Pitchboard

This website will feature a compilation of all my portfolio worthy projects as well as employable skills for the games and software engineering professions.

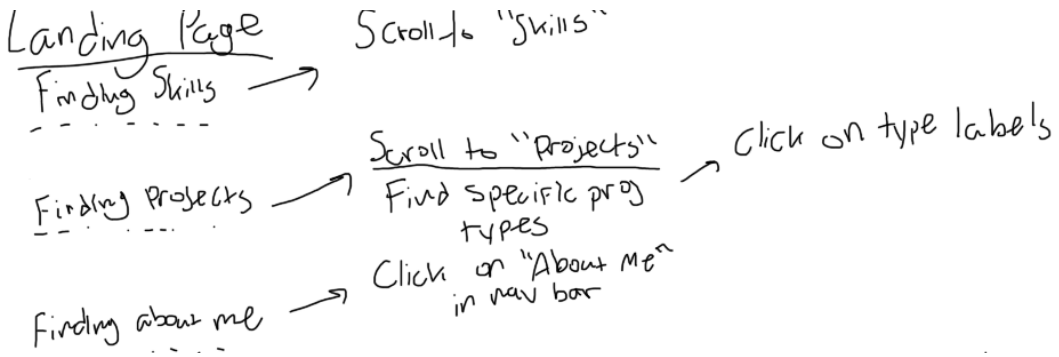
Although I already have a site that works to provide a portfolio for myself, its design is barebones and could do with a makeover. This new website will work to show off not only my projects and skills in text and image form, but also in design form in a revamped layout, color scheme, and feel. Those accessing this portfolio site will see that I can work in many forms of computer science not only limited to what I display with my games and projects. The website will be functionally the same as the previous iteration, which will cut down the required programming time and allow greater time for the design and iteration processes. Building off of the old framework will impose some limitations, but none that are inflexible.

Persona 1 – Professor Rutherford
As a professor at Big Name University, Professor Rutherford knows his stuff when it comes to knowing who is worthy of his scholarship/class/letter of recommendation, and will only give it out to the best of the best. He doesn't have time to look in depth into each portfolio and if he gets lost he will move on to the next to review. He is someone who is tough to impress, but will make it worth your while to try.

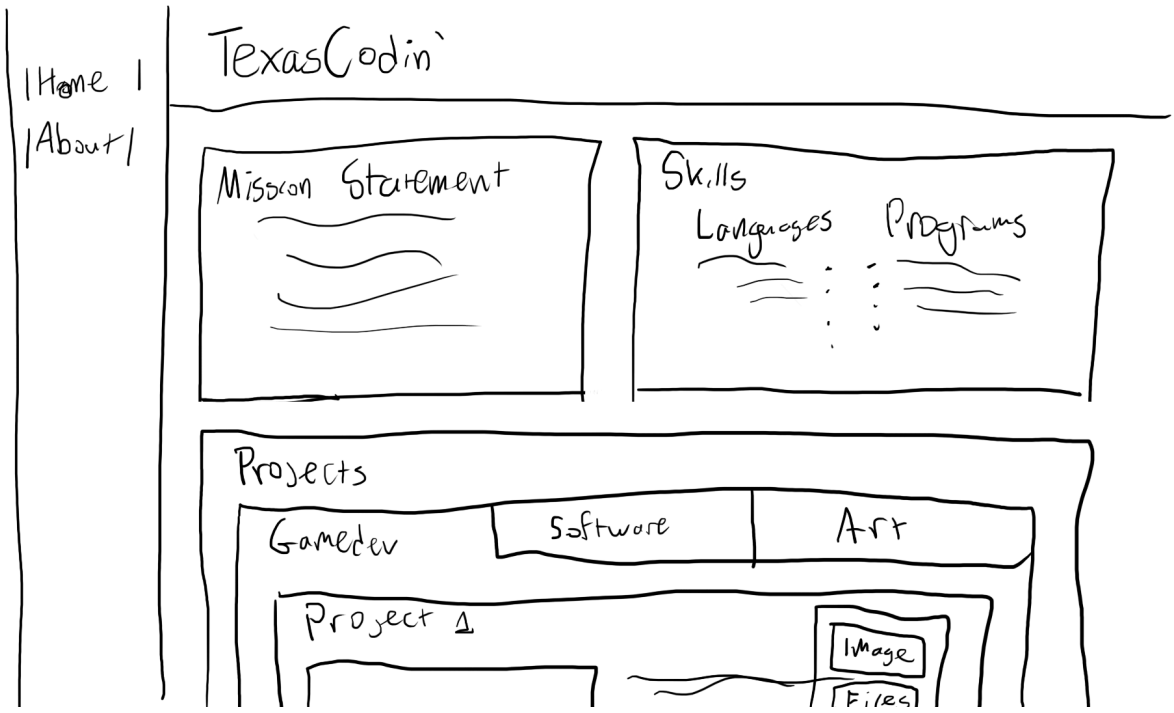
Persona 2 – Recruiter Jones
Coming from a marketing/business background, Jones doesn't know a whole lot about what makes a portfolio impressive, meaning a more attention grabbing landing page is more likely to stand out to them rather than a large array of projects. Being unique is important to Jones, as they may go through hundreds of portfolios a day. You want to make an impression.

Comps
Linkedin profile page
Resume templates
Other student portfolio websites

Shorthand Flow



Wireframe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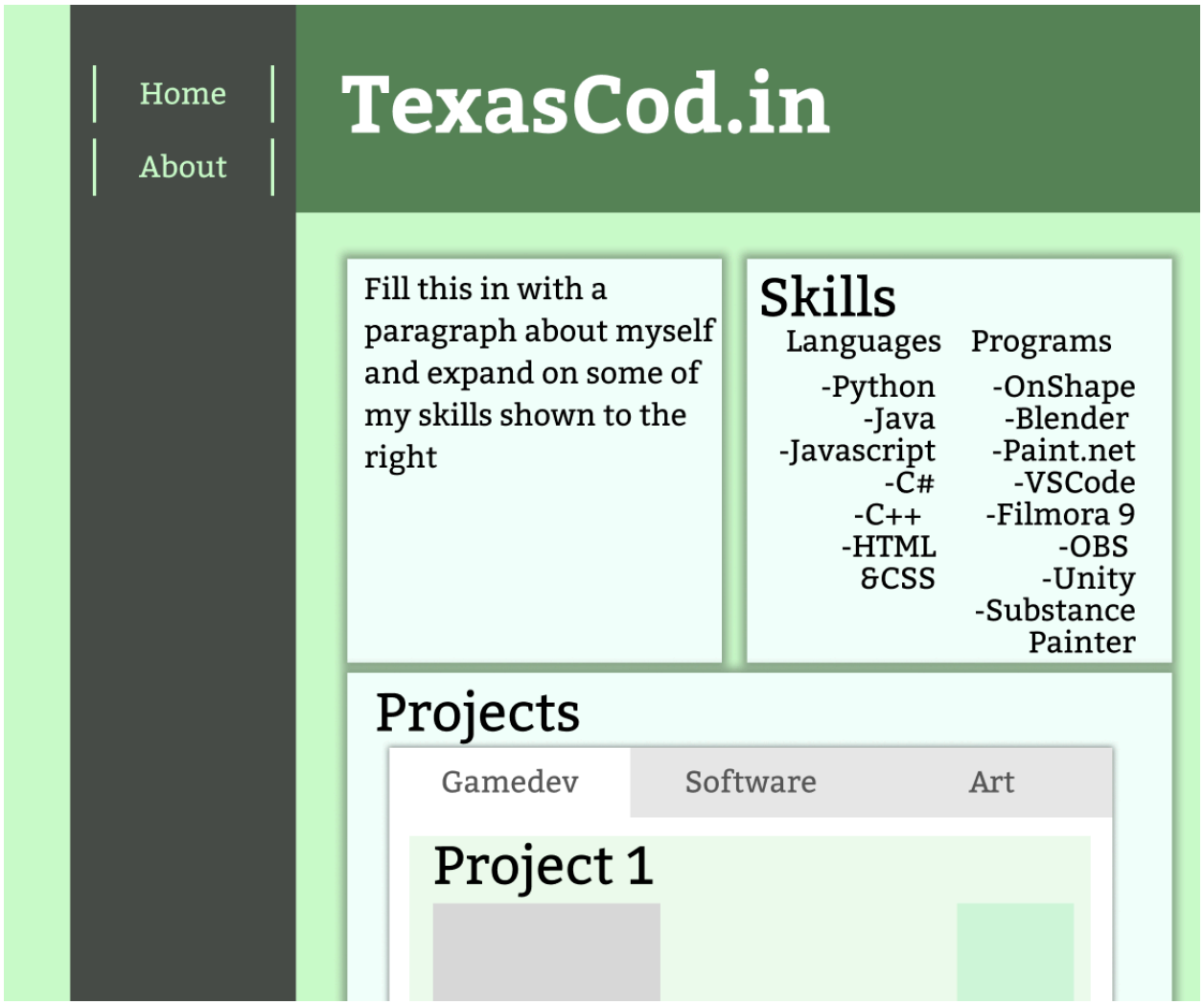
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