

Frontend Web developer

1. Learn JavaScript.

JavaScript ([/'dʒɑ:və.skrɪpt/](#)^[5]) is a [high-level](#), [dynamic](#), [untyped](#), and [interpreted](#) programming language.^[6] It has been standardized in the [ECMAScript](#) language specification.^[7] Alongside [HTML](#) and [CSS](#), it is one of the three essential technologies of [World Wide Web](#) content production; the majority of [websites](#) employ it and it is supported by all modern [web browsers](#) without [plug-ins](#).^[6] JavaScript is [prototype-based](#) with [first-class functions](#), making it a [multi-paradigm](#) language, supporting [object-oriented](#),^[8] [imperative](#), and [functional](#) programming styles.^[6] It has an [API](#) for working with text, [arrays](#), dates and [regular expressions](#), but does not include any [I/O](#), such as networking, storage or graphics facilities, relying for these upon the host environment in which it is embedded.^[7]

Despite some naming, [syntactic](#), and [standard library](#) similarities, JavaScript and [Java](#) are otherwise unrelated and have very different [semantics](#). The syntax of JavaScript is actually derived from [C](#), while the semantics and design are influenced by the [Self](#) and [Scheme](#) programming languages.^[9]

JavaScript is also used in environments that are not web-based, such as [PDF](#) documents, [site-specific browsers](#), and [desktop widgets](#). Newer and faster JavaScript [virtual machines](#) (VMs) and platforms built upon them have also increased the popularity of JavaScript for server-side [web applications](#). On the client side, JavaScript has been traditionally implemented as an [interpreted](#) language, but more recent browsers perform [just-in-time compilation](#). It is also used in game development, the creation of desktop and mobile applications, and server-side network programming with runtime environments such as [Node.js](#).

<https://en.wikipedia.org/wiki/JavaScript>

2. Learn jquery – take a look at other popular languages. Learning the DOM and how to use it in JavaScript will give you an easy transition into JQuery.

https://en.wikipedia.org/wiki/List_of_JavaScript_libraries

<https://jquery.com/>

3. Try a framework like Bootstrap. You will be amazed at how quickly you can make a nice responsive website. <http://getbootstrap.com> Knowing HTML, CSS will allow you to really customize the framework.
4. Continue to build out your portfolio. Make a few bootstrap websites. With that you can add creating responsive websites to your portfolio.
5. Start building and expand on your own custom templates and code snippets. Reuse as much as you can, make them as dynamic and easy to update as possible.

6. You can start to look at expanding your projects to larger projects and take on bigger challenges. You should have multiple websites in your portfolio and should be ready.
7. Update your website to make it a real showcase of your skills.
8. You also have more options to make money online. As a frontend developer you can create templates and applications to sell. Also look at HTML5 as now with JavaScript you can create games and apps to sell. Selling apps will give you residual income and is a good way to practice and spend time in between projects.
9. Showcase your work wherever you can, use social channels to grow your network.
10. You can begin to approach potential clients and businesses using social sites like LinkedIn to grow and expand your business.