Web Design Final Report

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My website is meant to serve as a personal portfolio and resume. The intended audience is potential employers, interviewers, or anyone with a general interest in programming and/or graphic design. Link to the website can be found [here](https://scipiogothicus.github.io/wdd130/wdd130/personal/index.html).

One of my goals with this website is to hopefully give a more visually appealing presentation of my professional life and talents, along with presenting a sufficient amount of personal information for anyone interested. I enjoy graphic design and programming and have had years of experience with both. Thus, I would like to use this website as proof of both concepts. I also aim to use the site as a link to other collections of my works, namely GitHub, Facebook, and Instagram.

Designing the website was not particularly challenging, but rather putting the design into action with HTML and CSS proved difficult. I don’t consider myself especially capable with CSS, which resulted in a lot of trial-and-error and experimentation. Both the header and footer bars proved to be particularly frustrating. Positioning the logo seen on the far left of the header bar was the most challenging; I went through a variety of solutions to try and make the positioning of the logo look clean relative to the page links sitting to the right of it. The idea of using a grid format was promising at first but quickly became a bad idea: images and links with different dimensions don’t really like being set in a one-row grid. Next, I tried block and inline-block displays. Did I mention I’m not very familiar with CSS? These methods both did not work at all. So, I instead looked outside of CSS and into my HTML code. I tried setting the logo image and all the links inside a div element. It seemed to work well, so I continued along that path. Looking online, I saw that images and text worked well with the float attribute. So, I made a ruleset for the logo and the navigation links, made them float left, and then added a padding to the links to fill in the header’s bar. I, unfortunately, had to use exact pixel values, which resulted in a weird 22.5 pixel padding for the link elements. I thought it would cause problems, but it seemed to work well, even with weird scaling of the browser window. I do not understand CSS well, but everything worked, so the problems were solved in my mind.

Fortunately, I did learn a lot from this project. CSS is fun, although challenging. HTML is still just as ugly as usual and isn’t very fun, but combined with CSS, can be very powerful. I made huge use of classes in CSS and no use of IDs, which, in hindsight, might have cleaned up my code a little more. In my mind, it’s better to use classes for universal behavior and IDs for one-off styling only for particular elements, but I instead decided to work with classes for everything. I think these skills will help me learn how to take more forethought when designing websites, since I have a bad tendency to dive right in to scaffolding and adding meat to a website. For ease of use and practicality for future developers, it would be a good idea to think about how I want to structure my website and make it clean and accessible, followed by using cleaner coding practices.