***Portfolio URL:***  henrywilliam95.github.io

The job I will be tailoring my portfolio for is a .NET developer for Derivco, I have included the job posting alongside this document.

I have decided to code my own website using HTML, CSS and Bootstrap, I have chosen this method over website building websites such as Wix to have complete control over how the website is portrayed. Brathwaite says:

A startling number of individuals use special plug-ins or Flash on their portfolio pages, turning a landing page into an insurmountable wall for anyone who might visit the side via their mobile device. Typically, this leaves those who hit the wall with a singular question – why? (Brathwaite and Schreiber 2012, p79).

This is an issue I have been able to overcome as Bootstrap is a “popular framework for building responsive, mobile-first sites” (Bootstrap, 2019) Brathwaite also goes on to say that using HTML “shows foresight and removes the risk” (Brathwaite and Schreiber 2012, p79).

I initially had multiple pages to my portfolio, my index page gave a description of who I was and an insight into my background, then I had a page which showed images of my work, followed by a CV and a contact page. However, I read:

A lot of portfolios have a splash screen, a welcome screen and then another sub page [*sic*] before the viewers reach some work. If they cannot get a clear idea about who you are within the first 30 seconds of accessing your portfolio, then you may lose a potential interview (De Jong 2007, 105).

De Jong also later goes on to explain that if you are unable to impress a potential employer straight away they will just move onto the next portfolio, so I decided to strip out most of the excess content from my site and now have just the index page where I show a selection of my best work using images, gifs and videos. I have also given each piece of work a brief description of the work environment for each project and what software was used due to “work might also require additional information. Be sure to provide it”. (De Jong 2007, p106).

I decided to remove my dedicated contact me page to include the information at the top of the index page, as you should “Include [*sic*] your name and contact information at the top of every page” (Jones, cited in Brathwaite and Schreiber 2012, p90). Alongside my email address being displayed at the top of the page I have also offered viewers a link to my twitter and a button that will open any email application on their computer automatically entering my email address as the recipient. Jones also strengthens the idea of removing pages that isn’t putting my work directly into the viewers face explaining that a “good portfolio should be so easy to navigate that someone could view your work accidently” (Jones, cited in Brathwaite and Schreiber 2012, p91).

There is also included a button that will open a PDF version of my curriculum vitae in case the viewer would like to revisit my CV, or they had come across my portfolio without receiving my CV, such as from networking at events.

As I am applying for programming jobs, looking at some pictures of videos of a game playing only gives the viewer a small insight into the work that I have produced, to combat this with the rest of the contact information I have also include a link to my GitHub home page, I have also included links to the repositories for each section after their description. This is so if the viewer is interested in the project/s and wish to see the code that I implemented to contributed to the project, they would be able to look over the source files and see my contributions.

The content of work that I have decided to include on my portfolio shows the viewer my skills using C# which is a .NET framework, and the website itself shows my knowledge of HTML5, CSS and Bootstrap. I have included my final project to show my ability to work with C# in a solo capacity on a large project.

The R34, Ship Happens and Super Sushi Showdown all show my ability with Unity and C# as well as using agile work ethics by using Jira to track tasks and my ability, effectiveness and willingness to work as part of a team, using GitHub as a version control software.

I have also included my chat room application that was created using C++ and C# to demonstrate my knowledge of both languages and also my ability to work within a client-server environment which Derivco deals with.

Bibliography

Brathwaite, B and Schreiber I 2012, *Breaking into the Game Industry*, Course Technology, Boston

Bootstrap 2019, *Introduction*, Getbootstrap.com. Available at <https://getbootstrap.com/docs/4.3/getting-started/introduction/> [Accessed 19th March. 2019].

De Jong, S, *The Hows and Whys of the Games Industy*, Lulu