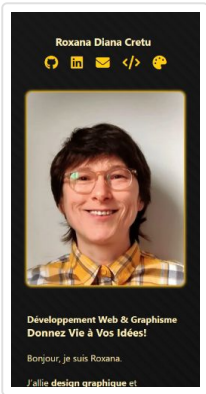




Performance

Values are estimated and may vary. The [performance score is calculated](#) directly from these metrics. [See calculator.](#)

▲ 0–49 50–89 90–100



METRICS

Expand view

▲ First Contentful Paint
3.6 s

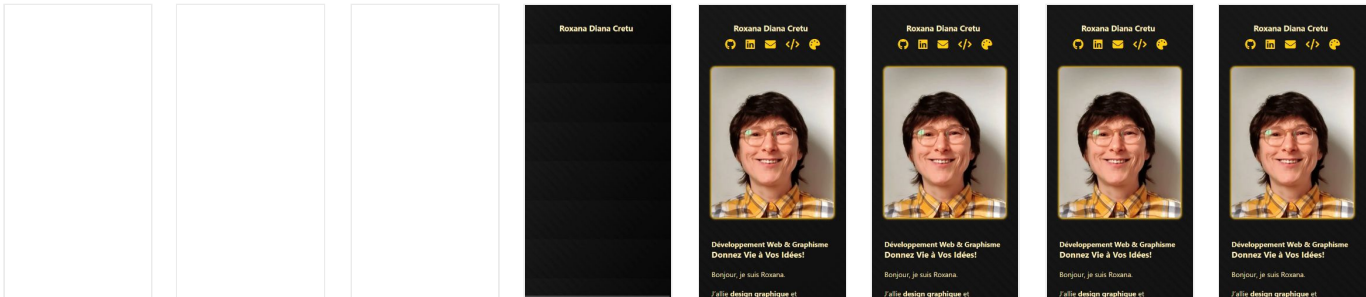
▲ Largest Contentful Paint
4.2 s

▲ Total Blocking Time
1,630 ms

Cumulative Layout Shift
0

Speed Index
4.3 s

 View Treemap



Show audits relevant to: All [FCP](#) [LCP](#) [TBT](#)

DIAGNOSTICS

▲ Minimize main-thread work — 8.9 s

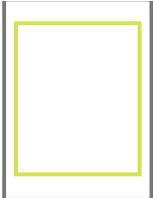
Consider reducing the time spent parsing, compiling and executing JS. You may find delivering smaller JS payloads helps with this. [Learn how to minimize main-thread work](#) TBT

| Category | Time Spent |
|------------------------------|------------|
| Other | 3,370 ms |
| Style & Layout | 2,476 ms |
| Script Evaluation | 1,519 ms |
| Parse HTML & CSS | 595 ms |
| Script Parsing & Compilation | 514 ms |
| Rendering | 384 ms |

▲ Largest Contentful Paint element — 4,180 ms

This is the largest contentful element painted within the viewport. [Learn more about the Largest Contentful Paint element](#)

Element

img#rox_img

| Phase | % of LCP | Timing |
|--------------|----------|----------|
| TTFB | 18% | 760 ms |
| Load Delay | 0% | 0 ms |
| Load Time | 14% | 580 ms |
| Render Delay | 68% | 2,840 ms |

▲ Eliminate render-blocking resources — Potential savings of 580 ms

Resources are blocking the first paint of your page. Consider delivering critical JS/CSS inline and deferring all non-critical JS/styles. [Learn how to eliminate render-blocking resources.](#) FCP LCP

| URL | Transfer Size | Potential Savings |
|---|-----------------|-------------------|
| jQuery CDN Cdn | 30.0 KiB | 1,160 ms |
| <code>/jquery-3.7.1.min.js</code> <small>(code.jquery.com)</small> | 30.0 KiB | 1,160 ms |
| Cloudflare CDN Cdn | 22.6 KiB | 1,020 ms |
| <code>...css/all.min.css</code> <small>(cdnjs.cloudflare.com)</small> | 22.6 KiB | 1,020 ms |

▲ Reduce JavaScript execution time — 1.9 s

Consider reducing the time spent parsing, compiling, and executing JS. You may find delivering smaller JS payloads helps with this. [Learn how to reduce Javascript execution time.](#) TBT

☒ Show 3rd-party resources (3)

| URL | Total CPU Time | Script Evaluation | Script Parse |
|---|-----------------|-------------------|---------------|
| GitHub Utility 1st Party | 5,842 ms | 798 ms | 414 ms |
| <code>/portfolio/index.html</code> <small>(roxanadc.github.io)</small> | 5,416 ms | 526 ms | 411 ms |
| <code>...js/app_h.js</code> <small>(roxanadc.github.io)</small> | 426 ms | 273 ms | 2 ms |
| Unattributable | 1,780 ms | 38 ms | 0 ms |
| Unattributable | 1,780 ms | 38 ms | 0 ms |
| jQuery CDN Cdn | 569 ms | 455 ms | 46 ms |
| <code>/jquery-3.7.1.min.js</code> <small>(code.jquery.com)</small> | 569 ms | 455 ms | 46 ms |
| Cloudflare CDN Cdn | 269 ms | 0 ms | 0 ms |
| <code>...css/all.min.css</code> <small>(cdnjs.cloudflare.com)</small> | 269 ms | 0 ms | 0 ms |
| Google Dictionary (by Google) Chrome Extension | 179 ms | 97 ms | 38 ms |
| <code>chrome-extension://mgijmajocgfcbeboacabfgobmjgjcoja/content.min.js</code> | 179 ms | 97 ms | 38 ms |

Serve static assets with an efficient cache policy — 16 resources found

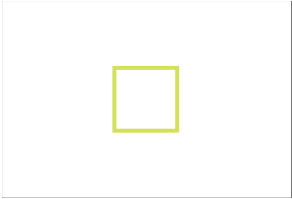
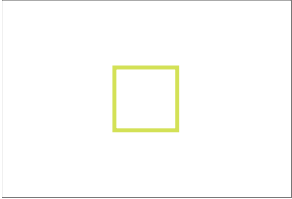
A long cache lifetime can speed up repeat visits to your page. [Learn more about efficient cache policies.](#)

| URL | Cache TTL | Transfer Size |
|--|--------------|------------------|
| GitHub Utility 1st Party | | 70 KiB |
| ...images/roxana.webp (roxanadc.github.io) | 10m | 22 KiB |
| ...images/photoshop-logo.webp (roxanadc.github.io) | 10m | 12 KiB |
| ...images/cv_picture_small.png (roxanadc.github.io) | 10m | 9 KiB |
| ...images/wix-logo.webp (roxanadc.github.io) | 10m | 6 KiB |
| ...images/react-logo.webp (roxanadc.github.io) | 10m | 3 KiB |
| /portfolio/styles.css (roxanadc.github.io) | 10m | 3 KiB |
| ...images/carte_miro.jpg (roxanadc.github.io) | 10m | 2 KiB |
| ...images/illustrator-logo.webp (roxanadc.github.io) | 10m | 2 KiB |
| ...images/html-logo.webp (roxanadc.github.io) | 10m | 2 KiB |
| ...images/css-logo.webp (roxanadc.github.io) | 10m | 2 KiB |
| ...images/sass-logo.webp (roxanadc.github.io) | 10m | 1 KiB |
| ...images/mongodb-logo.webp (roxanadc.github.io) | 10m | 1 KiB |
| ...images/nodejs-logo.webp (roxanadc.github.io) | 10m | 1 KiB |
| ...images/javascript-logo.webp (roxanadc.github.io) | 10m | 1 KiB |
| ...js/app_h.js (roxanadc.github.io) | 10m | 1 KiB |
| ...js/app.js (roxanadc.github.io) | 10m | 0 KiB |

Properly size images — Potential savings of 17 KiB

Serve images that are appropriately-sized to save cellular data and improve load time. [Learn how to size images.](#) FCP
LCP

| URL | Resource Size | Potential Savings |
|--|------------------|----------------------|
| GitHub Utility 1st Party | 17.7 KiB | 16.6 KiB |

| | URL | Resource Size | Potential Savings |
|--|--|---------------|-------------------|
|  img | ...images/photoshop- logo.webp (roxanadc.github.io) | 11.6 KiB | 10.8 KiB |
|  img | ...images/wix-logo.webp (roxanadc.github.io) | 6.1 KiB | 5.8 KiB |

Reduce unused CSS — Potential savings of 22 KiB

Reduce unused rules from stylesheets and defer CSS not used for above-the-fold content to decrease bytes consumed by network activity. [Learn how to reduce unused CSS.](#) FCP LCP

| URL | Transfer Size | Potential Savings |
|---|---------------|-------------------|
| Cloudflare CDN Cdn | 21.9 KiB | 21.7 KiB |
| ...css/all.min.css (cdnjs.cloudflare.com) | 21.9 KiB | 21.7 KiB |

Reduce unused JavaScript — Potential savings of 44 KiB

Reduce unused JavaScript and defer loading scripts until they are required to decrease bytes consumed by network activity. [Learn how to reduce unused JavaScript.](#) FCP LCP

| URL | Transfer Size | Potential Savings |
|--|---------------|-------------------|
| chrome-extension://fmkadmapgofadopljbjfkapdkoienihi/build/installHook.js | 48.9 KiB | 43.8 KiB |
| ../../react-devtools-shared/src/backend/fiber/renderer.js | 16.2 KiB | 16.2 KiB |
| ../../../../build/oss-experimental/react-debug-tools/cjs/react-debug-tools.production.js | 4.2 KiB | 3.8 KiB |
| ../../react-devtools-shared/src/backend/legacy/renderer.js | 3.6 KiB | 3.6 KiB |
| ../../react-devtools-shared/src/backend/profilingHooks.js | 2.9 KiB | 2.7 KiB |

| URL | Transfer Size | Potential Savings |
|--|---------------|-------------------|
| ../../react-devtools-shared/src/utils.js | 2.4 KiB | 2.3 KiB |

Reduce the impact of third-party code — Third-party code blocked the main thread for 710 ms

Third-party code can significantly impact load performance. Limit the number of redundant third-party providers and try to load third-party code after your page has primarily finished loading. [Learn how to minimize third-party impact.](#) TBT

| Third-Party | Transfer Size | Main-Thread Blocking Time |
|---|---------------|---------------------------|
| jQuery CDN Cdn | 30 KiB | 488 ms |
| /jquery-3.7.1.min.js (code.jquery.com) | 30 KiB | 488 ms |
| Cloudflare CDN Cdn | 294 KiB | 219 ms |
| ...css/all.min.css (cdnjs.cloudflare.com) | 23 KiB | 219 ms |
| ...webfonts/fa-solid-900.woff2 (cdnjs.cloudflare.com) | 155 KiB | 0 ms |
| ...webfonts/fa-brands-400.woff2 (cdnjs.cloudflare.com) | 117 KiB | 0 ms |
| Google Dictionary (by Google) Chrome Extension | 3 KiB | 0 ms |
| chrome-extension://mgijmajocgfcbeboacabfgobmjgjcoja/content.min.css | 3 KiB | 0 ms |

Avoid long main-thread tasks — 20 long tasks found

Lists the longest tasks on the main thread, useful for identifying worst contributors to input delay. [Learn how to avoid long main-thread tasks](#) TBT

☒ Show 3rd-party resources (3)

| URL | Start Time | Duration |
|--|------------|----------|
| GitHub Utility 1st Party | | 3,599 ms |
| /portfolio/index.html (roxanadc.github.io) | 1,528 ms | 880 ms |
| /portfolio/index.html (roxanadc.github.io) | 909 ms | 576 ms |
| /portfolio/index.html (roxanadc.github.io) | 3,962 ms | 555 ms |
| /portfolio/index.html (roxanadc.github.io) | 3,480 ms | 482 ms |
| ...js/app_h.js (roxanadc.github.io) | 5,655 ms | 244 ms |

| URL | Start Time | Duration |
|--|------------|----------|
| /portfolio/index.html (roxanadc.github.io) | 2,677 ms | 220 ms |
| /portfolio/index.html (roxanadc.github.io) | 6,070 ms | 196 ms |
| /portfolio/index.html (roxanadc.github.io) | 5,899 ms | 171 ms |
| ...js/app_h.js (roxanadc.github.io) | 4,925 ms | 111 ms |
| /portfolio/index.html (roxanadc.github.io) | 4,773 ms | 93 ms |
| ...js/app_h.js (roxanadc.github.io) | 5,543 ms | 71 ms |
| Unattributable | | 624 ms |
| Unattributable | 4,638 ms | 135 ms |
| Unattributable | 5,036 ms | 129 ms |
| Unattributable | 4,517 ms | 121 ms |
| Unattributable | 6,393 ms | 90 ms |
| Unattributable | 5,279 ms | 79 ms |
| Unattributable | 5,165 ms | 70 ms |
| jQuery CDN Cdn | | 538 ms |
| /jquery-3.7.1.min.js (code.jquery.com) | 2,897 ms | 538 ms |
| Cloudflare CDN Cdn | | 269 ms |
| ...css/all.min.css (cdnjs.cloudflare.com) | 2,408 ms | 269 ms |
| Google Dictionary (by Google) Chrome Extension | | 129 ms |
| chrome-extension://mgijmajocgfcbeoacabfgobmjgcoja/content.min.js | 5,358 ms | 129 ms |

○ Avoids an excessive DOM size — 132 elements



A large DOM will increase memory usage, cause longer [style calculations](#), and produce costly [layout reflows](#). [Learn how to avoid an excessive DOM size.](#) TBT

| Statistic | Element | Value |
|------------------------|-----------------------------------|-------|
| Total DOM Elements | | 132 |
| Maximum DOM Depth | <div><div><div></div></div></div> | 7 |
| Maximum Child Elements | <div><div></div></div> | 18 |

Initial server response time was short — Root document took 130 ms

Keep the server response time for the main document short because all other requests depend on it. [Learn more about the Time to First Byte metric.](#) FCP LCP

| URL | Time Spent |
|--|------------|
| GitHub Utility 1st Party | 130 ms |
| /portfolio/index.html (roxanadc.github.io) | 130 ms |

User Timing marks and measures — 2 user timings

Consider instrumenting your app with the User Timing API to measure your app's real-world performance during key user experiences. [Learn more about User Timing marks.](#)

| Name | Type | Start Time | Duration |
|------------|------|------------|----------|
| __v3 | Mark | 0.00 ms | |
| clearMarks | Mark | 579.22 ms | |

Avoids enormous network payloads — Total size was 398 KiB

Large network payloads cost users real money and are highly correlated with long load times. [Learn how to reduce payload sizes.](#)

☒ Show 3rd-party resources (4)

| URL | Transfer Size |
|--|------------------|
| Cloudflare CDN Cdn | 294.4 KiB |
| ...webfonts/fa-solid-900.woff2 (cdnjs.cloudflare.com) | 155.2 KiB |
| ...webfonts/fa-brands-400.woff2 (cdnjs.cloudflare.com) | 116.7 KiB |
| ...css/all.min.css (cdnjs.cloudflare.com) | 22.6 KiB |
| GitHub Utility 1st Party | 55.2 KiB |
| ...images/roxana.webp (roxanadc.github.io) | 21.5 KiB |
| ...images/photoshop-logo.webp (roxanadc.github.io) | 11.8 KiB |
| ...images/cv_picture_small.png (roxanadc.github.io) | 8.9 KiB |
| ...images/wix-logo.webp (roxanadc.github.io) | 6.4 KiB |
| /portfolio/index.html (roxanadc.github.io) | 3.3 KiB |
| ...images/react-logo.webp (roxanadc.github.io) | 3.2 KiB |
| jQuery CDN Cdn | 30.0 KiB |
| /jquery-3.7.1.min.js (code.jquery.com) | 30.0 KiB |

Avoid chaining critical requests — 5 chains found

The Critical Request Chains below show you what resources are loaded with a high priority. Consider reducing the length of chains, reducing the download size of resources, or deferring the download of unnecessary resources to improve page load. [Learn how to avoid chaining critical requests.](#)

Maximum critical path latency: **1,379.879 ms**

Initial Navigation

- /portfolio/index.html (roxanadc.github.io)
 - ...css/all.min.css (cdnjs.cloudflare.com)
 - ...webfonts/fa-brands-400.woff2 (cdnjs.cloudflare.com) - **298.513 ms, 116.65 KiB**
 - ...webfonts/fa-solid-900.woff2 (cdnjs.cloudflare.com) - **328.96 ms, 155.22 KiB**
 - /portfolio/styles.css (roxanadc.github.io) - **250.593 ms, 2.89 KiB**
 - /jquery-3.7.1.min.js (code.jquery.com) - **442.674 ms, 29.99 KiB**
 - ...js/app.js (roxanadc.github.io) - **251.55 ms, 0.44 KiB**

More information about the performance of your application. These numbers don't [directly affect](#) the Performance score.

PASSED AUDITS (23)

Hide

| | |
|--|---|
| Defer offscreen images | ^ |
| Consider lazy-loading offscreen and hidden images after all critical resources have finished loading to lower time to interactive. Learn how to defer offscreen images. FCP LCP | |
| Minify CSS | ^ |
| Minifying CSS files can reduce network payload sizes. Learn how to minify CSS. FCP LCP | |
| Minify JavaScript | ^ |
| Minifying JavaScript files can reduce payload sizes and script parse time. Learn how to minify JavaScript. FCP LCP | |
| Efficiently encode images | ^ |
| Optimized images load faster and consume less cellular data. Learn how to efficiently encode images. FCP LCP | |
| Serve images in next-gen formats | ^ |
| Image formats like WebP and AVIF often provide better compression than PNG or JPEG, which means faster downloads and less data consumption. Learn more about modern image formats. FCP LCP | |
| Enable text compression | ^ |
| Text-based resources should be served with compression (gzip, deflate or brotli) to minimize total network bytes. Learn more about text compression. FCP LCP | |
| Preconnect to required origins | ^ |
| Consider adding preconnect or dns-prefetch resource hints to establish early connections to important third-party origins. Learn how to preconnect to required origins. LCP FCP | |
| Avoid multiple page redirects | ^ |
| Redirects introduce additional delays before the page can be loaded. Learn how to avoid page redirects. LCP FCP | |
| Use HTTP/2 | ^ |
| HTTP/2 offers many benefits over HTTP/1.1, including binary headers and multiplexing. Learn more about HTTP/2. LCP FCP | |

Use video formats for animated content ^

Large GIFs are inefficient for delivering animated content. Consider using MPEG4/WebM videos for animations and PNG/WebP for static images instead of GIF to save network bytes. [Learn more about efficient video formats](#) FCP LCP

Remove duplicate modules in JavaScript bundles ^

Remove large, duplicate JavaScript modules from bundles to reduce unnecessary bytes consumed by network activity. FCP LCP

Avoid serving legacy JavaScript to modern browsers ^

Polyfills and transforms enable legacy browsers to use new JavaScript features. However, many aren't necessary for modern browsers. For your bundled JavaScript, adopt a modern script deployment strategy using module/nomodule feature detection to reduce the amount of code shipped to modern browsers, while retaining support for legacy browsers. [Learn how to use modern JavaScript](#) FCP LCP

Preload Largest Contentful Paint image ^

If the LCP element is dynamically added to the page, you should preload the image in order to improve LCP. [Learn more about preloading LCP elements](#). LCP

All text remains visible during webfont loads ^

Leverage the font-display CSS feature to ensure text is user-visible while webfonts are loading. [Learn more about font-display](#).

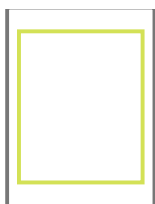
☐ Lazy load third-party resources with facades ^

Some third-party embeds can be lazy loaded. Consider replacing them with a facade until they are required. [Learn how to defer third-parties with a facade](#). TBT

Largest Contentful Paint image was not lazily loaded ^

Above-the-fold images that are lazily loaded render later in the page lifecycle, which can delay the largest contentful paint. [Learn more about optimal lazy loading](#). LCP

Element



img#rox_img

| |
|---|
| <div><div></div><div>Avoid large layout shifts</div><div></div></div> |
| <div><div>These are the largest layout shifts observed on the page. Each table item represents a single layout shift, and shows the element that shifted the most. Below each item are possible root causes that led to the layout shift. Some of these layout shifts may not be included in the CLS metric value due to windowing. Learn how to improve CLS CLS</div></div> |
| <div><div>Uses passive listeners to improve scrolling performance</div><div></div></div> |
| <div><div>Consider marking your touch and wheel event listeners as passive to improve your page's scroll performance. Learn more about adopting passive event listeners.</div></div> |
| <div><div>Avoids <code>document.write()</code></div><div></div></div> |
| <div><div>For users on slow connections, external scripts dynamically injected via <code>document.write()</code> can delay page load by tens of seconds. Learn how to avoid document.write().</div></div> |
| <div><div></div><div>Avoid non-composited animations</div><div></div></div> |
| <div><div>Animations which are not composited can be janky and increase CLS. Learn how to avoid non-composited animations CLS</div></div> |
| <div><div>Image elements have explicit <code>width</code> and <code>height</code></div><div></div></div> |
| <div><div>Set an explicit width and height on image elements to reduce layout shifts and improve CLS. Learn how to set image dimensions CLS</div></div> |
| <div><div>Has a <code><meta name="viewport"></code> tag with <code>width</code> or <code>initial-scale</code></div><div></div></div> |
| <div><div>A <code><meta name="viewport"></code> not only optimizes your app for mobile screen sizes, but also prevents a 300 millisecond delay to user input. Learn more about using the viewport meta tag.</div></div> |
| <div><div>Page didn't prevent back/forward cache restoration</div><div></div></div> |
| <div><div>Many navigations are performed by going back to a previous page, or forwards again. The back/forward cache (bfcache) can speed up these return navigations. Learn more about the bfcache</div></div> |

Captured at Mar 13, 2025, 3:46 PM GMT+1

Initial page load

Emulated Moto G Power with Lighthouse 12.3.0

Slow 4G throttling

Single page session

Using Chromium 134.0.0.0 with devtools