

## Responsive Portfolio

UX/UI designer + Front-end development

Case Study - Portfolio project

Mobile, Ipad, Desktop

Duration: 2 months

Tools: Figma, Illustrator, VS Code (HTML, JavaScript, CSS)

Git Hub.

Creation of a responsive portfolio (mobile, tablets and desktop) to give accessible insights about my work and myself to companies and recruiters.

This portfolio allows users to learn about my professional experience and the style of my work in the UX/UI field across different platforms, as well as, product development, branding and application of front-end development - HTML, JavaScript and CSS - as part of my skills.

As a UX designer there is the need to present my recent projects showing my skills and introduce myself to recruiters/companies in a way that can be practical and accessible from any device. In this way, it can be more effective to learn about me and the work I have recently been doing.

**For users:** Being able to find their future employee and being able to see the latest projects, learn about my skills and be able to get in touch if interested in making a job offer; or to discuss my career and work.

## Goals

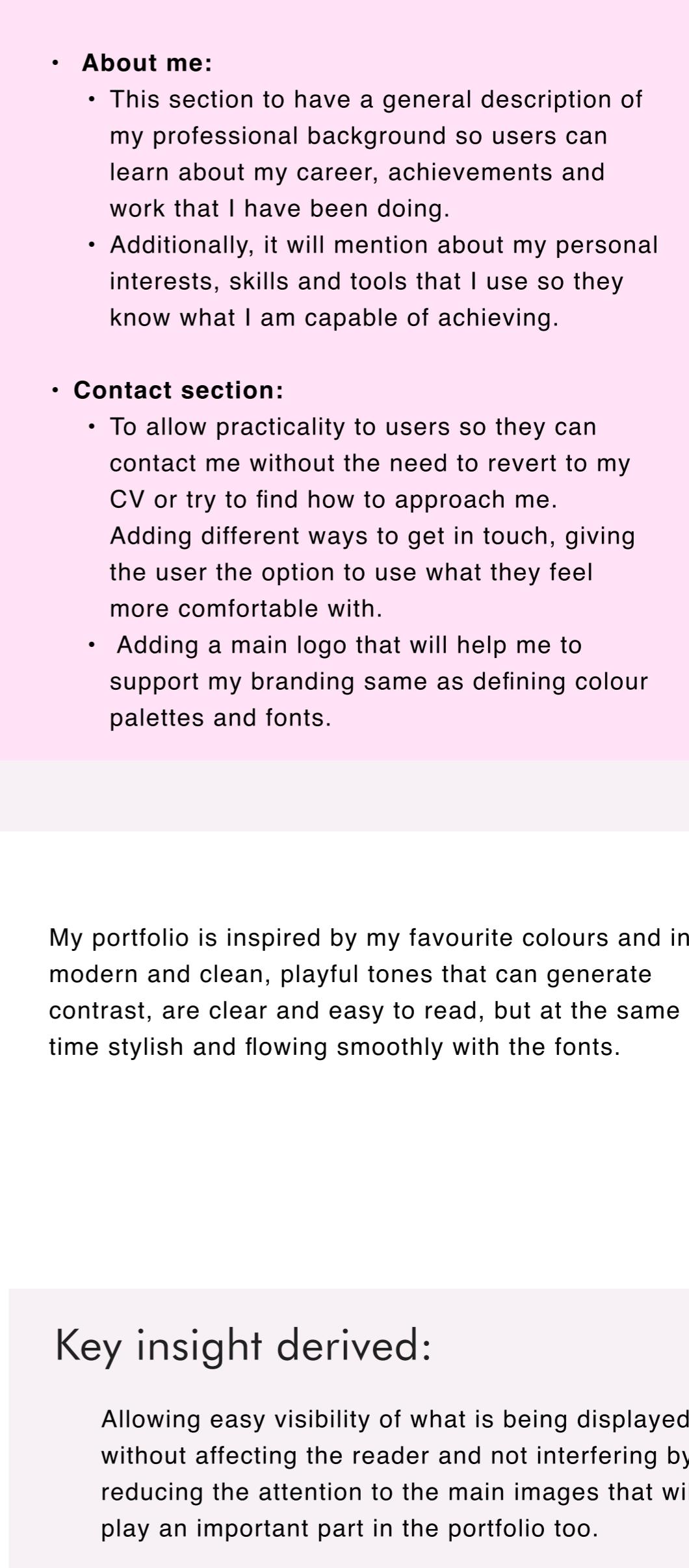
## Design process

The design process for this project started by empathising and comparing the most successful portfolios online and how other UX designers showcase their portfolios.

Using them as a source of inspiration and understanding what are the main features displayed and what makes recruiters and companies find them successful and attractive.

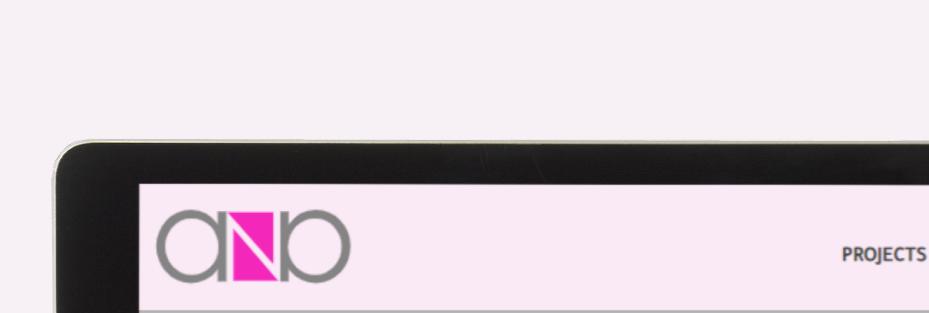
### Key insight derived:

- Making the site **clear and accessible** to users without errors.
- Writing a **short hero introduction** to the skills as a designer.
- Featuring recent projects without overloading the site and creating visuals to **encourage the reader**.
- Ensuring there is a way to **contact the designer** from the actual site using the most common ways i.e. via mobile, e-mail, Skype and LinkedIn.
- Having **main features** to access from the **menu**: home, portfolio, about me and contact section.
- Creating **branding** and personalisation of my portfolio and flow it across the pages.
- Having a **small description about myself** explaining my skills, tools, general background and professional experience.



## Layout

The above helped me to define and ideate the features and alternatives to display information on the site. At the same time defining the colours, fonts and interface of the site taking into account different screen sizes to make it responsive.



### Key insight derived:

- Defining features that are important to show in the portfolio and avoiding causing tiredness on the user - increasing interest. Applying design layout, proportions, create concise content, images to support the content.
- Creating the information to be displayed per page taking into account the parameters above.

### Defining layout

#### • Menu:

- This will allow people to have quick access to my main features for easy access – Home, projects, about me and contact.

#### • Index:

- Displaying a hero sentence about myself and my skills- easy and quick to read.
- Displaying 3 main projects – with a small description of the work and tools that I used with an option to access each case in detail from the main page.
- Adding contact information at the bottom – that will allow people to be in touch

#### • Projects:

- This section will allow people to select and overview each project that I have worked on and access it in detail if the user is interested.

#### • About me:

- This section to have a general description of my professional background so users can learn about my career, achievements and work that I have been doing.
- Additionally, it will mention about my personal interests, skills and tools that I use so they know what I am capable of achieving.

#### • Contact section:

- To allow practicality to users so they can contact me without the need to revert to my CV or try to find how to approach me.
- Adding different ways to get touch, giving the user the option to use what they feel more comfortable with.
- Adding a main logo that will help me to support my branding same as defining colour palettes and fonts.

## UI and Branding

My portfolio is inspired by my favourite colours and in modern and clean, playful tones that can generate contrast, are clear and easy to read, but at the same time stylish and flowing smoothly with the fonts.

### Colour Palette

#FFCCFC RGB (255, 252, 252)	#FAEAF5 RGB (250, 234, 245)	#D0D0D0 RGB (221, 221, 221)	#EE3B97 RGB (238, 66, 151)	#000000 RGB (0, 0, 0)
For background	For background	For Text	For Text	For Text

### Font

Didact Gothic

200 300 400 500

### Key insight derived:

Allowing easy visibility of what is being displayed without affecting the reader and not interfering by reducing the attention to the main images that will play an important part in the portfolio too.

## Prototypes

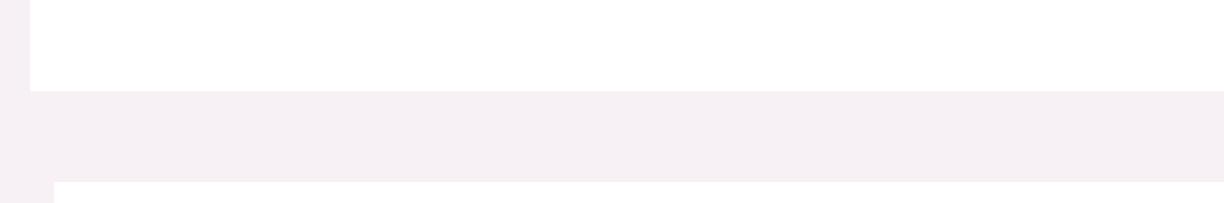
Based on the above information it began the prototype stage. Creating in VS code the design and using Git hub to push iterations and improvements.

As a UX designer it was very important for my project to apply front-end development in order to create a successful functional and responsive site. Also, to understand how the designs can be translated into developers code and language.



### Key insight derived:

It is important for UX/UI designers to provide clear information and files to the developers. Including consistency and specifications that flow across all the screens.



Not always front-end developers can provide the same results as UX/UI designer can easily create when using their software i.e. Figma. It all depends on the options that can be created and in the skills and experience of the developer.



## Front-end development

### Test

Once the design has been created became the time to test with participants its functionality, aesthetics and effectiveness of the site.

The tests were moderated remote testing 5 participants aiming for the following goals:

#### User Goals

- As General ensure user can navigate efficiently around the site.
- Find the main features, projects, about and contact information and ensuring that are both useful and usable.
- Find the tools and CV in the contact section.
- Identify the icons in the contact section.
- Identify the different projects.

#### Usability testing Goals

- Discover what sections need improving and why the task could not be completed. (Accessible)
- Understand what looks appealing and what doesn't.
- Find out what catches user interest and what causes dislike(desirable/credible)

### Usability testing

#### Get in Touch

Designing to enhance lifestyles and bring happiness. Let's work together to bring your design dreams to life. Click on any of the below to be in touch!



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#### Issue 1. Contact information unclear (Severity rating 4)

**Solution:** Try to make it clearer, but not exposing my personal information

404

File not found

The site configured at this address does not contain the requested file.

If this is your site, make sure that the filename case matches the URL as well as any file permissions.

For root URLs (like <http://example.com>) you must provide an `index.html` file.

Read the full documentation for more information about using GitHub Pages.

GitHub Status → GitHub Pages



#### Issue 2. Buttons in project section in mobile screen were displayed incorrectly (Severity rating 1).

**Solution:** Revise CSS and ensure wording is centred.

### Key insight derived:

Iterations were made on the site to improve and enhance its usability across all the screens.

Additionally, codes have been checked using the W3C validator, Colour contrast checker and JavaScript validator to ensure it has been developed correctly. Finally, pushing revisions to Git Hub and making it live.

The iterations made will help the users to navigate smoothly through the site without errors when using different devices. Aiming to increase accessibility and also ensure its effectiveness.



## Test

### Conclusions

Applying front-end development from the beginning of a project can seem a challenging task, but is easier to iterate on the same file and having different branches/repositories on Git hub.

Using front-end development skills helped to understand how important is for UX/UI designers to provide clear information and files to the developers. Including consistency and specifications that flow across all the screens.

It is very easy to make a code mistake that can cause significant consequences to users. So it is important to always test and iterate.

Not always front-end developers can provide the same results as UX/UI designer can easily create when using their software i.e. Figma. It all depends on the options that can be created and in the skills and experience of the developer.