Portfolio Assessment

Website URL: https://lewy-b.wixsite.com/lewis-portfolio

The software I decided to use for my portfolio was Wix.com, there is a lot of different software I could of use to create my portfolio but I preferred the interface and editing tools of Wix. Also with Wix it’s very easy to update, remove and add new content if needed, adding more content is very easy and takes a few minutes.

Before creating my website, I did research on what should be include and what should not be include on a portfolio, I read an article called “6 Things you should put on your personal website – and 6 things to avoid at all costs” (Greenawald, n.d.) she discusses the most important parts of a portfolio and the least and why it’s the case. It was very helpful in deciding the content and layout for my site, before reading this article I was unsure is if I should add a link to my blog, however she discusses why you should and the benefits of it so I added it. I also looked at an example portfolio (Mollyjameson.com, n.d.) which gave me ideas about the layout and content required for each project. I noticed there was very little text on the projects, just a small description and then a lot of images and videos. This is something I did for my portfolio, as I didn’t want the reader stuck reading paragraphs of text. To capture the reader attention, I decide to place a gallery on the home page that scrolls through images of the projects I created that I want to show off. If the reader saw an image he/she like they may continue reading the rest of the portfolio.

The Colours I used on my website contrasted very well, I used a lot of black and dark greys for the backgrounds and used bright blue and white text which allowed it to stand out more and was easy for people to read. The menu bar also changes colour when you hover over and click one of the menu tabs, so it’s clear what page you’re on.

An issue I had at the start of the project was I buried my content to far within my website, it would take 5 – 8 clicks to find my projects. To fix this I added a drop-down menu for the project tab that takes you there in one click, I did this because most employers will only have a few minutes to check each portfolio, and if they wanted to view it a second time it’s just a single click away.

The focus around this website was a QA Game Tester job, the main requirements for the job were

* technical knowledge including unity/unreal experience
* little to some programming knowledge
* ability to work within a team and communicate well
* experience with modelling software.

With these aspects in mind I believe my portfolio covers all of these.

The projects I decided to add were

* My final project (Guard stealth AI)
* Ipswich museum brief
* Final group project

The projects are chosen for many reasons, firstly I am proud of the work and want potential employers to see it, it also shows off not only my design skills but also my technical knowledge which is an important requirement in the industry today. They also cover the job requirements listed above.

My final project shows many of my technical knowledge. It shows my knowledge of the Unity engine in a 3D environment, especially with the use of the NavMesh. It also shows my programming knowledge, which is becoming more of a requirement in many design and QA jobs in the industry. I have also included a link to my GitHub page at the top right so they can view/download the project themselves.

The Museum brief shows the ability to work with a third-party business and follow a brief created by a third party. The communication skills also for this project was key as it was a lot harder to get in contact with someone outside of the university. Planning meeting’s every two weeks and making sure the project is what they asked for is the reason this project is on my portfolio. Also having a project that was displayed in a museum as part of an exhibition for a month is a big accomplishment.

The group project is a massive undertaking, having almost an entire year to design, develop and test a game. The project includes many skill and traits that the industry is looking for, firstly software knowledge. By far this project had the most software involved including Unity, 3DS Max, Photoshop, Blender and Mixamo, this knowledge and experience is defiantly beneficial to my portfolio and important for potential employers to know about. Secondly the ability to communicate and discuss the game within the group, plan tasks and manage the team each week to create a fully functioning game.

Overall, I’m happy with the design, layout and content of my portfolio. It shows the right skills for the job I am applying for and isn’t stuffed with useless content. I added pictures and videos on each of the projects pages to give as many examples of work as I can. The rest of my website includes my CV which they can download or print and a contacts page. I also added my social media linkss at the top right including Facebook, GitHub and WordPress so employers can view them.

Bibliography

Greenawald, E. (n.d.). *6 Things You Should Put on Your Personal Website—and 6 Things to Avoid at All Costs*. [online] Themuse.com. Available at: https://www.themuse.com/advice/6-things-you-should-put-on-your-personal-websiteand-6-things-to-avoid-at-all-costs [Accessed 10 Mar. 2018].

Mollyjameson.com. (2018). *Molly Jameson | Game Programmer Portfolio*. [online] Available at: http://www.mollyjameson.com/ [Accessed 10 Mar. 2018].