previous students (more general):

<https://medium.com/mark-g-brown>

<https://www.synthace.com/people-of-synthace-alberto-morabito-software-engineer/>

Portfolios:

<https://designnotes.blog.gov.uk/2020/07/01/how-to-create-a-portfolio-to-apply-for-a-design-role-in-government/>

<https://esmeraldaypsi.wixsite.com/portfolio>

Sofiagervasoni.com

cargo.site – contact Karen for the QMUL student code (renewed each year)

this may be interesting: <https://lectureinprogress.com/journal/rifke-sadleir-guide-portfolio-website>

And I’ve found what a student who graduated in 2020 advised another 2 CC student:

“My advice is to start small: maybe take a piece of paper and write down all the projects you have worked on so far (year one, year two and other extracurricular ones, e. g. hackathons, personal projects ...), then select the ones you think turned out the best, and that you enjoyed the most. It is commonly thought that the more content you have in your portfolio, the more you can impress recruiters, but in my experience recruiters appreciate quality over quantity. I think it is also useful to show variety in your portfolio, for example mobile design and development, web design and development, illustration etc.

Once you've established which projects you wish to add to your portfolio, try to think about the *story*behind the projects, and the journey you have taken whilst working on them. I'm not sure which roles you wish to apply to, but I know that this is essential for recruiters when it comes to Product Design, UX Design and even technical roles. Basically, giving an overview of the project description and providing a few images is not enough - recruiters are interested in your thought process and your problem-solving skills, and wish to discover the motivation and reasoning behind the project, from user research to wireframing and prototyping and to implementation. In my experience, it is also useful to show the impact of your project (e. g. generated from user testing), as well as the lessons you have learned from it, the skills you have gained, and the tools you have used (e. g. Adobe Illustrator, Photoshop etc. or coding: HTML5, Processing etc.) - this way you can clearly show evidence of how you have applied the skills you have listed on your CV.

To have a better understanding of what I just said, you are more than welcome to have a look at my portfolio: <https://ralucasemenescu.myportfolio.com/work>

This is a website showing amazing portfolio examples (mainly design) from people who have been offered jobs at top companies like Facebook, Google, IBM and so on: <http://cofolios.com/#modal-close>

Also while I created my second portfolio (which had more success than the first one), I took lots of inspiration from Behance (<https://www.behance.net/>) and Medium (website with lots of design and ux case study articles, (really useful for learning important notions of UX design like user persona, user journey etc.): <https://medium.com/>). “