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PORTFOLIO PLAN

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Research & Conclusion:

The intended audience for my portfolio is a corporate company. I chose this audience because I consider it a "secure" and stable route for myself, as there is a higher chance to find an internship or entry level position as opposed to maybe jumping right into the same type of a position in a start up company or stepping out to early on my own without having sufficient confidence in my skill set. I view the corporate route as the quickest way for me to get more "solid' experience going from book knowledge of concepts to being in a work place environment getting "on the job training" which would allow me to build the confidence I'm looking to get.

From my research, I clearly learned that the best way to show a perspective employer what you are capable of doing is to allow them to see a concise visual of your ability to get the job done. This one sentence from careerfoundry.com sums it up nicely, *"[a portfolio] acts as a meet and greet before the hiring manager actually gets to meet you".* ("How To Create A UX Design Portfolio: Tips From A Senior UX Recruiter")

For my project, I researched effective portfolios for a web developer from the viewpoint of a soon to be graduate. I researched from this aspect, as it's the one that currently fits me best. In my research I continuously came across web developer portfolios but a lot were based on people that have several project already under their belt.

What should be included in a good portfolio?

According to codementor.com, a GOOD portfolio should have

- ➢ Easy-to-find contact information
- ➢ Bio/about section
- ➢ Relevant experience
- ➢ Relevant skills
- ➢ Personal projects
- ➢ Documented source code
- ➢ Relevant social media profiles
- ➢ Your photo
- ➢ Downloadable resume

(Codementor: 12 Things Web Developers Must Include in Their Portfolios)

However, on sitepoint.com, I found the consensus from other sites I visited to be that the BASIC information that should be conveyed in any portfolio is:

- ➢ Your name
- ➢ Your contact details
- ➢ Recent work
- ➢ Your skill

(Blankenspoor & Blankenspoor "How to Create a Portfolio Site That Will Get You Hired" 2017)

Identify Content for portfolio update... Describe in detail changes/additions to your portfolio

I currently don't have a portfolio I want to use, so I will be starting from scratch. In detail, I plan on creating a portfolio website to appeal to a corporate audience hiring for positions such as web design, entry level UX/UI designer and entry level front end web developer.

Currently, I plan on using various projects I've completed from my time here at Full Sail. Those projects will be from:

- Applied Design Tools and Interface class
- Interface and Usability
- Portfolio 1 Class (may use a link or screens showing front end game I designed)
- Portfolio 4 (wireframes and mockups)
- Leadership Infographic (possibility)

I plan on using points from the above-mentioned codementor site to create a good portfolio.

Resources:

Codementor. "12 Things Web Developers Must Include in Their Portfolios." *Codementor*, www.codementor.io/learn-programming/12-important-things-to-include-in-web-dev-portfolios.

"How To Create A UX Design Portfolio: Tips From A Senior UX Recruiter." *How To Become A User Interface (UI) Designer: A Step-By-Step Guide*, careerfoundry.com/en/blog/ux-design/ux-design-portfolio-tips/.

Blankenspoor, Jacco, and Jacco Blankenspoor. "How to Create a Portfolio Site That Will Get You Hired." *SitePoint*, SitePoint, 23 Aug. 2017, www.sitepoint.com/how-to-create-a-portfolio-site-that-will-get-you-hired/.