



Performance Report for: http://saake.dev/

Report generated: Thu, Aug 21, 2025 7:11 AM -0700
Test Server Location: Vancouver, Canada
Using: Chrome 125.0.0.0, Lighthouse 12.3.0

A	Performance 95%	Structure 98%	L. Contentful Paint 1.5s	T. Blocking Time 0ms	C. Layout Shift 0.01
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Top Issues

Med-Low	Serve static assets with an efficient cache policy	Potential savings of 838B
Low	Eliminate render-blocking resources <small>FCP</small> <small>LCP</small>	Potential savings of 77ms
Low	Avoid an excessive DOM size <small>TBT</small>	288 elements
Low	Avoid chaining critical requests <small>FCP</small> <small>LCP</small>	2 chains found
Low	Avoid enormous network payloads <small>LCP</small>	Total size was 199KB

Focus on these audits first

These audits likely have the largest impact on your page performance.

Structure audits do not directly affect your Performance Score, but improving the audits seen here can help as a starting point for overall performance gains.

Page Details



Total Page Size - 199KB



Total Page Requests - 21



HTML
 JS
 CSS
 IMG
 Video
 Font
 Other

How does this affect me?

Modern web users have a short attention span and expect a fast and seamless website experience. Delivering that fast experience can result in more traffic, more conversions, and more happiness.

As if you didn't need more incentive, **Google use Page Speed and Page Experience (including Web Vitals) signals in their ranking algorithm.**

About GTmetrix

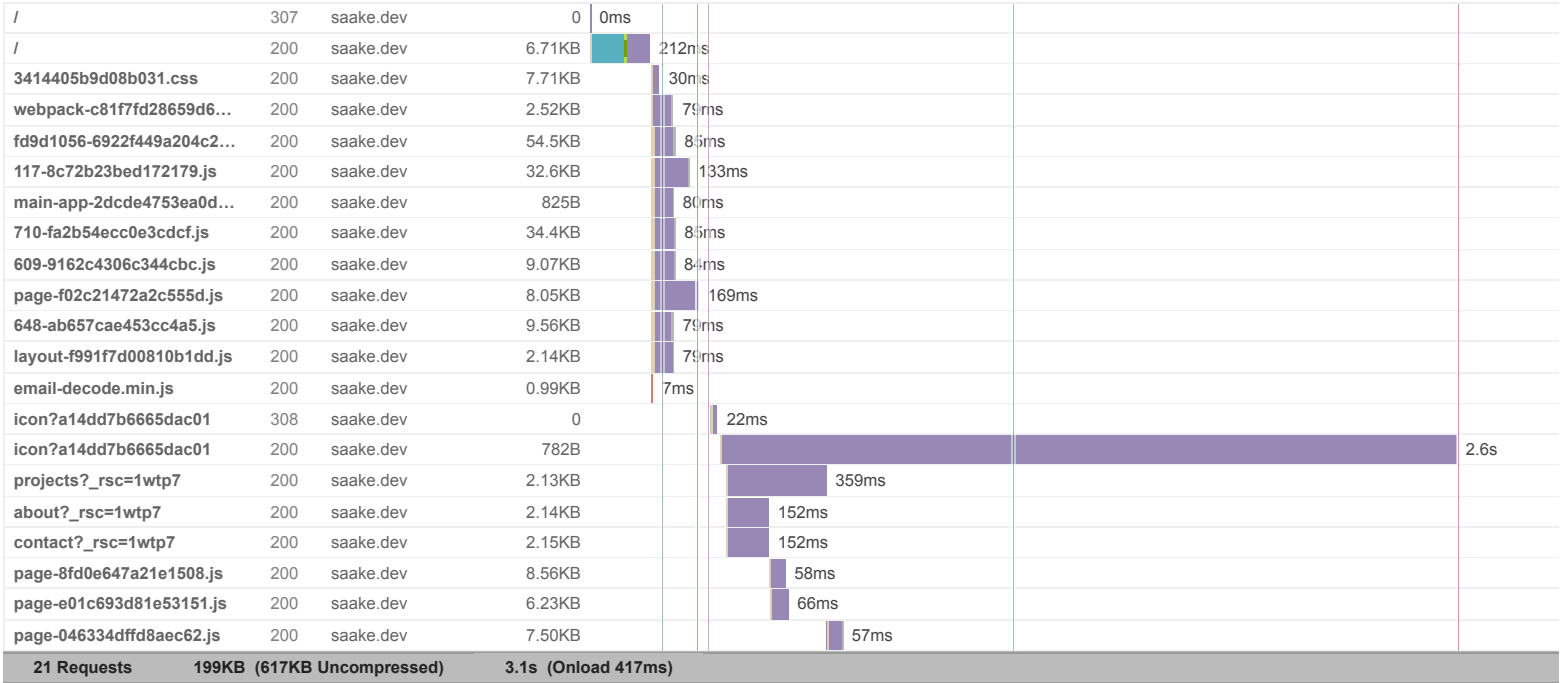
GTmetrix was developed as a tool for customers to easily test the performance of their webpages.

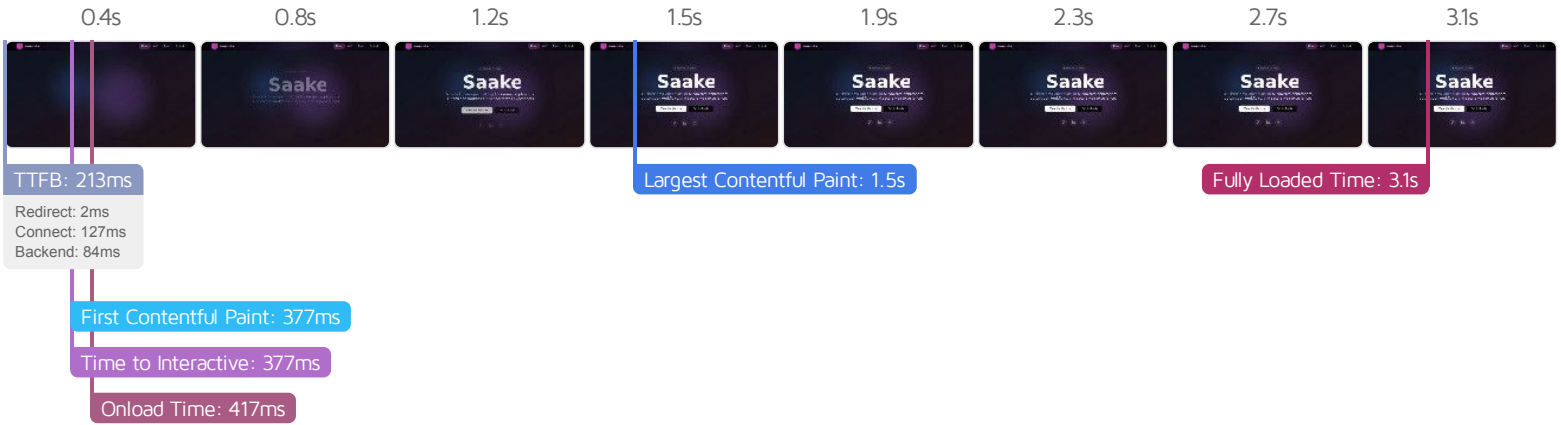
GTmetrix

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The waterfall chart displays the loading behaviour of your site in your selected browser. It can be used to discover simple issues such as 404's or more complex issues such as external resources blocking page rendering.

saake.dev - Cyber Portfolio





Performance Metrics

<p>First Contentful Paint</p> <p>How quickly content like text or images are painted onto your page. A good user experience is 0.9s or less.</p>	<p>Good - Nothing to do here</p> <p>376ms</p>	<p>Time to Interactive</p> <p>How long it takes for your page to become fully interactive. A good user experience is 2.5s or less.</p>	<p>Good - Nothing to do here</p> <p>376ms</p>
<p>Speed Index</p> <p>How quickly the contents of your page are visibly populated. A good user experience is 1.3s or less.</p>	<p>Good - Nothing to do here</p> <p>753ms</p>	<p>Total Blocking Time</p> <p>How much time is blocked by scripts during your page loading process. A good user experience is 150ms or less.</p>	<p>Good - Nothing to do here</p> <p>0ms</p>
<p>Largest Contentful Paint</p> <p>How long it takes for the largest element of content (i.e., a hero image) to be painted on your page. A good user experience is 1.2s or less.</p>	<p>OK, but consider improvement</p> <p>1.5s</p>	<p>Cumulative Layout Shift</p> <p>How much your page's layout shifts as it loads. A good user experience is a score of 0.1 or less.</p>	<p>Good - Nothing to do here</p> <p>0.01</p>

Browser Timings

Redirect	2ms	Connect	127ms	Backend	84ms
TTFB	213ms	DOM Int.	252ms	DOM Loaded	252ms
First Paint	377ms	Onload	417ms	Fully Loaded	3.1s

IMPACT	AUDIT	
Med-Low	Serve static assets with an efficient cache policy	Potential savings of 838B
Low	Eliminate render-blocking resources FCP LCP	Potential savings of 77ms
Low	Avoid an excessive DOM size TBT	288 elements
Low	Avoid chaining critical requests FCP LCP	2 chains found
Low	Avoid enormous network payloads LCP	Total size was 199KB
Low	Avoid multiple page redirects FCP LCP	Potential savings of 2ms
Low	Reduce JavaScript execution time TBT	149ms spent executing JavaScript
N/A	Reduce initial server response time FCP LCP	Root document took 83ms
N/A	Reduce the impact of third-party code TBT	Total size was 181B
N/A	Avoid large layout shifts CLS	1 layout shift found
N/A	Largest Contentful Paint element LCP	1,510 ms
N/A	Minimize main-thread work TBT	Main-thread busy for 661ms
N/A	Avoid serving legacy JavaScript to modern browsers TBT	
N/A	User Timing marks and measures	