**Tyler Fixes Tech Website**

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Web Fundamentals

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# Introduction

This website was created as a digital portfolio to showcase my growing skills in repairing and restoring video game consoles. Over the past few months, I’ve dedicated time to learning how to disassemble, diagnose, repair, and reassemble various gaming systems, ranging from classic consoles to more modern devices. The website serves as a visual and informational record of the results of that journey.  
  
The primary audience for this website includes fellow hobbyists, potential clients interested in repair services, and instructors or peers who want to see the progress I’ve made. It’s also intended for anyone curious about the inner workings of game consoles and the process of bringing them back to life.  
  
You can view the completed website at: <https://tylersecurex.github.io/WDD130-/personalsite/homepage.html>

# Goals/Objectives

The main goal of this website is to demonstrate the technical skills I’ve acquired, such as soldering, troubleshooting hardware issues, and reassembling consoles after repair. I also wanted to improve my web design abilities by creating a clean, user-friendly interface that effectively communicates my work. Ultimately, I hope this site can serve as a portfolio for future opportunities, whether in education, freelance repair work, or even employment in the tech field.

# Design Process

The design process began with sketching out a basic layout for the site. I wanted it to be simple, with a focus on visuals—images of the consoles before, during, and after repair. I chose bright theme to make the images pop and give the site a retro and fun feel.

I used a grid layout to keep everything organized and easy to navigate. Each console has its own section with a short description of the issue it had and the steps I took to fix it. I also included hover effects and lightbox features for some areas to enhance the user experience.

The biggest challenge for me was getting the before and after hover pictures to work on the Console repairs page. When I first tried it I had issues getting the border to be in thew correct place around the images, but I eventually was able to get help to correct them.

# Conclusion

Completing this project taught me a lot—not just about web development, but also about how to present technical work in a way that’s accessible and engaging. I learned how to structure content, optimize images for the web, and use HTML, and CSS to create interactive elements.  
  
More importantly, I gained confidence in my ability to document and share my repair skills. These are valuable abilities that I can carry into future projects, whether I’m building another website, applying for a job, or offering repair services. This project has shown me how powerful a well-designed website can be in telling a story and showcasing what you’re capable of.