

Short pitch:

This site will be a personal portfolio page where I display the games I have worked on.

Long Pitch:

Hiring in the games industry is largely based on what you can show on your portfolio. To this end, I plan on using my final project in this class to display the games and other projects that I have worked on. This site will have individual pages for each game with a description of what I worked on and a short embedded video going over the game.

User Profiles**Profile 1, Recruiter “John Overwatch” (they/them):**

Age: 28

Location: Irvine, California

What they do IRL: John Overwatch spends their time in ranked ladder for several games while they are not in the office or working from home on new overwatch content.

Experience level: John has 4 years of experience in industry and 2 years at Blizzard.

Context: John would interact with my site as a recruiter for new devs for blizzard games and would most likely be looking at many candidates' portfolios in a given day on their computer.

Goals when on site: John is looking to get through my site quickly while building a picture of what kind of developer I am. This means that they wouldn't necessarily be looking in depth but would be willing to read a short blurb on my top few games.

Quote: “This person couldn't make the game any worse, right?”

Profile 2, Fan “Finley Fakename” (he/him):

Age: 20

Location: East Lansing

What they do IRL: Finley has a habit of picking up a game and playing it for a few weeks obsessively until it loses its spark and then he's on to his next game after a suggestion from his partner.

Experience Level: Has never made a game and never will but enjoys playing games every now and then.

Context: He would most likely interact with my page after being shown it by his partner to see what kinds of other games I have made.

Goals: Finley is on my site to learn more about what I do and what kinds of games I make.

Quotes: (This is literally just my boyfriend) “This website is packed with that tism rizz bro” (I asked him for a quote and this is what he said)

Profile 3, Redditor, “u/purpleGuy” (she/her):

Age: 22

Location: New Jersey

What they do IRL: purpleGuy enjoys going out with friends and spends most evenings relaxing in her apartment with cozy indie games.

Experience level: purpleGuy has always wanted to make a game but has never found the time to learn how.

Context: She found my site after it was posted to reddit under a trailer for a game.

Goal: purpleGuy is on my site to see what other projects I am working on and to get more info on my current project

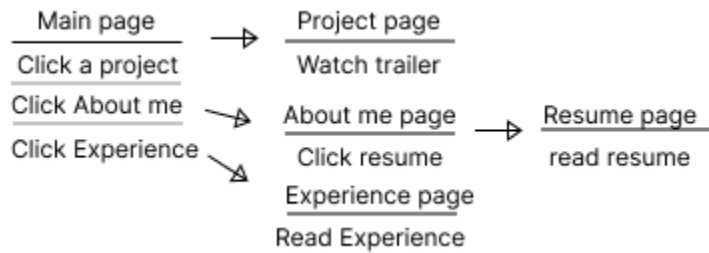
Quote: “That game looks like fun”

Comparative sites:

[Alex Spedding](#) [Joeb Rogers](#) [Loren Heubert-Aubry](#)

Flow

This flow is how users would navigate my site and what things they would do on each page



Wireframe

Copper Wire Games

Slideshow of titles

About Me

Games

Experience

Top Game 1

Top Game 2

TOM WEIR

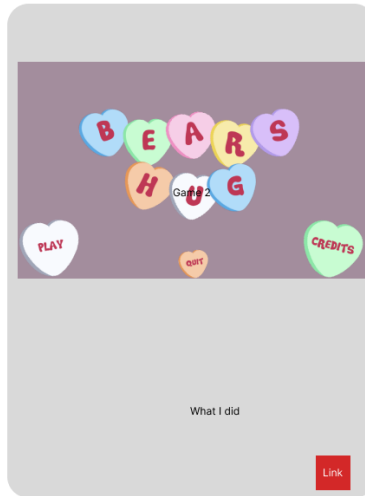
MSU GAME AND INTERACTIVE MEDIA SENIOR

Home

Contact

Socials

About Me



Final Wireframe:

After looking at more examples of professional portfolios in the game industry, I decided that I needed to change how I was doing my design to have the most important work be present on one page. For that matter I also wanted to add a short blurb on the top that gave anyone visiting my site a short blurb about me before jumping right into my work. Another thing that I noted was the importance of having links to my work in each game card so people to actually take a look at what I've worked on. For styling, I think I'm going to go with a simple 4 color pallet just so I don't overdo anything.

I used these sites as inspiration:

<https://gamesbymanuel.com>

<https://www.davidshaver.net/index.html>

www.jayvanhutten.com

<https://alvarotrigo.com/blog/game-design-portfolios/>