

Portfolio

Rosebery Park Baptist Church website

I share the Figma link to show a prototype for the Rosebery Park Baptist Church's website. The design includes common sections like a welcoming homepage, an "About Us" area with information about the church, ways to "Connect," a "Listen/Watch" section for sermons, visitor info under "Visit Us," and options for "Giving." My aim is to make the design modern and easy to use, with clear navigation and inviting images that help connect with both current members and new visitors. I want to share the link to give a direct look at the website's structure and style.

<https://www.figma.com/proto/YY7dT7vpdsZ4hFBplqqF7h/Untitled?node-id=0-1&t=gzuUlds3wrgPBXTA-1>

Presentation of My Website Design Prototype

In the following Figma link, I showcase the designed prototype for my personal website, aiming to present it as a modern and professional site. The layout is designed to guide visitors through key sections, starting with an engaging homepage that highlights my name and a clear call to action. The prototype includes an "About Me" section where I can share my story and skills, a visually driven "Projects" area to display my work, and a straightforward "Contact" section to make it easy for people to get in touch. The overall aesthetic is clean and organized, using effective typography and white space to create a user-friendly experience and leave a strong impression on potential clients or collaborators.

<https://www.figma.com/proto/0etL41INb5xrShtTBoPCe6/Personal-website---design?node-id=54617-13&t=JHQ72HrDXncuwyU-1&starting-point-node-id=54617%3A13>

Designing a User-Friendly Mobile Experience

The next Figma link displays a clean mobile design with a primary list view, detailed content screens, and a user profile section, all accessible through a bottom navigation bar. I aimed for a modern aesthetic with clear typography and touch-friendly elements, suggesting a user-friendly experience for browsing and engaging with content or services on a mobile device.

https://www.figma.com/proto/POzD5m4oBkcLxW0KMTjZGe/Mobile_design?node-id=56587-658&t=R26D6J18Kk14eVQx-1&starting-point-node-id=56587%3A658

Along with the interactive prototypes, I created a few static screens to try out different design ideas.

Self-Checkout Prototype: Screen Flow and Design

The following static link shows a self-checkout prototype that contains screens for starting, scanning items, viewing the order, choosing a payment method, and confirming the purchase. It presents a clear, step-by-step flow for a typical self-service checkout process.

<https://www.figma.com/proto/y4bPeyHySMVzwYepk3u004/Self-checkout-system?node-id=0-1&t=utL6Uf03lqA2Ydcj-1>

Exploring My Static Food App Design

The final Figma link presents a prototype of a food app with a visually appealing and user-friendly design. It includes screens for browsing dishes with enticing images, viewing detailed item information before adding to the cart, managing the order in a cart view, moving through a simple checkout process with payment options and receiving order

confirmation. The design focuses on ease of use and strong visuals to create a smooth food ordering experience.

<https://www.figma.com/proto/tUxD8N2Q29ydgfyWq4BNUw/FoodApp?node-id=0-1&t=WL6mcCHBg5tKmG7I-1>