

Portfolio 2

Module Assignment

https://github.com/OAMPfed/portfolio_2

<https://oampdev.netlify.com/>

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Introduction

This week's assignment has me tasked with creating a portfolio page using the methodologies and technologies learnt previously. This is primarily **SCSS**, **BEM**, **HTML** and **React**.

I have ignored **BEM** entirely as it's a structured methodology that is far too imposing and restrictive. It ignores many of the natural limitations and hurdles in modern web development and aims to keep a DOM tree as light as possible, but with the task also having a strong focus on design and layout it's far too hard to stick with three nested DOM elements that BEM asks of you, and that is due to the basic requirement of **display: flex** which is used for 99% of modern web development layouts.

As a student with little funds left over I have decided to not subscribe further to the Adobe student pack, and instead have focused on a paper sketching of the final product. A simple style guide will be found at the end of this report.

Project structuring

Modern websites should have as little friction as possible for the user's experience. Having several pages for seemingly no apparent reason is very detrimental to a user's experience and it is many times more likely a user will exit a website rather than navigate to a different page in search of information. Therefore I have structured the project to fully support react-router-dom so it's easy to add more pages, but ultimately have left actual pages out and instead just focused on a one-pager.

The project itself is built up of **React**, **react-router-dom**, **node-sass** and a icon library called **react-feather** now that font-awesome is more limiting. No class components.

Folders are neatly created within the **src** folder, with views found within **pages**, components would normally be found within **components**, stylesheets are found within **styles** and images are found within **static/images**.

Design choices

This part of the report will function as a styleguide as well as the appended styleguide file. The appended file shows examples whereas this report explains in detail.

The logo for the webpage is made entirely of **code**. As I have no interested in ever printing the logo on anything, simple HTML and CSS will suffice. It's a circle with a linear-gradient. The specific code is:

```
.logo{  
  border-radius: 140693px;  
  background-image: linear-gradient(45deg,#E91E63,#03A9F4);  
}
```

Inline-styling will scale the logo and make it as big as needed. The border-radius is a personal touch. It results in a full circle and is the birth date of myself, sort of like a signature. It is expected to be used at all possible opportunities instead of other methods of creating a circle.

The fonts are all **Baloo Thambi 2**. The font is available in two font-weights, 400 and 500. 500 for titles and 400 for regular text. Font-sizes are different based on which section it is used for. The CV section with more text has a smaller font-size so the user doesn't need to strain their eyes during reading.

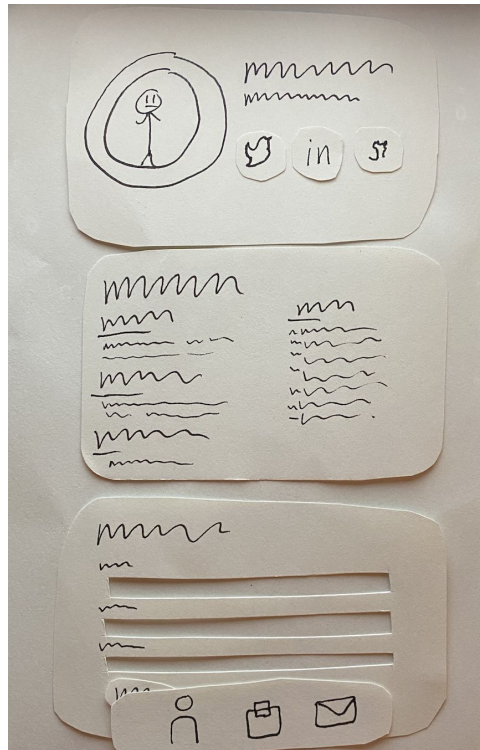
The design of the page is a trend called **soft-ui**, or **neumorphism**. It is based on clever usages of dual-shadows on elements, primarily on the outside, so that it gives of a look which is very similar to **material-ui**. Instead of a card or paper-feel it looks more like a soft, silicone-like overlay which is more appropriate for apps or UIs and not so much a website, but it's still a delicate and simple design. The background of the website and all elements are both **#E0E5EC** and the light and dark shadows are **#FFF** and **#A3B1C6**. The light shadow lies outside the top left side of the element and the dark shadow lies outside the bottom right side of the element, this lifts up the element and mimics sunlight.

An important note on **neumorphism** is that it is not very accessible. However by applying the **Gestalt principles** of *figure-ground* the users without visual impairment will recognize the neumorphic design clearly, but by also applying the principles of *proximity* and *common region* the users that do have visual impairments will clearly see that the individual sections of the page are in fact sections and should be treated as such. In addition I have applied a divider which highlights this fact.

Elements like form inputs or hovered buttons have inset shadows instead. The light shadow is still in the top left corner and the dark shadow is also still in the bottom right corner. This effect mimics a rubber button, especially with buttons, or an element that has sunk into the parent element.

Each page is a separate box, separated with a small divider. The design really is that simple and doesn't need any more instructions.

The paper wireframe of the webpage was created to simulate the finished effect as much as possible.



Conclusion

I stand by my decision to not use several pages or BEM in the assignment. My portfolio webpage is simple and delivers exactly what it needs to without these limitations. BEM is a methodology which is a pipe-dream more than anything else and falls apart quickly in modern web development.

My decision to not showcase any projects on the website itself is made due to the fact of having no worthwhile project to show up, instead linking my relevant social media and my entire Github profile with all of my public repositories.

The project itself has strong foundations and can definitely be scaled to include more content in the future if I'd like to do so.