Quantcast UX Team

Front-End Developer Exercise

The Quantcast UX team is responsible for creating designs for a number of products. Everything ranging from data dashboards to workflow-management applications. For this test, you'll be asked to code up a screen mocked for an example of the latter.

Approximate time to complete: 3-4 hours
Follow this link to a static mockup on InVision: https://invis.io/4W6F5UFND. In this design, you'll see two screens (use the right/left arrows on your keyboard to move between them). While we won't be timing your work, we will ask you how long you spent to complete your final deliverable.

Some instructions you've received from the designer for this page:
We need to code up a static version of this page for a new product.

The first screen is a loading state. This is what the screen should look like when you arrive. Note that there are spinners in each of the "cards." Because this is a static mock, they obviously do not move, but in the coded version, we'd like to the spinners to actually spin.

The second is what the screen should look like five seconds after it's been loaded. In the real world, the five seconds would represent the amount of time it takes to load in the data, but for this exercise we're not asking you to make any API calls to dynamically fetch the content. It can be statically included in the HTML. We just want to mimic a five second loading time. Have the spinners spin for that long, and then **fade** in the real content.

How to submit this exercise:
You can code the exercise in your IDE of choice, but please submit a final "project" on CodePen. We ask that you create an account to prove ownership of it.

Some ground rules:

- Feel free to use whatever Javascript libraries you're comfortable with to complete it.
- We do not expect you to make this page responsive for screens less than 1024px wide. But if you can, that's always a plus.
- Pay close attention to the interactions mentioned in the description, and if you feel there are other interactions or animations that would enhance the look and feel of the product, feel free to add them in.
- We care **a lot** about how closely aligned the implementation is to the mockup. We understand that, without talking to a designer, it's difficult to answer questions about the nitty-gritty things, so just do your best!

Some help on getting necessary assets:

- We recommend using FontAwesome to deal with the icons in this mock. Try to find ones that look as close as possible to the ones used in the InVision sample.
- The only font you see on the page is Proxima Nova. This is a premium font, but you can use “Montserrat” instead, which is a free Google Web Font.

Some guiding principles we’d like you to keep in mind:

- We like clean code.
- We like modular/heavily reusable code. (Think CSS preprocessors like SCSS.)
- We like responsive code.
- We like CSS over Javascript at all costs.
- We love CSS pseudoselectors.
- We like native SVG elements over images. (Think Base64.)
- We like as little markup, with as few DOM elements as possible. Just enough to get the job done. We try to control as much as we can with CSS.
- We *really* don’t like CSS float properties. Like, ever.
- We don’t like GIFs (at least not in our UI).