

Draft Professional Portfolio Development

Course: ICOM 2703 – Professional Practice for IT III

Assignment: Assignment 02 – Draft Professional Portfolio Development

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1. Portfolio Type and Purpose

Portfolio Type

The portfolio being developed is a **project-based programming portfolio** focused on demonstrating practical IT and software development skills.

Purpose of the Portfolio

The purpose of this portfolio is to support my career goals within the IT and software development field by showcasing real, hands-on projects rather than relying solely on a traditional résumé. A project-based portfolio allows potential employers to see concrete examples of my technical abilities, problem-solving skills, and learning progression.

This portfolio is designed to highlight my experience with programming, application development, and documentation while also demonstrating my ability to plan, build, and improve software projects over time. It serves as a professional representation of my technical growth and readiness for entry-level IT or programming roles.

2. Planned Portfolio Structure

The portfolio is planned as a structured website with clearly defined sections that align with industry expectations and class discussions.

Planned Sections and Content

Section	Planned Content
Home	Professional introduction, portfolio overview, career focus
About Me	Background, education, career goals, interests

Section	Planned Content
Skills	Programming languages, tools, technologies, soft skills
Projects	Completed and in-progress programming projects
Documentation	Diagrams, reports, learning notes, planning artifacts
Resume	Downloadable résumé in PDF format
Contact	Professional email and GitHub/LinkedIn links

This structure ensures that visitors can easily navigate the portfolio and quickly understand my technical skills, experience, and professional direction.

3. Draft Portfolio Content

A draft version of the portfolio has been created with one fully completed project and placeholder content for future sections.

Completed Project

Project Title: Java Arcade-Style Game Application

Project Description:

This project is a Java-based arcade-style game developed as a final programming project. The application includes game logic, collision detection, score tracking, user input handling, and object-oriented design principles. The project demonstrates the ability to build a complete, interactive software application using Java.

Technologies Used:

- Java
- Object-Oriented Programming (OOP)
- Java Swing / Graphics
- Javadoc for documentation

Key Features:

- Player interaction through keyboard controls
- Collision detection and game logic handling

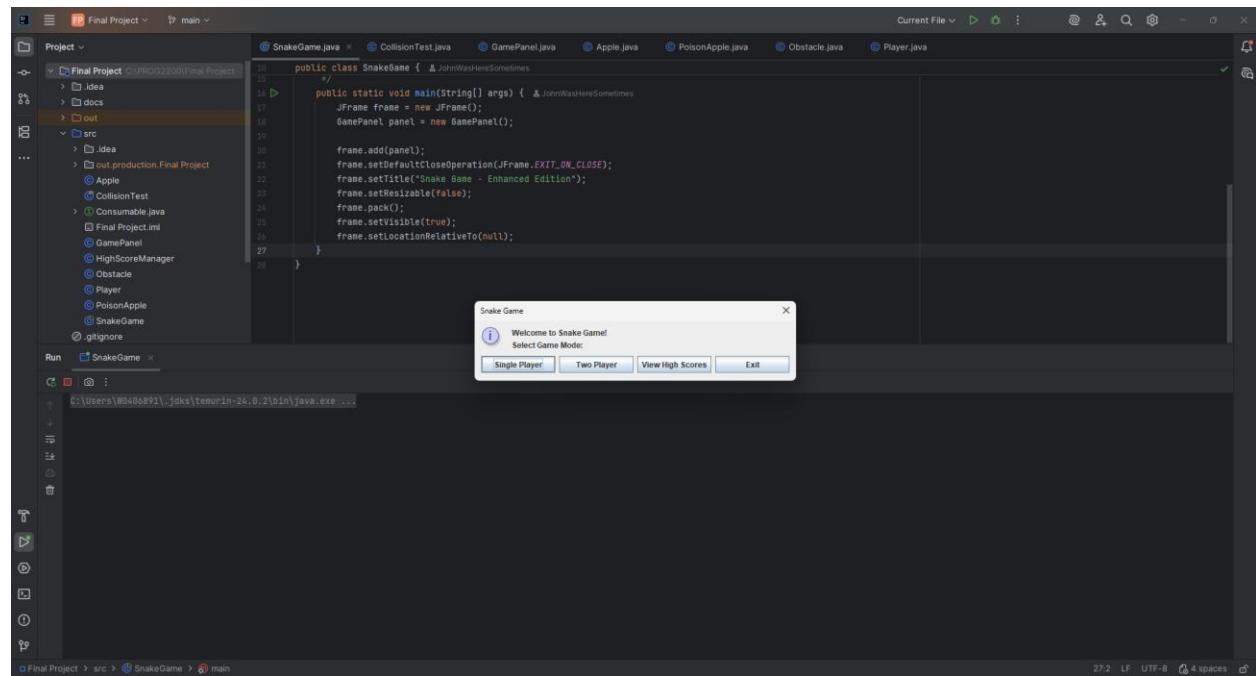
- Score tracking and high score management
- Modular class design using OOP principles

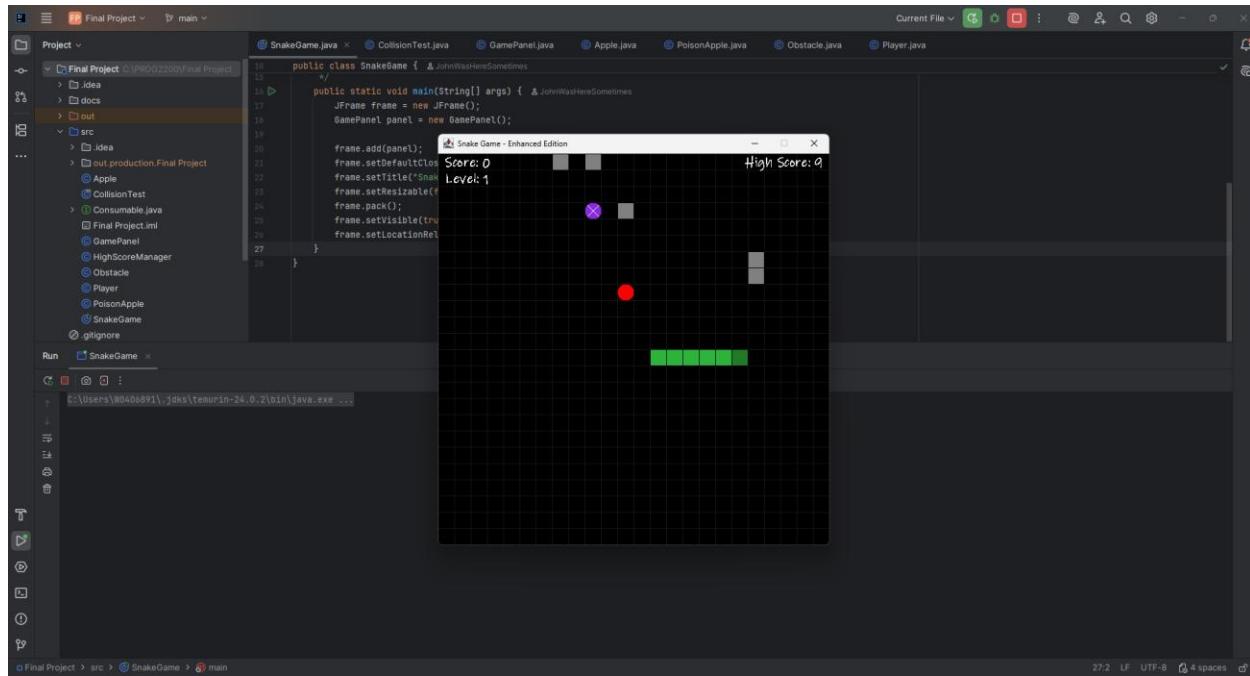
Documentation Evidence:

- Auto-generated HTML documentation (Javadoc)
- Class-level documentation for major components
- Clear separation of responsibilities across classes

Screenshot:

Figure 1: Game Application Running (Main Gameplay Screen)





Placeholder:

Figure 2: Javadoc HTML Documentation Showing Class Structure

The screenshot shows a web browser displaying the Javadoc HTML documentation for an "Unnamed Package". The interface includes:

- Header:** Navigation links for File, C:/PROG2200/Final%20Project/doc/package-summary.html#class-summary, and Other favorites.
- Toolbar:** PACKAGE, TREE INDEX, SEARCH, HELP.
- Search Bar:** A search input field with a magnifying glass icon.
- Content Area:**
 - Left Sidebar:** Contains sections for Contents, Description, and Classes and Interfaces.
 - Right Content:** Titled "Unnamed Package", it lists classes and interfaces with their descriptions:

Class	Description
Apple	
CollisionTest	
Consumable	
GamePanel	
HighScoreManager	
HighScoreManager.ScoreEntry	Represents a single high score entry
Obstacle	
Player	
PoisonApple	
SnakeGame	

4. Draft and Placeholder Portfolio Sections

The following sections are currently included as draft content or placeholders to demonstrate planning and future development:

- **Skills Section:**

Placeholder list of programming languages, tools, and technical skills.

- **Additional Projects Section:**

Titles and brief descriptions marked as “In Progress” or “Coming Soon.”

- **Documentation Section:**

Planned area for UML diagrams, project plans, and learning reflections.

- **Resume Section:**

Placeholder for a downloadable résumé that will be added in the final version.

These placeholders clearly show the intended structure and content of the final portfolio.

5. Visual Evidence of the Draft Portfolio

Visual evidence of the draft portfolio is provided through labeled screenshots embedded in this report. These screenshots show the basic layout of the portfolio and the completed project section.

Screenshot Placeholder:

Figure 3: Draft Portfolio Home Page Layout

Screenshot Placeholder:

Figure 4: Projects Section Showing Completed and Placeholder Projects

6. Reflection and Next Steps

Developing this draft portfolio has helped me better understand how to present my technical skills in a professional and organized manner. It reinforced the importance of documentation, structure, and clear communication when showcasing technical work.

Next Steps for Improvement

- Add additional completed programming projects

- Improve visual design and layout consistency
- Include more detailed documentation and diagrams
- Deploy the portfolio as a live website
- Refine content based on feedback from instructors and peers

These improvements will help transform the draft portfolio into a fully polished, job-ready professional portfolio.

7. Conclusion

This draft professional portfolio demonstrates intent, structure, and progress toward building a comprehensive IT-focused portfolio. While not fully complete, it meets the requirements of this assignment by including a completed project, planned sections, visual evidence, and a clear roadmap for future development.