Portfolio – Kimmo Pyhältö

Why me?

This portfolio presents some of my works in the field of web-design. Primarily with pictures it will enlight the evolution and solutions that I have made in my work and free time. Operating in different layers of the industry from graphic design to programming and project management has gave proficiency to function in different assignments. It also has given a perspective to manage different entireties. My primary job description is in between graphic designer and web-programmer, where a good user experience is realized by well-considered cooperation of appearance and function.

Work name, description Name and description work as a link to the corresponding page	Page	Year	XHTML	CSS	UI / UX -design	Flash / Action Script	PHP	MySQL	CMS	Project management	Agile SW development	JavaScript	HTML5 and CSS3
Gimmo.net, history (version 1 and 2)	2	97 - 00	Х	Х	Х	N	0	ĸ)	Ā	IJ	2	Ŋ	Γ
Nokia Networks, intranet	4	00	Х	Х	Х	Ħ,			ħ,	Ħ	A	M	
Gimmo.net, version 3	5	02	Х	Х	Х								
Ramin Sohrab, promo pages	7	04	Х	Х	*1	Х	4.0		Х	Х	Х	*1	-
Strom.ec, promo-CD	7	05	Marketon,	100		х					Х		
Tampere Film Festival, UI-proposal	8	05	Х	Х	X	10	17%			100		100	91
Gimmo.net, version 4	8	05	Х	Х	Х								
Art gallery lpi & Pekka Pyhältö, www-pages and CMS	9	06	Х	Х	Х		Х		х	х	х		
Projects made in Abako Media Ltd.	9	06 - 12	Х	Х	Х	Х		Х	Х	х	х	Х	
Gimmo.net, 100% scalability	12	08	Х	Х	Х	1	4.1					Х	
DCS 1.0, data collection system	12	12		Х	Х		Х	Х		V		Х	
Gimmo.net, new standards	13	13			х							х	х

1997, gimmo.net Front page

Portfolio - Why me?

Gimmo.net - History





Gimmo.net started in 1997 when I begin scripting html. At that time there were no actual gimmo.net- domain, so you had to browse by a long www.saunalahti.fi/~kim1978- url.

From the beginning the scripting was made by hand. I have tried some more automatic development tools (i.e. Dreamweaver), but in the end making the code manually has proven to be the best method. The code is more optimized and it is easier to modify afterwards.

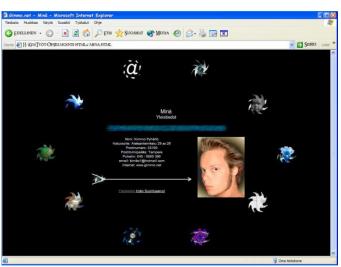








In the year 2000 it was time to make a new UI for my homepages. Main idea behind the design was to present things in visual manner. Small icons in the front page were fixed throughout the site and content changed only in the center of the page. Initially there were no any text in icons, but the pictures referred to the corresponding content.



An icon transformed into a description in the mouse over-event. The transition into a text was implemented with gifanimation.

Picture-sections used buttons that are seen in bottom left. Right arrow for the next picture, left arrow for the previous and up for the index-page in corresponding section.







Beside arrows there were thumbnail pictures, that user could use for selecting large pictures by glance (next page).

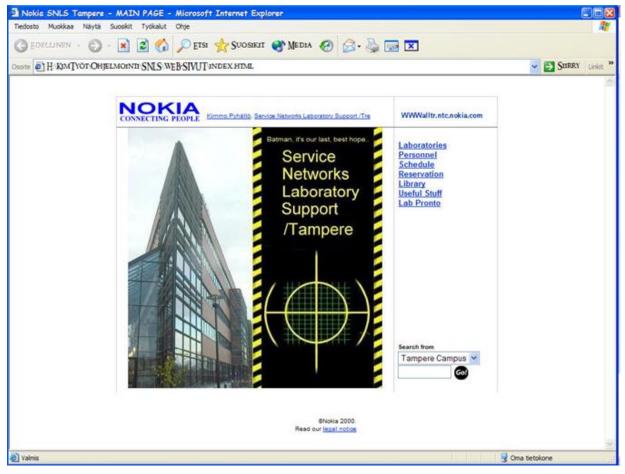
Party-pictures

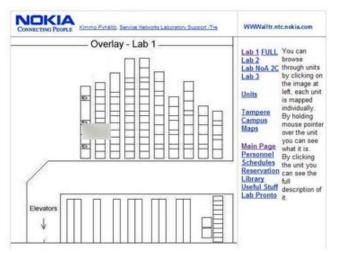
Front page and single photo





At Nokia Networks I developed intranet pages for the laboratory team. The pages included e.g. laboratory maps, and presentations of laboratory staff and equipment. Highly visual appearance was used for more efficient presentation. Image maps, photos and graphic floor plans were easier to perceive and memorize than plain textual descriptions.







personnel presentation

Feedback-section

Manual library and

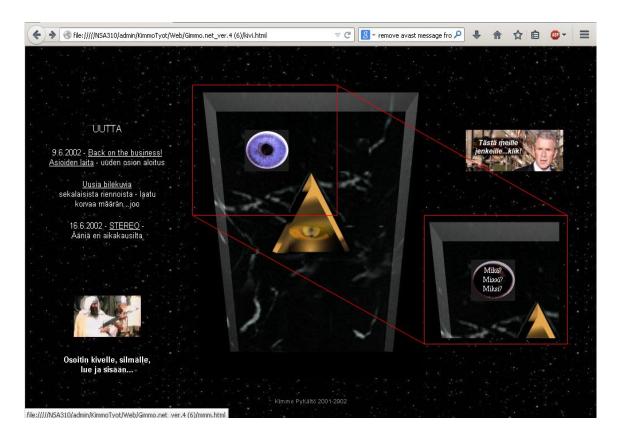




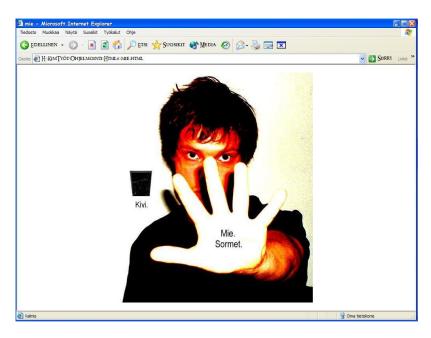
Once again in year 2002 I was targeting own web pages for an update. On previous year I already had received the gimmo.net – domain. The goal in UI-design was to make all sections (pictures, sounds etc.) with different styles without affecting to the overall usability.

Front page was divided into three sections. In the middle section a monolith was used for the main navigation. Mouse over-event revealed multi-colored eyes and descriptions about their targets (picture below). Left section included newest updates: I wanted that pages should be more like an experience, but at the same time if required the information should be gained easily.





Me-section based on my photo where fingers worked as links. This section was probably a bit too difficult for the regular user. The main idea was, that the user thinks that there was something more in the page than my photo. Texts might be links...and yes, they were and they suggested tapping on the knuckles, literally. On top of the finger, a mouse over-event revealed a title, a new clue. Despite very visual and abstract style I always tried to give user hints about the options in the page.







Picture album (right picture) included my visual works from photos to drawings. On a book-like page there were sheets that were browsed from the numbers below. Mouse over-event on each number showed a page type (e.g. drawings). On each picture mouse over-event blurred picture and displayed picture description. By clicking each picture a page was opened with large version and next-/previous-/top level buttons. On each page there were a little monolith picture and letter K which hinted about the site front page.

Stereo-section contained my musical production. UI had same functions as in real life stereos. Only difference was that after selecting a song, user saw song information and production history.

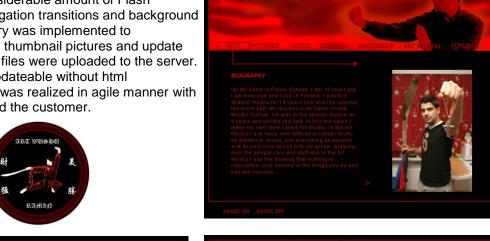




2005, Strom.ec, Audio/Video –section, Biography and Front page (News)

In year 2004 I produced a custom-made promo pages for Art Wushu -master Ramin Sohrab. The pages included considerable amount of Flash technology like navigation transitions and background music. Picture gallery was implemented to automatically create thumbnail pictures and update pages when picture files were uploaded to the server. Text content was updateable without html experience. Project was realized in agile manner with graphic designer and the customer.









In the following year (2005) it was time for promo-CD for the industrial band called Stom.ec. The work was made entirely with Flash technology. Basic tools from Flash like timeline were only used for the movements of single elements. Other functions were made on Flash's ActionScript language. Transitions between sections were made by using crossfades and cockroaches running all over the screen. Audiosection included comprehensive media control options (picture below). In addition user could select background sound and volume from the menu in the bottom of page.



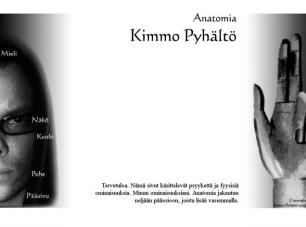




Tampere Film Festival renewed their www-pages in the year 2005. At the time the best design from Uldesign course in The Tampere Polytechnic school of Art and Media was chosen for the redesign. It wasn't mine, although the solutions I used in my work were used in following redesigns. The idea in design was to present a vast amount of information in a clear and user guiding fashion. Reading direction and shapes were used to carry gaze to the wanted places (arrows, lines) and to connect different contexts to each other (circles, squares). Font sizes and colors were used to evaluate different elements.



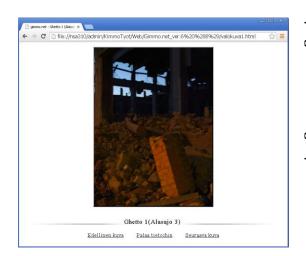
Gimmo.net's UI-redesign already started in 2003, but only after 2005 it was updated to the Internet. The usability was considered more than in previous designs, although I was still reluctant to fully abandon more artistic style. Main navigation was on the left by familiar conventions (picture below left) and from there, across the arrow to the navigation of sub sections (bottom left).



The arrow and Choose (Valitse)—text on the palm worked as cues for the user. On the palm, mouse over-event revealed colored links and clicking the link opened new page on the top- and bottom-sides of the arrow.

There were also pages without basic UI for every picture to enable the user to see the pictures as large as possible (picture below).





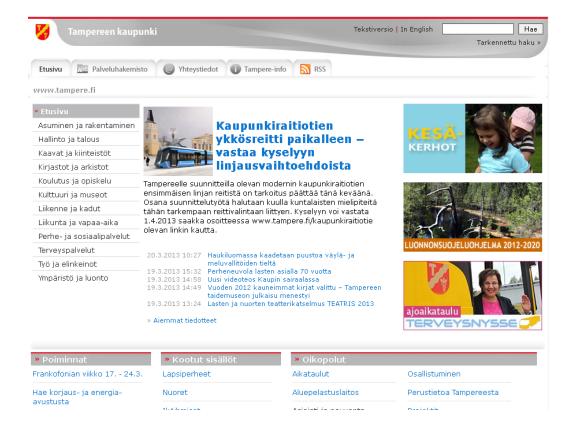
Besides making changes to text content, site administrator could add, remove and move different templates. Pictures could be added into templates and their positions could be changed. On the right there is a picture of a template with thumbnails. From each thumbnail user could navigate to the page of corresponding church with the description and additional thumbnails to change a larger picture beside description.





A time between 2006 – 2012 I worked in Abako Media Ltd.. My working titles were at first programmer/web-developer and later on project manager. In practice every vacancy included tasks from system administration and architecture design to usability/UX-design, programming, scripting and project management both in technical and administrative sides. The majority of programming was made in product specific hybrid language reminding scripting and higher programming languages. Projects were usually related to the multi-national corporations and public administration's web services (intra-, extra, and Internet).

Because the information concerning the projects is classified, I only present few pictures of those projects that I was involved in significant way.

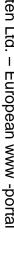


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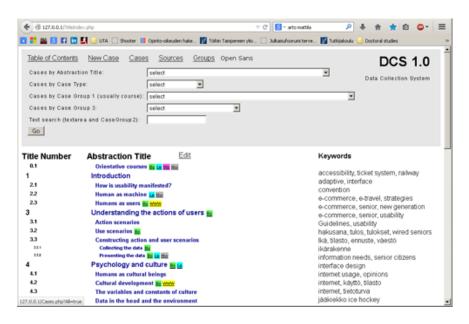


The next version of www.gimmo.net is from the year 2008. At the time I concentrated on scalability. Heavy utilization of JavaScript made real-time scaling of pictures, text and structure depending on size of the browser window. On the page structures I once again moved towards more conventional style. The page was divided into three columns. On the left was the main navigation, on the middle the contents and on the right possible additional information. More familial conventions, directions and arrows made browsing easier. Additional style was sought by widescreen and semi-transparent background behind the content.





For university studies I made PHP-/MySQLbased data collection system. Linking, searching and organizing were facilitated by table of contents which worked as an abstraction layer. Also metadata related to the text and files was used. The acronyms, color codes and keywords helped on discovering cases and having insights.



The newest version of www.gimmo.net was transformed even more atmospheric. Less pages, more facts. The design was already started in 2010, but due to time pressures the finalization was delayed. By the time changed the site started to utilize HTML5 ja CSS3 specification and their new features like semantic elements and application cache. Responsive properties make pages compatible with different devices.

