Contact Page Guidelines

The main objective of your contact page is to get your visitors in touch with you easily. The contact page typically includes an email form, address and phone number, social media icons/links, as well as a personal message encouraging people to contact you and for what reasons.

The mockup should provide the design of the email form. All you really need for the contact form is name, e-mail, subject, and message (see example below). You should be able to find the email boxes in the Adobe XD or Figma UI kit. Just be sure to customize the form to represent your fonts and colors.

Since the primary purpose of a portfolio is to find work, you want to make it as simple and seamless as possible for a visitor to find *you*. Some of the sample pages that follow include additional contact information including address, google map, and social media links. Don't give away too much personal info…it is the internet, after all, where anyone can find it. Strike a balance. Your email address, LinkedIn profile URL, Twitter handle, etc. aren't things you need to hide. A business or Skype/Google Talk number is a great move. So is a business address or PO box. However, I would pause before putting a personal phone number or home address online for the world to see.

Even after reviewing your portfolio content prospects might be hesitant to reach out to you. You can encourage contact by adding a personal message before the email form along with a small image. You can also provide credibility by adding client icons or a few testimonials.

See the following sample contact pages and email forms to get a better understanding of how to design the contact form and what additional content to include:

First design (Jonny MacEachern)

Map data ©2019 Google   Terms of Use

CONTACT ME

Name   Email   Phone

Message

SEND

Second design (Riccardo Zanutta)

About Me.

Interactive Front-end developer.

I'm Riccardo Zanutta, a 22-year-old Italian Freelance Front-end developer. I'm a weird guy who likes making weird things with web technologies.
I like to resolve design problems, create smart user interface and imagine useful interaction, developing rich web experiences & web applications.
When not working or futzing around with code, I study how to escape from University. Actually for hire.

SP: 0.6211299937499416

Let's talk.

New projects, freelance inquiry or even a coffee.

Name *

E-mail *

Message *

Send Message

Third design (Tyler)

TYLER </>

View My Resume

Get in Touch

Name   Email

Subject

Message

Send

Send me a message

Want to share an idea for a podcast, do some work together, have me speak at your event or something else?

Fill out the form below and I typically will get back to you within 24 hours unless I am traveling (which happens a lot).

Name *

First

Last

E-mail *

Comment or Message *

I'm not a robot

reCAPTCHA
Privacy - Terms

Submit