroll Down → Next Project

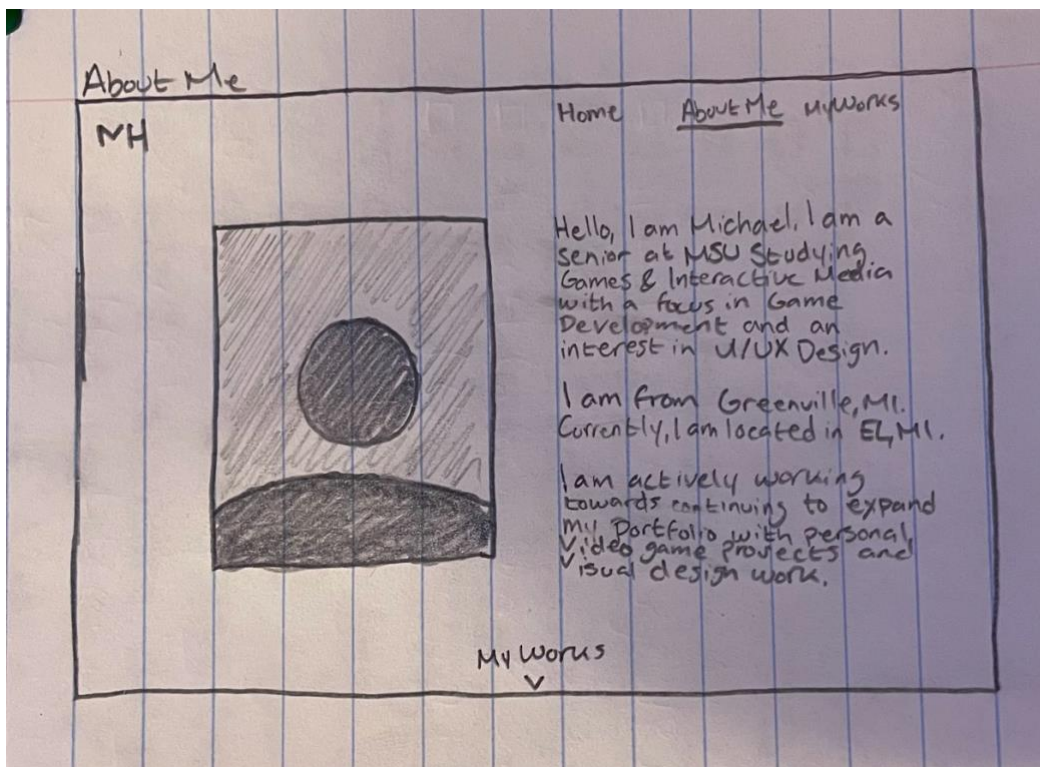
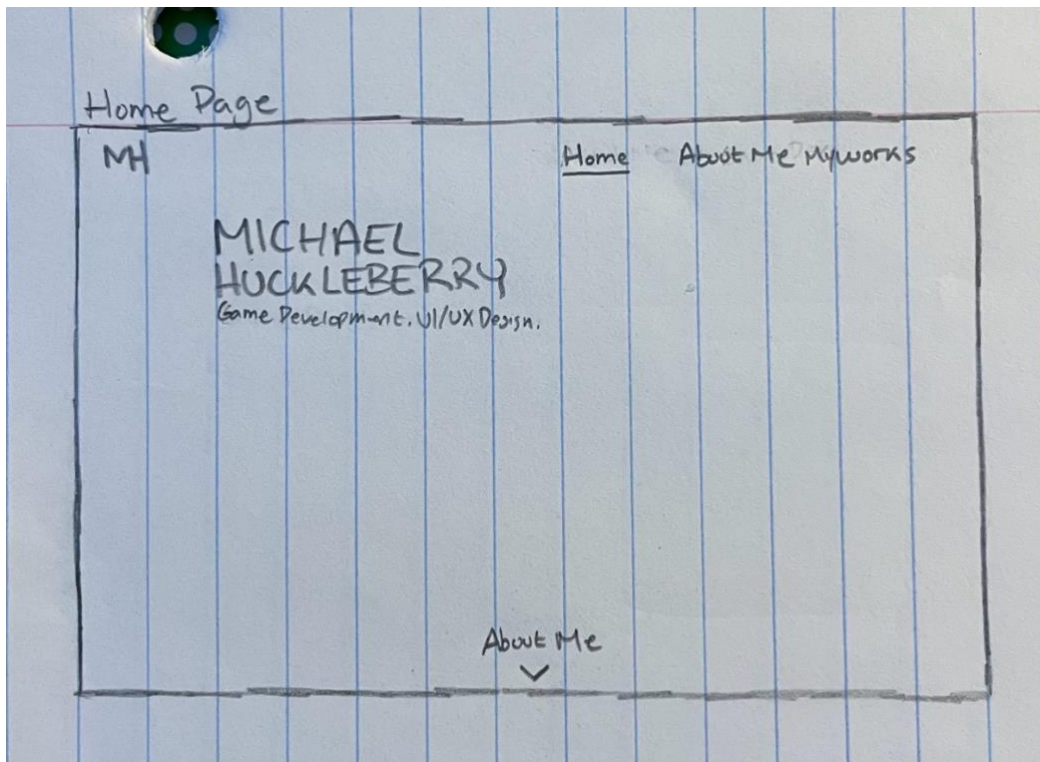
My Works Page

Click "Home" → Home Screen

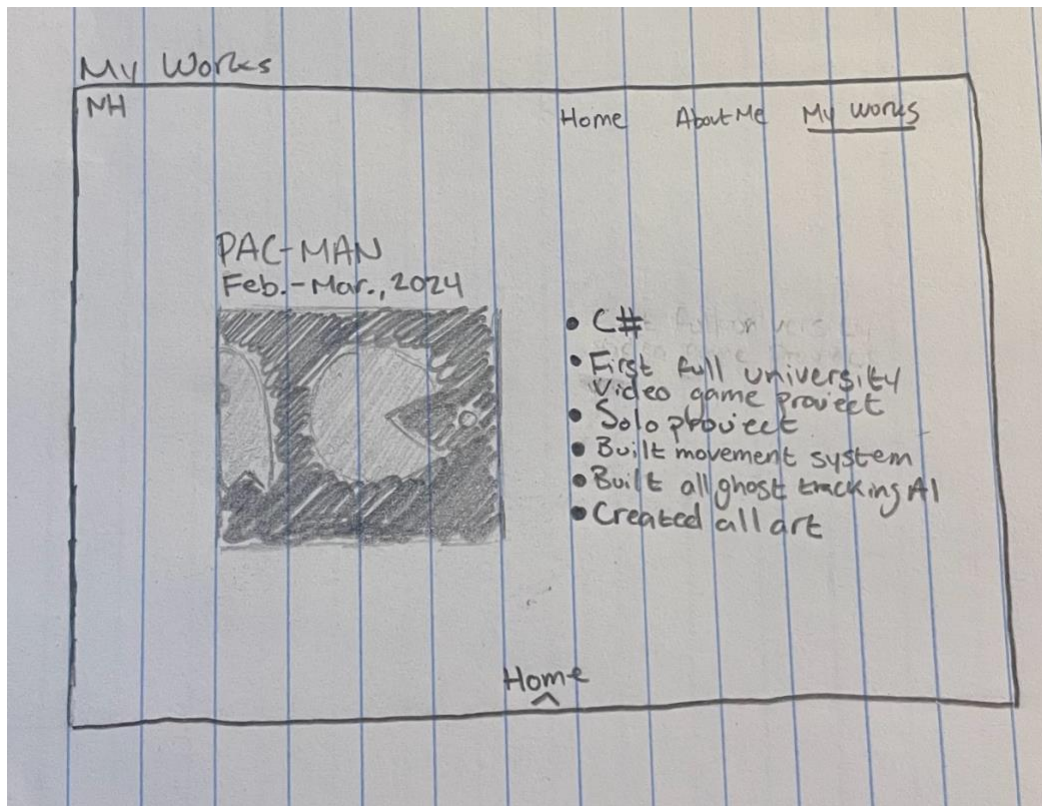
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Click "About Me" → About Me Page

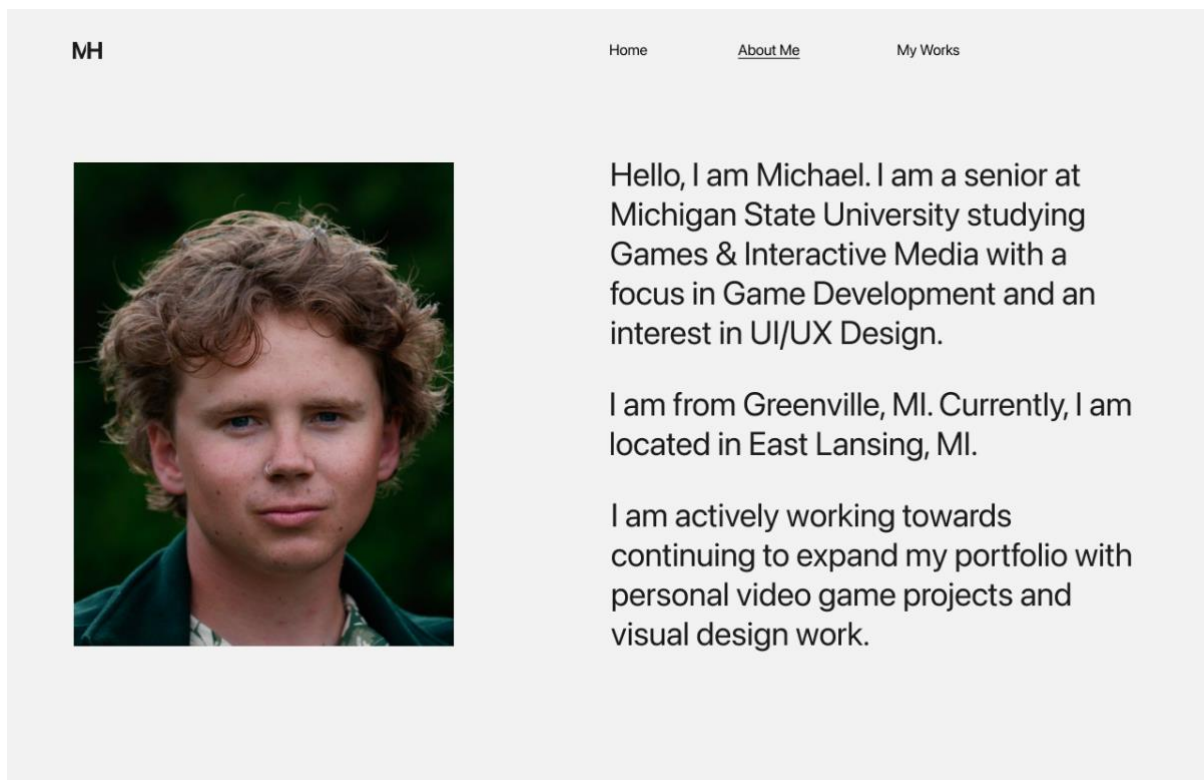
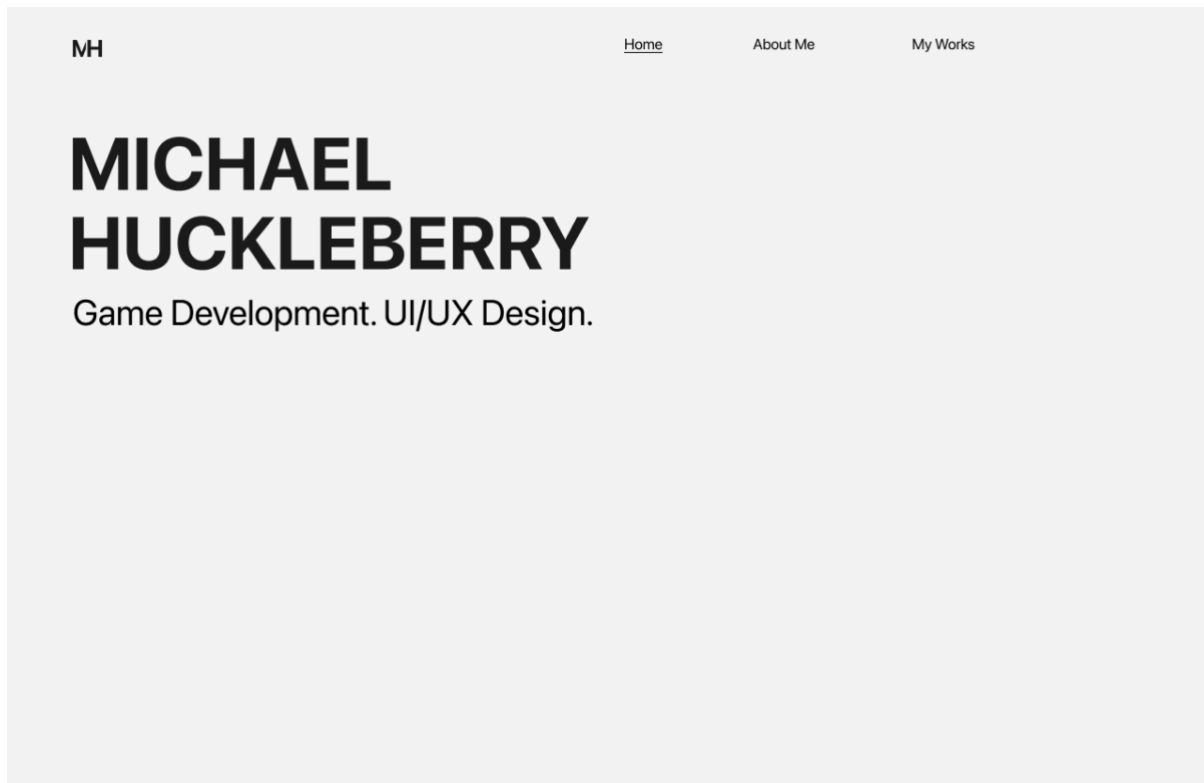
Michael Huckleberry's Professional Portfolio | Wireframe



Michael Huckleberry's Professional Portfolio | Wireframe (cont'd)



Michael Huckleberry's Professional Portfolio | Comps



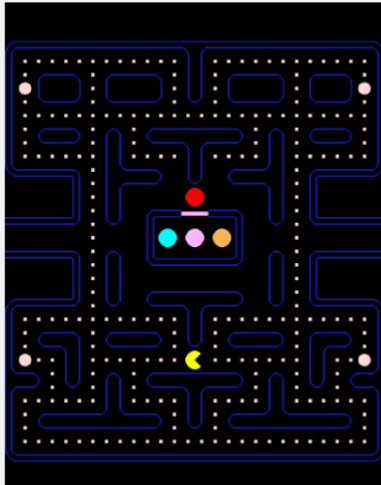
Michael Huckleberry's Professional Portfolio | Comps (cont'd)

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[Home](#)

[About Me](#)

[My Works](#)



Pac-Man

February - March, 2024

Video Game Development

First Full University Video Game Project

Solo Project

C#

Built Player/Ghost Movement System

Built Ghost Tracking AI

Created All Art