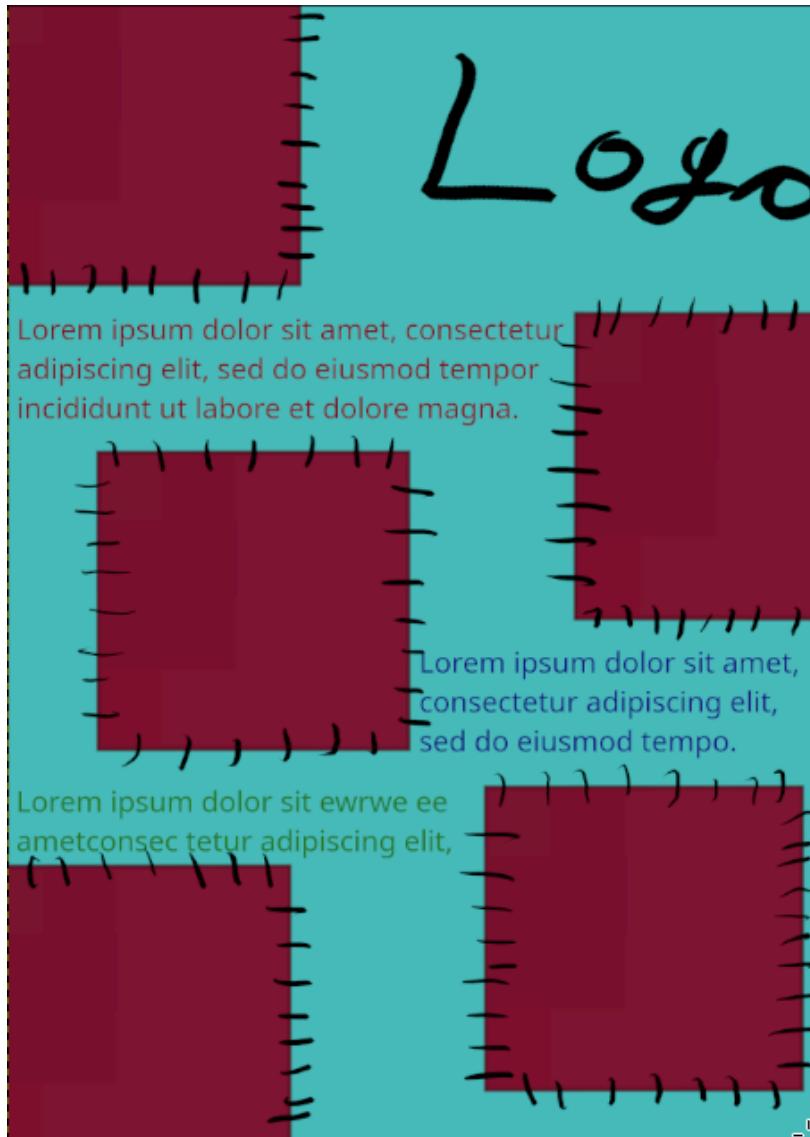


LO. 1 Conceptualize, design, and develop professional media products.

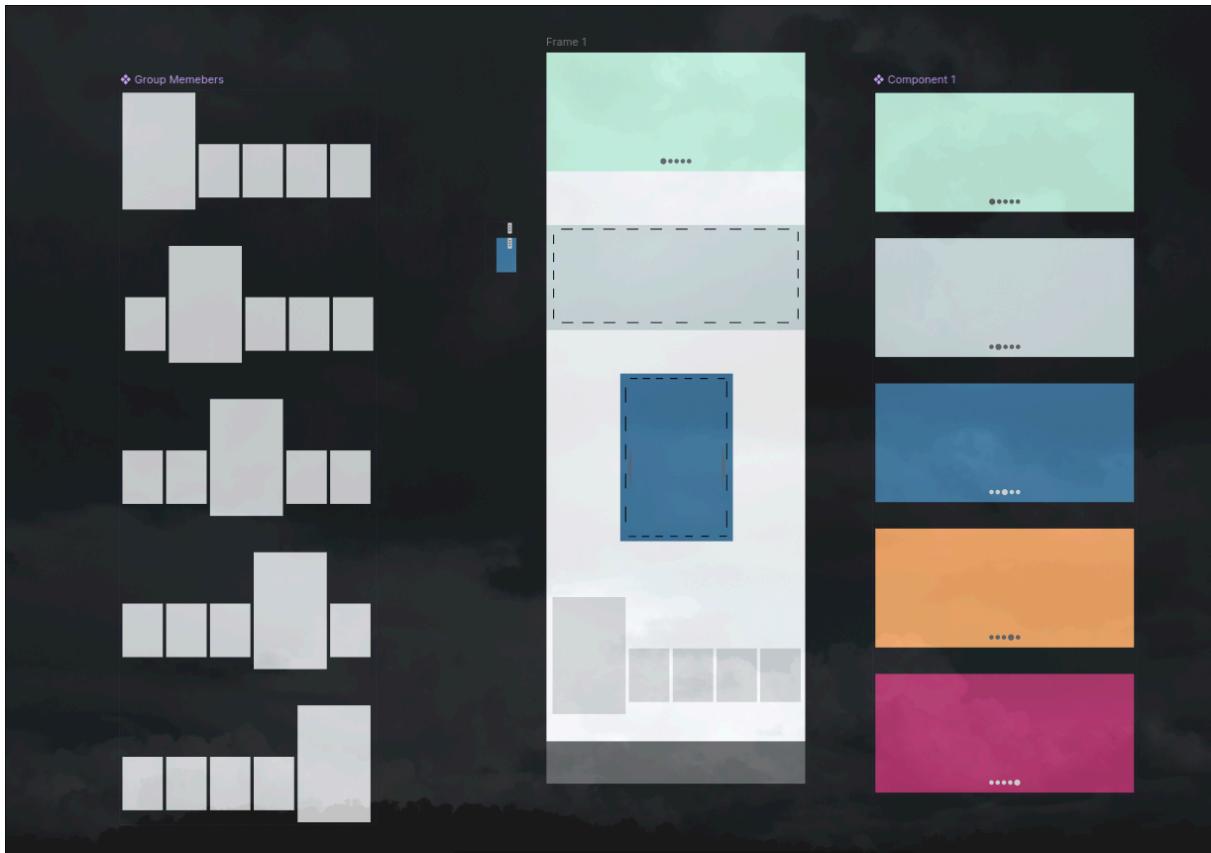
First thing I made was a poster design made using Gimp. The design doesn't look good but it's my first thing made that is media related. Below is a link to my portfolio page.

<https://bxrisyvnev.github.io/portfolio/#projects?file=poster>



Here is a wireframe of a webpage I made. The idea was that me, Dylan and Constanti would make wireframes for a webpage and this is what I came up with.

<https://bxrisyvnev.github.io/portfolio/#projects?file=patchworkwebsitewireframe>



Here is link to the figma for the full experience

https://www.figma.com/design/H Eg d8XF PmD4OGwEx0RhZz/Patchwork-Website-design?node_id=37-30&p=f&t=XcbNy7azdgt12WhR-0

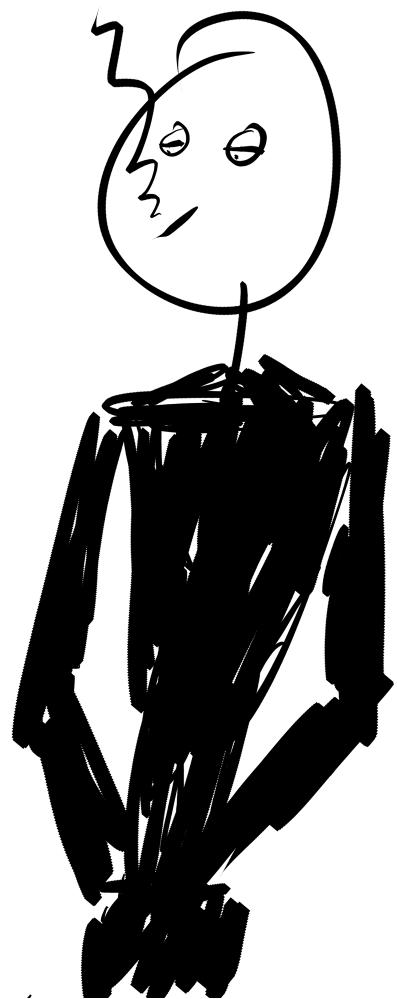
It's designed in figma and there are a lot of prototyping done. The bottom has the main feature which is the group photo. The group photo will be the five members of the group next to each other and when you hover with the mouse on top of one the image will move left and/or right and make space for another bigger picture of the hovered member to pop up with description of that member including contact information.

In Concept & Inspiration workshop I did the assignment. It was to follow this:

Inspiration search > Key concepts > Sketch it out > Apply basic design principles.

The entire thing has to be a rough sketch that links: inspiration > concept > design.
And what I did is the following bellow.

<https://bxrisynev.github.io/portfolio/#projects?file=concepttosketch>



The inspiration was the everyday life in the east-european countries. And the key words were "Everyday life" and I tried my best to sketch something that represented that. In life a person that is shown to smoke with their hands in the pockets is usually a person that is just taking a walk. No reason at all. Just walk to clear their head. It's something everyone does almost everyday and showing exactly those things (the cigarette and the hands in pocket) helped the audience to guess my keywords. The moodboard showed everyday activity places like: gym, panel block, boxing gym, more panel blocks and a factory.

LO. 2 Transferable production.

In our studio I'm in charge of the repository. I made a GitLab repository which by default has version control. I always use at least two branch strategy so all the times there is a backup of all the work done. After every work day I take all the created media and push it inside a side branch and after each week I merge. Inside the repository there are documents, prototypes and archive folders. Documents are for documents, prototypes are for prototypes and archive is to keep stuff that are no longer relevant to the project (stuff that are no longer worked on) to keep the working folders clean and organised.

<https://bxrisyvnev.github.io/portfolio/#projects?file=patchworkgitlabrepository>

The screenshot shows a GitLab repository interface. The repository name is 'S3MC-Patchwork'. The main page displays a commit history with one recent merge commit:

Name	Last commit	Last update
archive	added placeholder files so directories c...	1 week ago
documents	Pushing all prototypes and documents ...	3 days ago
prototypes	Pushing all prototypes and documents ...	3 days ago

On the right side, there is a 'Project information' sidebar with the following details:

- 6 Commits
- 2 Branches
- 0 Tags
- 1.8 MiB Project Storage

Below the sidebar, there are several buttons and links for repository management:

- + Enable Auto DevOps
- + Add Kubernetes cluster
- + Add Wiki
- + Configure Integrations

At the bottom, it shows the creation date: September 03, 2025.

Name	Last commit	Last updated
..		
brandGuide1.webp	pushing latest prototypes from today	2 days
illustrationTools.webp	pushing latest logo prototypes	10 hours
kitty1.webp	Pushing all prototypes and documents so far	3 days
kitty2.webp	Pushing all prototypes and documents so far	3 days
kitty3.webp	Pushing all prototypes and documents so far	3 days
logoColor1.webp	pushing latest prototypes from today	2 days
logoColors1.webp	Pushing all prototypes and documents so far	3 days
logoFullTitle1.webp	Pushing all prototypes and documents so far	3 days
logoVariations1.webp	Pushing all prototypes and documents so far	3 days
logoVariations10.webp	pushing latest logo prototypes	10 hours
logoVariations11.webp	pushing latest logo prototypes	10 hours
logoVariations2.webp	Pushing all prototypes and documents so far	3 days
logoVariations3.webp	Pushing all prototypes and documents so far	3 days
logoVariations4.webp	pushing latest prototypes from today	2 days

Why?

Because having a safe back up means that no files will ever be lost.

Because having good versioning means that locating files will be done easily.

Because clean and tidy storage space is important for every project.

In one of my tasks I made a very basic twitch integrated game. In order to implement it to your stream you have to do a bunch of tasks. Because of that I made a simple text file with instructions on how to implement the game.

Here is repository for game.

<https://git.flict.nl/I503706/twitch-game>

```
How to set up game.

1. Start server.
   Open terminal inside the folder of the game.
   Type "python3 -m http.server 8000" must have python3 installed. "python -m http.server 8000" if you are on windows (L).

2. Make browser overlay.
   Put as link "http://localhost:8000/index.html?channel=yourtwitchname" where yourtwitchname is your actual twitch name.

3. Have fun!
```

LO. 3 Creative iterations.

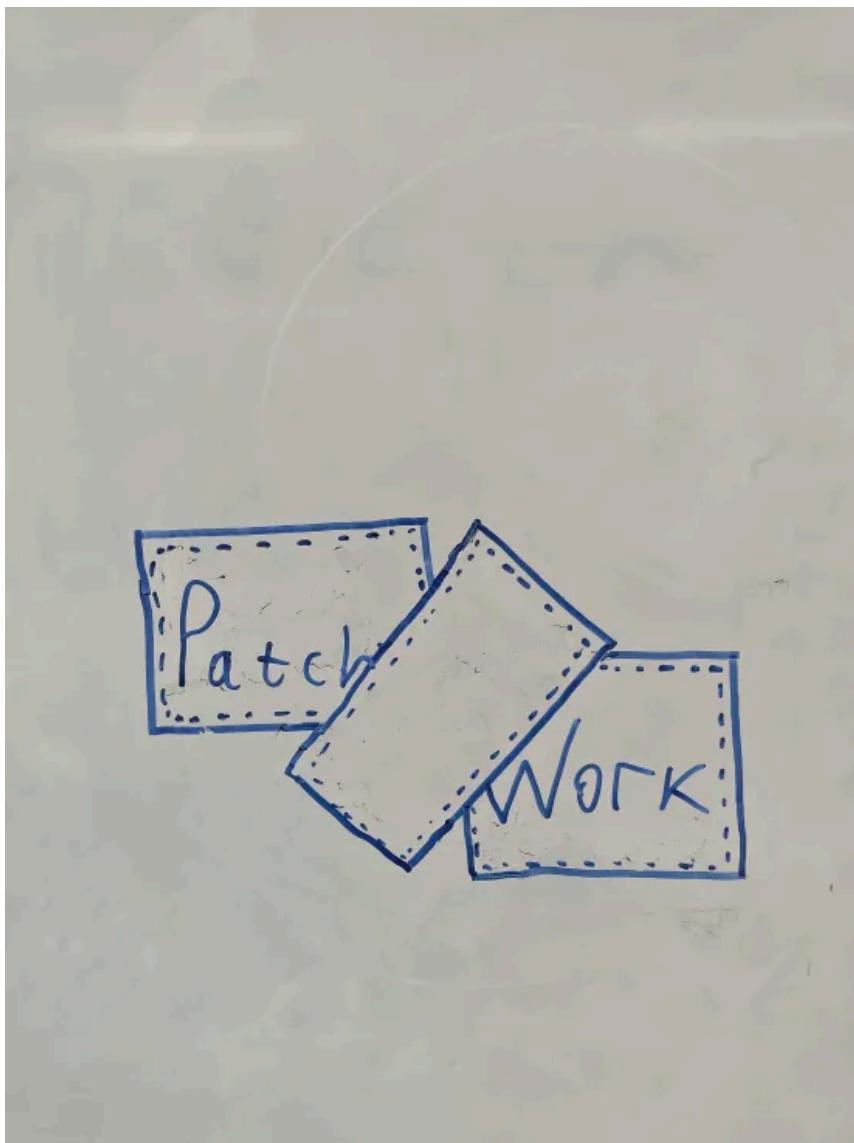
First thing we started working as a team is the name of our studio. We asked ChatGPT for names and we choose “Patchwork” because it represents us best as people of different backgrounds and skills. And also the word “Patch” can be also used for ICT related things. It was Hanna who wrote the prompt to GPT.

The logo came from the name and because of that there are a lot of patches.

Below is a version of the logo I designed on the whiteboard with a marker. It was just an idea mainly

focused on having the rectangle on the middle empty.

<https://bxrisyvnev.github.io/portfolio/#projects?file=patchworklogowhiteboard>



The idea wasn't ok since there was too much empty space.

Below the top right corner of the image has the logo that Hanna designed but it had the issue that the font wasn't good enough. Our group's tone is that we are professional but can still be fun. Since the colors are already fun I designed the left two logos with more professional font (FreeSerif Regular). The top one is with regular text typing and the bottom one is with capital "K" on the word "worK" which is there just because it looks good.

The bottom right is there just because it looked fitting based on visual judging.

<https://bxrisyvnev.github.io/portfolio/#projects?file=patchworklogofonts>

FreeSerif Regular



FONT AWESOME 7 BRANDS REGULAR



My portfolio is a website hosted on GitHub pages that uses mostly HTML and CSS and minimal JS. The whole design is done with CSS and the JS used is to make the page only a single page by switching elements (hiding unneeded flexboxes and unhiding the needed flexboxes). This is so the background animation is not disturbed because switching to a new page when pressing a button reloads the animation which doesn't look good.

This is only the first iteration of the portfolio and it was inspired by the below webpage: <https://eloybe-design.webflow.io/> In there the gradient is following the cursor and I really liked it but that used a lot of JS and makes the page heavy. I want a ultra light page with minimal JS. Because of it I made the background gradient move on its own and also added transparent image to make it a little bit more eye catching and I believe it worked.

On the project tab I decided to use a file tree design because I want my portfolio to reflect my software personality and there is nothing more software than a file tree with the projects in it with .pdf to make it look legit.

Most of the design decisions are done following Wouter's feedback to take inspirations from other software developers' portfolios and that it should reflect me as a software developer.

Checkpoint 3 25-09-2025



Yanev, Boris B.N. a month ago

Today I talked with Wouter about my submission. He said that I impressed because there was some styling done and it was kinda full. We discussed using latex instead of typst. We discussed about taking inspiration from other software developer with good portfolios. He also explained to me what the portfolio and the reading guide should be and redirected me to where I can learn more about it.

Bellow is a link to my portfolio hosted in GitHub Pages.

<https://bxrisynev.github.io/portfolio/#home>

LO. 4 Professional standards.

For the group project I am the scrum master. We decided to use Scrum Agile because our client is not professional in any shape or form and introduces uncertainty (it took her 2 weeks to respond to our first email). Because of that we choose Agile because it's very good work framework for these unpredictable clients. The idea is to make a lot of stuff each sprint and display them to the client and decide from that what she likes and what she doesn't like and work from there.

I decided that Jira is to be chosen for planning tool as Jira is designed for Agile Scrum and also a lot of big companies use it so it's a great learning experience as it will come handy in the future. My team protested for a while because they are used to using Trello. But since we are not kids we now use Jira.

It took multiple sessions with Paul in order to figure out how to use that framework and I still think that improvements can be made.

Below are screenshots of the Jira board I made and a link for it.

<https://patchwork-s3mc.atlassian.net/jira/software/projects/SCRUM/boards/1>

The screenshot shows the Jira software interface. At the top, there's a header with the Jira logo, a search bar, and a '+ Create' button. On the left, a sidebar navigation includes links for 'For you', 'Recent', 'Starred', 'Apps', 'Plans', 'Spaces', 'Teams', and 'More'. The main area is titled 'Patchwork-DESKA' and shows a 'Backlog' board. The board has columns for 'Summary', 'Backing', 'Board', 'Calendar', 'Timeline', 'Pages', 'Forms', 'Archived work items', and a '+' icon. Below this, there's a search bar for 'Search backlog' and a 'Filter' button. The backlog lists various items with checkboxes, due dates, and status indicators (e.g., 'DONE', 'IN PROGRESS'). Some items have icons like 'CONCEPT POSTER' or 'PROJECT IDEA DOCU.'. A note at the top of the backlog says 'Finish the poster and make a cold base for the game.' A 'Complete sprint' button is visible on the right.

The screenshot shows a Jira board titled "Patchwork-DESKA". The board has four columns: "To Do", "In Design", "User Testing", and "Done".

- To Do:** Contains one task: "Create".
- In Design:** Contains three tasks:
 - "CONCEPT POSTER" (Design, Oct 18, 2025, SHRM-89)
 - "CONCEPT POSTER" (Design, Oct 18, 2025, SHRM-88)
 - "Do Persona for the targeted viewer" (Documentation, Oct 18, 2025, SHRM-87)
- User Testing:** Contains two tasks:
 - "PROJECT IDEA DOCUMENT FOR DESKA" (Documentation, Oct 18, 2025, SHRM-86)
 - "Use cases" (Documentation, Oct 18, 2025, SHRM-85)
- Done:** Contains one task: "Research Twitch Game Integration Technology" (Programming, Oct 18, 2025, SHRM-80).

At the top right, there are buttons for "Complete sprint", "Group", and "Group". A search bar at the top center contains the placeholder "Search".

While we were waiting for Deska we decided that the only thing we can do is research. The research topics we came up with were: Research current audience, Research targeted audience, Research overall

capabilities of Twitch integrated games, Research other already made games by Twitch streamers. The distribution of these topics was done on “who wants it” basis. Hanna took the technology capabilities, Constantin took targeted audience, Malou took the already made games and I took the leftover current audience research. Dylan was not in the discussion at that time so he went and split the task with Melou. The tasks that I gave out were to do a applied research document using a research framework by choice on the give topics.

A week passed and it became apparent that my team mostly doesn't know what a research framework is and some members went ahead and did something completely different from what the task was... Hanna did no technology research and went ahead and showed examples of games which was Melou's topic. Melou didn't use any framework but at least got the topic right. I have no idea what Dylan did... These are stuff I have to improve for myself in order to be a proficient Scrum Master.

The screenshot shows a Slack message thread. A user named Boris2 (with a cat icon) posted at 25.09.25 a., 11:07: "Research DESKA's target audience, what is currently there and what she wants as target audience" and "Research twitch integrated games (take in count what other streamers do and overall capabilities of it)". Below this, another user named Mist233 (with a car icon) posted at 25.09.25 a., 11:56: "I research twitch integrated games". The messages are displayed against a dark background with white text.

Boris2 🐱 ARCH 25.09.25 a., 11:07
Research DESKA's target audience, what is currently there and what she wants as target audience
Research twitch integrated games (take in count what other streamers do and overall capabilities of it).

Mist233 ❤️ DBH 25.09.25 a., 11:56
I research twitch integrated games

My research was done using the DOT framework and came to a valid conclusion. Below is a link to my portfolio webpage that displays my research document.

https://bxrisyvnev.github.io/portfolio/#projects?file=currentaudience_dotresearch

LO. 5 Personal leadership.

My portfolio is made using typst. Typst is a powerful typesetting system that is designed for advanced typography, efficient document creation and is really fast. It's basically coding your documents with advantage that is more customisations. Reason is because I come from software background and in terms of designing documents I can present myself better with code.

<https://bxrisyvnev.github.io/portfolio/#projects?file=typst>

The image shows two screenshots of a terminal window. The top screenshot displays a GitHub README file with various code snippets and text blocks. The bottom screenshot shows a terminal session where the user is compiling a Typst document named 'portfolioV1.00.typ' using the command 'typst compile portfolioV1.00.typ'. The terminal output includes the path '/portfolios3mc/production', the file name 'portfolioV1.00.typ', the line number '7:17', and the command '23,370 A]'.

```

1 #import "@preview/charged-ieee:0.1.4": ieee
2 // Gothic headings
3 #show heading: it => {
4   set text(font: ("UnifrakturCook", "UnifrakturMaguntia", "Cloister Black"))
5 }
6
7 = LO. 1 Conceptualize, design, and develop professional media products.
8 = LO. 2 Transferable production.
9 In our studio im in charge of the repository. I made a GitLab repository which by default has version control. I always use at least two branch strategy so all the times there is a back up of all the work done. After every work day I take all the created media and push it inside a side branch and after each week I merge. Inside the repository there is documents, prototypes and archive folders. Documents are for documents, prototypes are for prototypes and archive is to keep stuff that are no longer relevant to the project (stuff that are no longer worked on) to keep the working folders lean and organised.
10 #image("images/gitLabHomePage.png")
11 #image("images/gitLabPrototypesFiles.png")
12 = Why?
13 Because having a safe back up means that no files will ever be lost.
14 Because having good versioning means that locating files will be done easily.
15 Because clean and tidy storage space is important for every project.
16 = LO. 3 Creative iterations.
17 = LO. 4 Professional standards.
18 = LO. 5 Personal leadership.
19 My portfolio is made using typst. Typst is a powerful typesetting system that is designed for advanced typography, efficient document creation and is really fast. It's basically coding your documents with advantage that is more customisations. Reason is because I come from software background and in terms of designing documents I can present myself better with code.

xrtfolios3mc/production/portfolioV1.00.typ 23,370 A]
ris@archlinux ~/portfolios3mc/production $ typst compile portfolioV1.00.typ
xrtfolios3mc/production $ unknown font family: cloister black
portfolioV1.00.typ:7:17
  set text(font: ("UnifrakturCook", "UnifrakturMaguntia", "Cloister Black"))
  ^^^^^^^^^^^^^^^^^^
ris@archlinux ~/portfolios3mc/production $

```

During the break I had the task to develop a simple twitch integrated game in order to properly research the technologies that will be used. Below is a clip of a test stream I did testing the game features.

<https://www.twitch.tv/bigdicrandy1221/clip/SmallGrossDeerBCouch-yDi6ghsu92qbyuDp> You can't see it but in the chat im typing !feed, !play and !heal and the tamagotchi responds by doing an action and it's stats increase. Below are link to portfolio and repository. <https://git.flhict.nl/I503706/twitch-game>