

# WHAT MY SITE DOES

- Purpose: Showcases my skills, projects, and contact information.
- Features:
  - Animated plant background
  - Floating bottles contact form
  - Dark & Light mode on landing



# LIVE DEMO!

<https://ujams.github.io/>

# Implemented JS Features

01

## Landing Page

Carousel slider every 10 secs / click  
Light/Dark mode toggle  
Smooth scrolling between sections

02

## About Page

typewriter animation in  
colored boxes

03


## Projects Page

Coffee spills on click  
Project opens in full screen panel  
Return to spill with another click



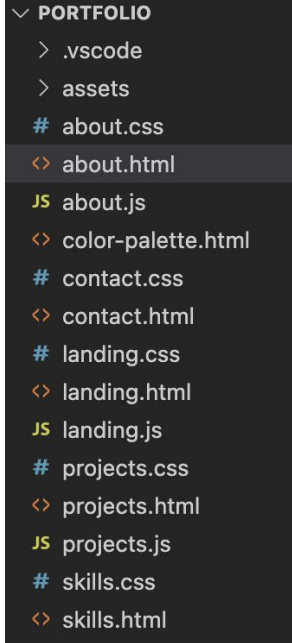
# DESIGN CHOICES & THEMES



- 
- Every page was intentionally themed
  - Landing: growth metaphor -> plant, daylight
  - About: warm color boxes, handwritten tone, glowy layout
  - Projects: interactive, metaphorical coffee spill + ice cube interaction
  - Skills: Rubik's cube -> color + logical structure
  - Contact: calming water with floating bottles
  - Fonts: DM Sans, Inter



# CODE & FILE STRUCTURE



```
▼ PORTFOLIO
  > .vscode
  > assets
  # about.css
  <> about.html
  JS about.js
  <> color-palette.html
  # contact.css
  <> contact.html
  # landing.css
  <> landing.html
  JS landing.js
  # projects.css
  <> projects.html
  JS projects.js
  # skills.css
  <> skills.html
```

- Each page has html, css, js files where needed
- Reused shared components like the nav bar
- Easy to debug and fewer lines in a file
- All the animations, images, videos used are in the assets folder

# WHAT I LEARNED

- How to structure a full site using HTML, CSS, and JS
- How to debug animations, layouts, and interactive logic
- How to think in components and plan UX transitions
- How to make code look and feel expressive - not just functional



# DEVELOPER GROWTH



- I learned how to bring design ideas to life through code
- I now think more about how things feel, not just how they work
- I used to be scared of JS (too much logic sometimes :)) - now I've built full interactivity from scratch





**THANKS!!**

