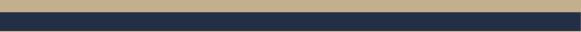


# DESIGN PORTFOLIO

## Harshitha Rajendran

UI/UX DESIGNER  
FRONT END WEB DEVELOPER  
GRAPHIC DESIGNER  
FASHION ILLUSTRATOR



## EXPERIENCE

Freelance GRAPHIC DESIGNER (2020-2023)

FASHION CONSULTANT, Scotch and Soda Amsterdam (2019-2020)

QUALITY CONTROL INTERN, Jak Industries (2016)

## PROJECT HIGHLIGHTS

Brand identity design (logos, business cards, letterheads)

Look-books and product catalogs

Infographics and print-on-demand designs

E-commerce website development

React JS applications

Interactive games and utilities

HTML, CSS, and JavaScript-based tools and experiments

HELLO, I'M HARSHITHA RAJENDRAN.

I'M A DESIGNER WHO'S PASSIONATE ABOUT CREATING MEANINGFUL EXPERIENCES THAT CONNECT PEOPLE AND BRANDS. WITH A BACKGROUND IN FASHION AND A LOVE FOR TECHNOLOGY, I'VE DEVELOPED A UNIQUE APPROACH TO DESIGN THAT'S CENTERED AROUND EMPATHY, CREATIVITY, AND PRECISION.

## EDUCATION

MASTER OF FASHION MANAGEMENT, Manipal Academy of Higher Education (2020)

BACHELOR OF FASHION TECHNOLOGY, National Institute of Fashion Technology (2017)

CERTIFIED FULL STACK DEVELOPER, IBM (2024)

CERTIFIED FRONT-END DEVELOPER, Meta (2024)

## KEY SKILLS

Visual Design

Graphic Design

UI/UX Design

Front-end Web Development

HTML, CSS, JavaScript, React, Node.js

# WEB DESIGN

PROTOTYPES  
WIREFRAMES  
MOCK - UPS

CSS

HTML

JAVASCRIPT

REACT . JS

FIGMA

**HARSHITHA RAJENDRAN**

<https://github.com/codenameharsh>

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## **EXPLORATIONS AND INNOVATIONS: A COLLECTION OF PROJECTS FROM MY LEARNING JOURNEY**

AS I NAVIGATED THE REALMS OF FRONT-END DEVELOPMENT, FULL-STACK JAVASCRIPT, AND UI/UX DESIGN, I HAD THE OPPORTUNITY TO BRING NUMEROUS PROJECTS TO LIFE. THIS SHOWCASE REPRESENTS A CURATED SELECTION OF MY FAVORITE EXPERIMENTS, CHALLENGES, AND SUCCESSES FROM MY TIME SPENT LEARNING WITH **FREE-CODECAMP**, **THE ODIN PROJECT**, **META** AND **IBM** ON COURSERA AND DAILYUI

WITHIN THESE PROJECTS, YOU'LL FIND A MIX OF TECHNICAL SKILL-BUILDING, CREATIVE EXPRESSION, AND PROBLEM-SOLVING. I'VE LEVERAGED A RANGE OF TECHNOLOGIES, INCLUDING **HTML**, **JAVASCRIPT**, **CSS**, **REACT.JS**, **FIGMA**, **CANVA** AND **ADOBE ILLUSTRATOR**, TO CRAFT ENGAGING USER EXPERIENCES AND VISUALLY APPEALING DESIGNS.

I'm proud to share this collection with you, and I hope it provides a glimpse into my passion for learning, creativity, and innovation.

# 'EcoCycle' user profile

<https://www.figma.com/design/WI085zE3fwRaF9Duys-jyy9/EcoCycle?node-id=28-164&t=6uUAJVUB7gHFPxQy-1>

FIGMA

ILLUSTRATOR

SKETCH

CANVA

## INTRODUCTION

This project was inspired by a Daily UI prompt to design a user profile. I chose to create a user profile page for 'EcoCycle', a social platform that promotes sustainable living and connects eco-conscious individuals.

I aimed to design a profile that effectively showcases a user's eco-friendly activities and achievements, while also encouraging community engagement and sustainable living practices.

To achieve this goal, I followed the **Norman Nielsen Group's (NN/g) design model**, which emphasizes a user-centered approach to design. Through this process, I conducted research, generated ideas, created prototypes.

This case study outlines my design process and solutions, highlighting the key decisions and insights that shaped the final design.

The design process involved the following steps:

1. RESEARCH: Conducted a survey with a focus group of 30 participants to gather insights on user needs and motivations.
2. PERSONAS AND PROBLEM DEFINITION: Created a persona, Emma, to represent the target audience and defined the problem statement.
3. COMPETITIVE ANALYSIS: Analyzed existing social platforms and apps focused on sustainability and eco-friendliness to identify gaps and opportunities.
4. IDEATION: Conducted a solo ideation session to generate innovative solutions for the user profile feature.
5. PROTOTYPING: Created a functional prototype incorporating the top ideas from the ideation session.

# 'EcoCycle' user profile research - user survey

## USER SURVEY

To gather insights from the target audience, I conducted a survey after describing the social media platform, with a focus group of 30 participants.

Here are the survey questions:

- What motivates you to live a sustainable lifestyle?
- How do you currently connect with others who share your eco-friendly interests?
- What features do you look for in a social media platform focused on sustainability?
- How do you think a user profile on EcoCycle could help you achieve your sustainability goals?
- What information would you like to see displayed on your EcoCycle user profile?
- How important is it for you to be able to customize your user profile on EcoCycle?
- Have you experienced any challenges or frustrations while using sustainability-focused platforms?



# 'EcoCycle' user profile

## research- user survey

### SUMMARY OF THE SURVEY DATA:

- 80% of participants are motivated to live sustainably due to concerns about climate change.
- 60% of participants currently connect with others through social media groups.
- 35% of participants look for community discussion boards in a social media platform focused on sustainability.
- 40% of participants believe a user profile on EcoCycle could help them connect with like-minded individuals.
- 45% of participants want to see their eco-friendly achievements and activities displayed on their profile.
- 55% of participants think customization options are very important for their user profile.
- 50% of participants have experienced difficulty finding relevant information on sustainability-focused platforms.

### CONCLUSIONS

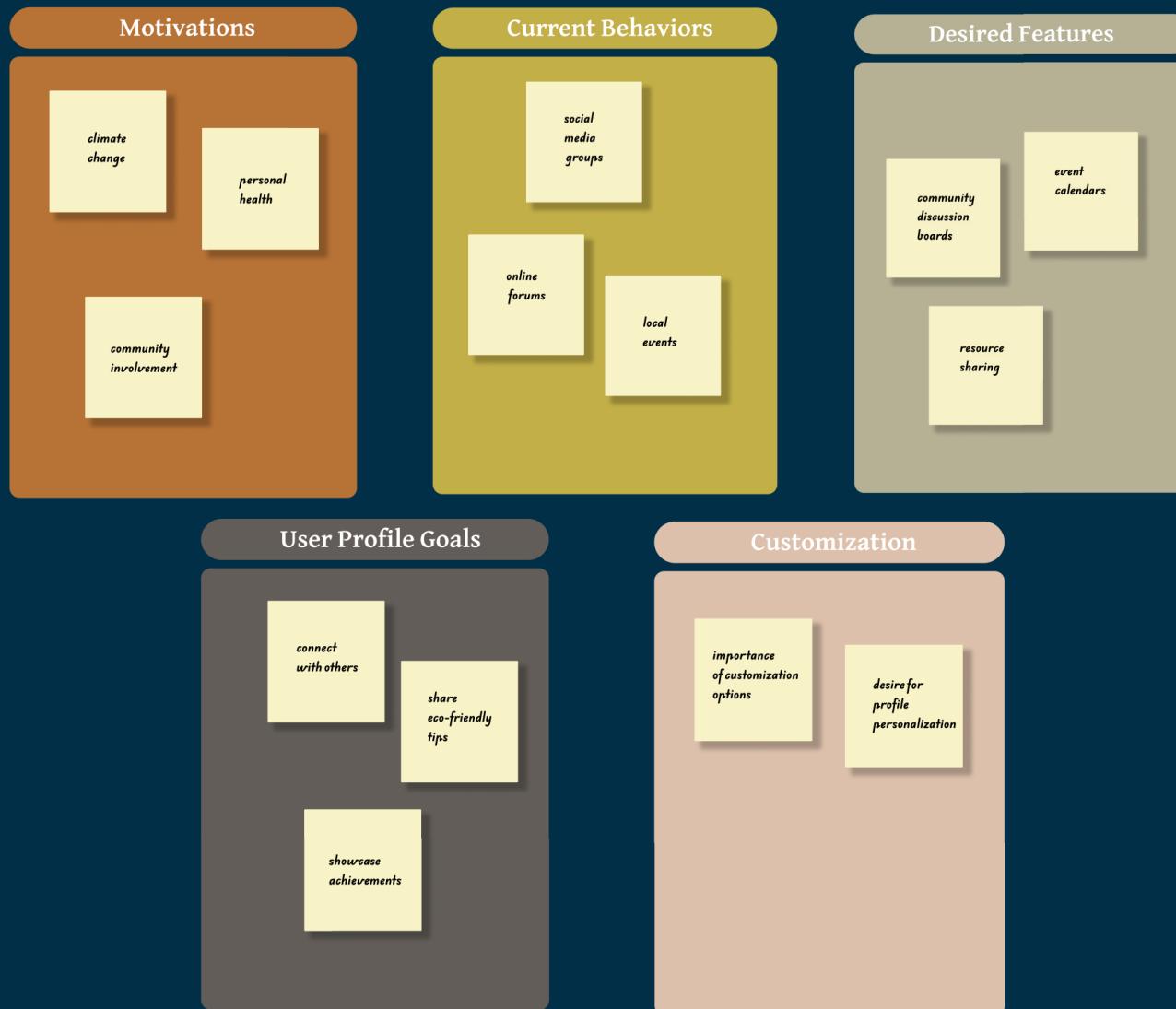
Based on the survey data, here are some conclusions that can be drawn:

1. **CLIMATE CHANGE IS A TOP CONCERN:** 80% of participants are motivated to live sustainably due to concerns about climate change, highlighting the importance of addressing this issue.
2. **SOCIAL MEDIA GROUPS ARE A KEY CONNECTION POINT:** 60% of participants currently connect with others through social media groups, indicating the value of online communities.
3. **COMMUNITY FEATURES ARE HIGHLY VALUED:** 35% of participants look for community discussion boards, and 40% believe a user profile on EcoCycle could help them connect with like-minded individuals.
4. **PERSONALIZATION AND CUSTOMIZATION ARE IMPORTANT:** 55% of participants think customization options are very important, and 45% want to see their eco-friendly achievements and activities displayed on their profile.
5. **INFORMATION DISCOVERY IS A CHALLENGE:** 50% of participants have experienced difficulty finding relevant information on sustainability-focused platforms, highlighting the need for improved content discovery and curation.

These conclusions can inform the development of EcoCycle, prioritizing community features, personalization, and content discovery to meet the needs and motivations of users.

# 'EcoCycle' user profile research - affinity mapping

After analyzing the survey data, we created an affinity map to identify patterns and themes



This affinity map highlights the key themes and patterns that emerged from the survey data, including the importance of community features, personalized recommendations, and customization options.

# 'EcoCycle' user profile

## user persona

<https://www.figma.com/design/WI085zE3fwRaF9Duysjyy9/EcoCycle?node-id=8-94&t=6JD7c8L0gXG8b2ia-1>

Based on the patterns and themes identified, I created a user persona to help guide through the design process.



**EMMA,  
'THE ECO-CONSCIOUS  
MILLENNIAL'**

**Age:** 28  
**Occupation:** Marketing Specialist  
**Education:** Bachelor's degree in Environmental Studies  
**Location:** Urban area, with access to public transportation and local parks

**FAVORITE BRANDS**

Patagonia, for their environmentally-friendly outdoor gear and apparel

Lush, for their sustainable and cruelty-free beauty products

Thrive Market, for their online marketplace of eco-friendly and sustainable products

The Real Real, for their sustainable and second-hand fashion options

**GOALS AND VALUES**

- Reduce personal carbon footprint and live sustainably
- Connect with like-minded individuals and join local Eco-friendly initiatives
- Stay informed about environmental issues and best practices
- Share Eco-friendly tips and inspire others to adopt sustainable habits

**BEHAVIOR PATTERNS**

- Regularly uses social media to share eco-friendly content and connect with eco-conscious communities
- Participates in local clean-up events and volunteers for environmental organizations
- Researches and purchases eco-friendly products, such as reusable bags and refillable water bottles
- Uses public transportation or walks/bikes whenever possible

**LIKES**

- Outdoor activities such as hiking, camping, and kayaking
- Sustainable fashion and beauty products
- Plant-based cooking and trying new vegan recipes
- Environmental documentaries and podcasts

**DISLIKES**

- Fast fashion and wasteful consumerism
- Single-use plastics and unnecessary packaging
- Climate change deniers and lack of environmental awareness
- Mainstream social media platforms that prioritize popularity over meaningful connections

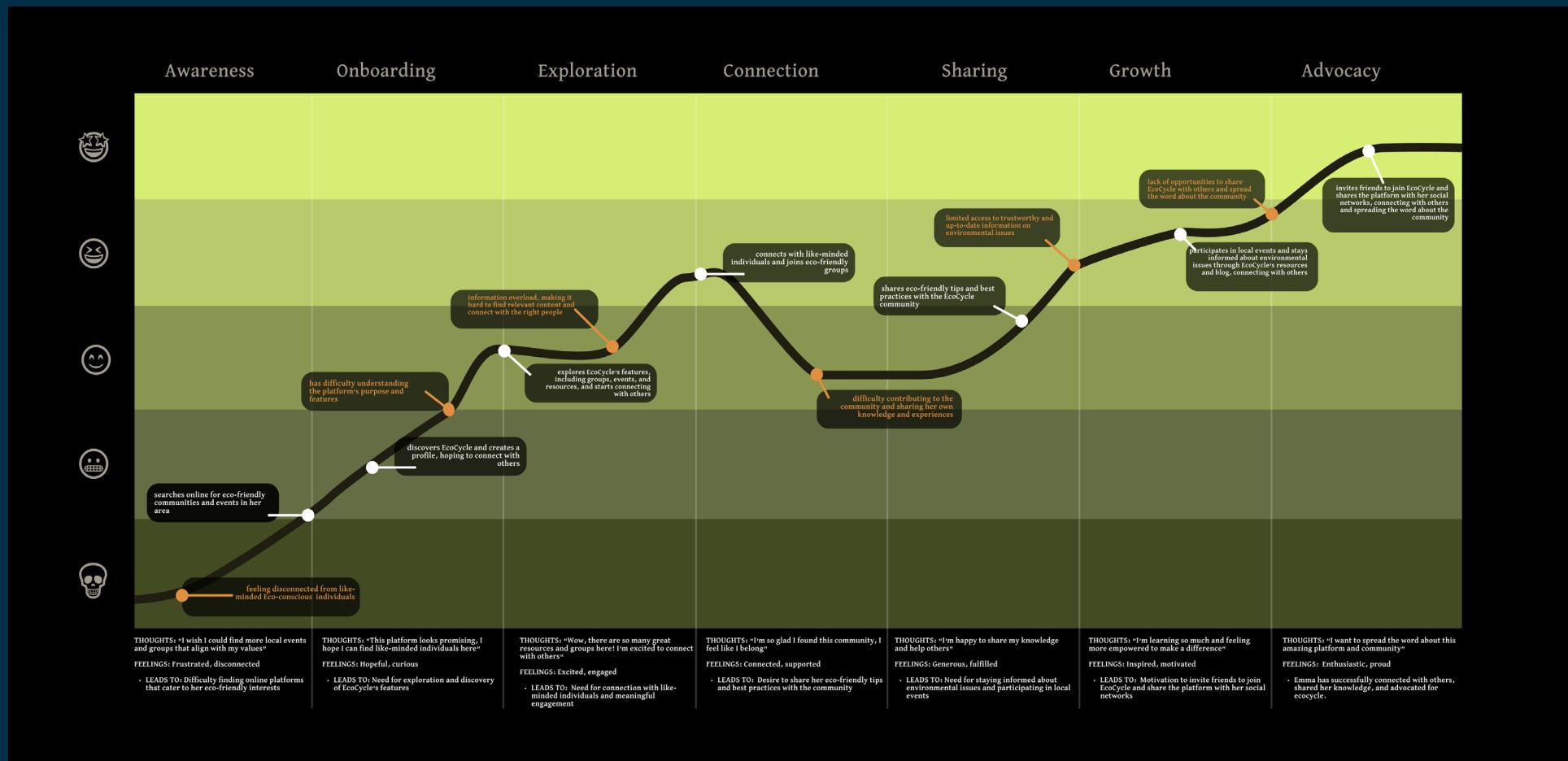
**“**As a marketer, I'm passionate about using my skills to promote sustainable brands and practices that align with my values.

**“**I believe that every small action counts, and that together we can make a significant impact on the environment.

# 'EcoCycle' user profile

## user journey map

<https://www.figma.com/design/WI085zE3fwRaF9Duysjyy9/EcoCycle?node-id=14-2&t=6JD7c8L0gXG8b2ia-1>



# 'EcoCycle' user profile

## problem definition

Based on the survey data and analysis, I narrowed down the problem to

DESIGN A USER PROFILE FEATURE FOR EcoCYCLE THAT:

1. **Effectively showcases eco-friendly activities:** Clearly displays users' sustainable actions and achievements.
2. **Encourages community engagement:** Fosters connections and interactions among users with similar eco-friendly interests.
3. **Supports the platform's mission:** Aligns with EcoCycle's goals and values, promoting sustainable living and environmental responsibility.
4. **Provides a personalized experience:** Offers tailored content and recommendations based on users' interests and activities.
5. **Allows for customization:** Enables users to tailor their profile to reflect their unique eco-friendly identity and style.

By addressing these points, the user profile feature can enhance the overall EcoCycle experience, promote sustainability, and build a strong community of eco-conscious individuals.

### PROBLEM STATEMENT

*"How might I design a user profile feature for EcoCycle that effectively showcases users' eco-friendly activities, encourages community engagement, and supports the platform's mission, while also providing a personalized and customizable experience?"*

# 'EcoCycle' user profile

## competitive analysis

To better understand the competitive landscape, I analyzed 5 existing social platforms and apps focused on sustainability and eco-friendliness.

Platform/App	Features	Strengths	Weaknesses
EcoLife	Community forum, eco-friendly tips, resource sharing	Strong community engagement, comprehensive resource library	Limited personalization options, outdated design
Greenify	Personalized eco-friendly challenges, social sharing, gamification	Engaging gamification elements, easy-to-use interface	Limited community features, focus on individual actions rather than collective impact
EarthHero	Eco-friendly product reviews, community forum, educational resources	Comprehensive product reviews, strong focus on education	Limited personalization options, cluttered interface
Sustainable Living	Community forum, eco-friendly tips, event calendar	Strong community engagement, comprehensive event calendar	Limited personalization options, outdated design
EcoWarrior	Personalized eco-friendly challenges, social sharing, gamification	Engaging gamification elements, easy-to-use interface	Limited community features, focus on individual actions rather than collective impact

# 'EcoCycle' user profile ideation

To generate innovative solutions for the user profile feature, I conducted a self-guided idea generation session to spark new concepts, utilizing design thinking principles to explore a wide range of concepts and ideas.

## IDEATION PROMPTS:

To stimulate creative thinking, I used the following ideation prompts:

1. How might we create a user profile that showcases users' eco-friendly achievements and activities?
2. What features could we include to encourage community engagement and social sharing?
3. How might we provide a personalized and customizable experience for users?
4. What role could gamification and incentives play in motivating users to adopt sustainable practices?

## IDEAS GENERATED:

During the ideation session, I generated over 50 ideas, including:

**Eco-Badge System:** A system of badges and rewards that users can earn for completing eco-friendly challenges and achieving sustainability milestones.

**Sustainability Score:** A personalized score that tracks users' progress towards their sustainability goals and provides recommendations for improvement.

**Eco-Friendly Challenges:** A feature that allows users to participate in eco-friendly challenges and competitions, with rewards and recognition for winners.

**Customizable Profile:** A user profile that allows users to customize their profile picture, cover photo, and bio, with eco-friendly themes and graphics.

**Social Sharing:** A feature that enables users to share their eco-friendly achievements and activities on social media, with customizable hashtags and messaging.

**Eco-Community Forum:** A discussion forum where users can connect with each other, ask questions, and share tips and advice on sustainable living.

**Gamified Eco-Tips:** A feature that provides users with daily or weekly eco-tips, with gamified elements such as points, badges, and leaderboards.

# 'EcoCycle' user profile ideation

## IDEA CLUSTERING:

To identify patterns and themes, I clustered the ideas into categories, including:

1. **GAMIFICATION AND INCENTIVES:** Ideas that use gamification and incentives to motivate users to adopt sustainable practices.
2. **PERSONALIZATION AND CUSTOMIZATION:** Ideas that provide users with personalized and customizable experiences.
3. **COMMUNITY ENGAGEMENT:** Ideas that facilitate community engagement and social sharing.
4. **Eco-FRIENDLY CHALLENGES:** Ideas that provide users with eco-friendly challenges and competitions.

## PRIORITIZATION:

To prioritize the ideas, I used a combination of factors, including user needs, business goals, and technical feasibility. The top 3 ideas were:

1. **Eco-BADGE SYSTEM:** A system of badges and rewards that users can earn for completing eco-friendly challenges and achieving sustainability milestones.
2. **CUSTOMIZABLE PROFILE:** A user profile that allows users to customize their profile picture, cover photo, and bio, with eco-friendly themes and graphics.
3. **SOCIAL SHARING:** A feature that enables users to share their eco-friendly achievements and activities on social media, with customizable hashtags and messaging.

# 'EcoCycle' user profile

## wireframes

<https://www.figma.com/design/WI085zE3fwRaF9Duysjyy9/EcoCy- cle?node-id=27-2&t=6JD7c8L0gXG8b2ia-1>

To visualize the user profile feature, I created low-fidelity wireframes.  
Here is a brief description of the wireframes:

### Profile Overview Wireframe:

- Header with user's name and profile picture
- Brief bio and eco-friendly interests
- Eco-friendly achievements and badges
- Call-to-action (CTA) button to edit profile

### Eco-Badge System Wireframe:

- Grid showcasing user's earned badges
- Badge details, including description and date earned
- CTA button to view all badges
- Filter options to sort badges by category or date

### Customizable Profile Wireframe:

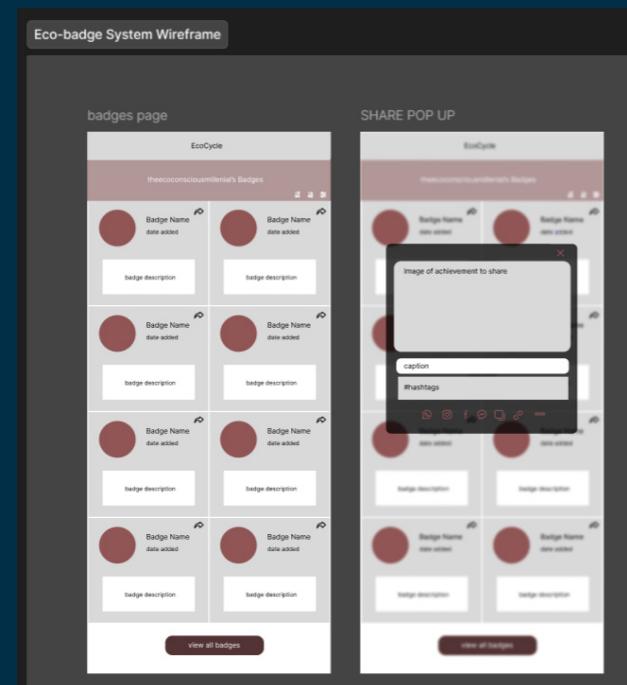
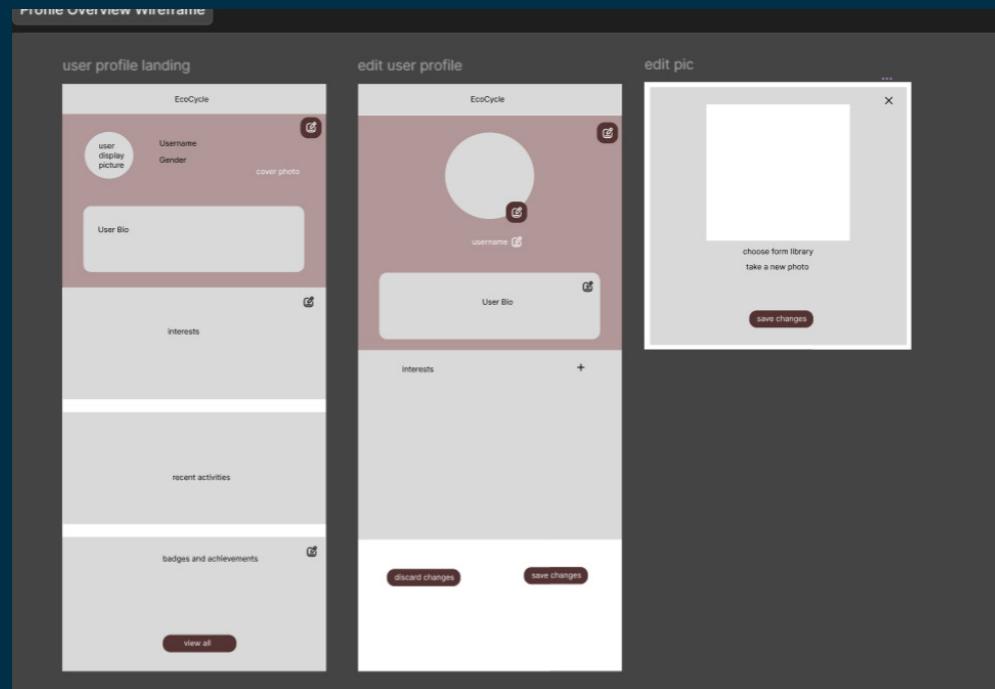
- Profile picture uploader with cropping tool
- Cover photo uploader with resizing tool
- Bio editor with formatting options
- Eco-friendly interest selector with tags

### Social Sharing Wireframe:

- Share button with dropdown menu for social media platforms
- Customizable share message with hashtags and tags
- Preview of shared post with image and text
- CTA button to share post

# 'EcoCycle' user profile wireframes

<https://www.figma.com/design/WI085zE3fwRaF9Duysjyy9/EcoCycle?node-id=27-2&t=6JD7c8L0gXG8b2ia-1>



# 'EcoCycle' user profile prototypes

To create a functional prototype, I used a design tool to create a clickable prototype. Here are the details:

## PROTOTYPE OBJECTIVE:

Create a functional prototype of the EcoCycle user profile feature, incorporating the top ideas from the ideation session: Eco-Badge System, Customizable Profile, and Social Sharing.

## PROTOTYPE SCOPE:

The prototype includes the following features:

- 1. Eco-Badge System:** A system of badges and rewards that users can earn for completing eco-friendly challenges and achieving sustainability milestones.
- 2. Customizable Profile:** A user profile that allows users to customize their profile picture, cover photo, and bio, with eco-friendly themes and graphics.
- 3. Social Sharing:** A feature that enables users to share their eco-friendly achievements and activities on social media, with customizable hashtags and messaging.
- 4. Profile Overview:** A brief summary of the user's profile, including their name, profile picture, and eco-friendly achievements.

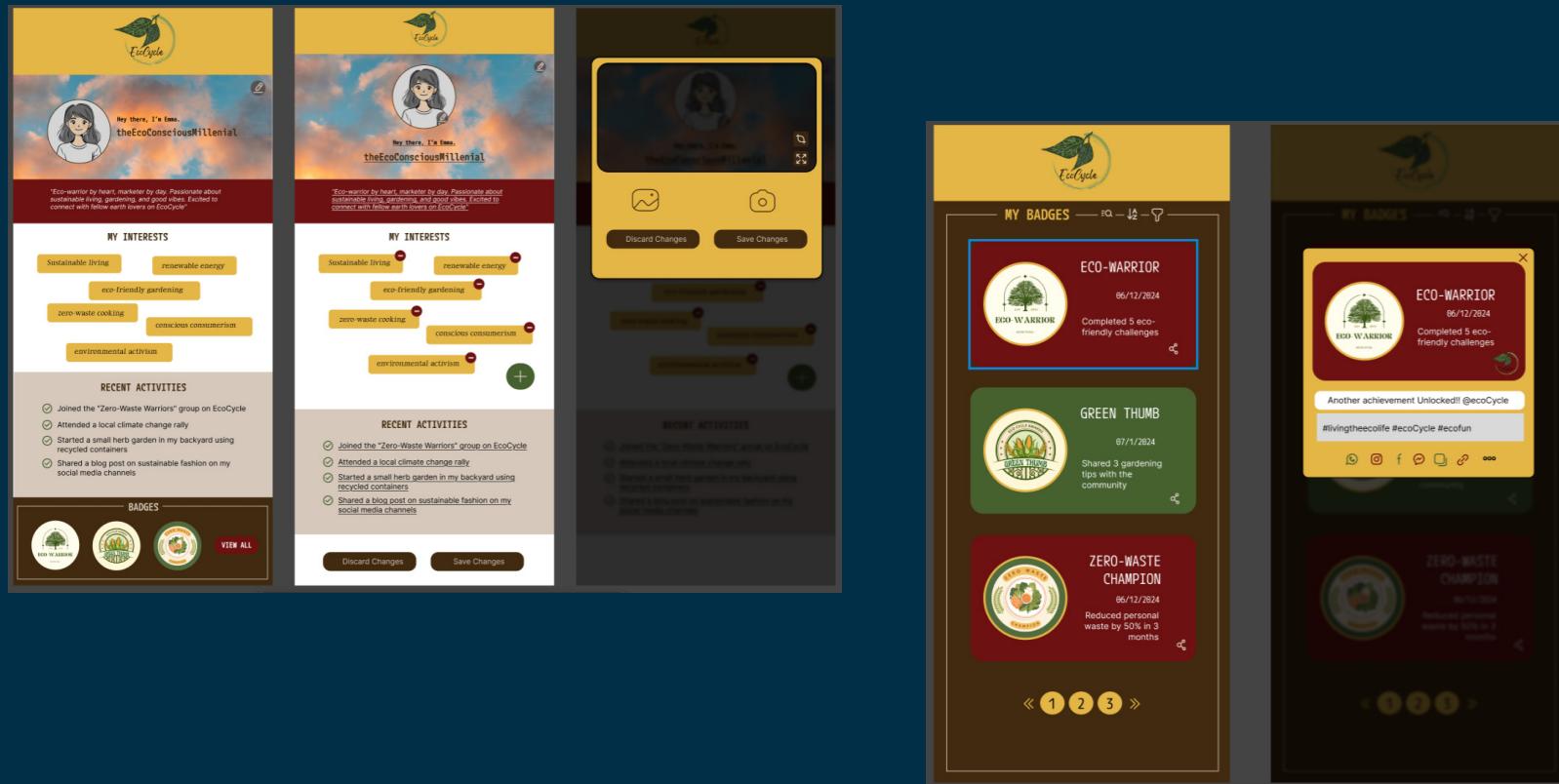
## PROTOTYPE INTERACTIONS:

The prototype includes the following interactions:

- 1. Badge Earning:** Users can earn badges by completing eco-friendly challenges and achieving sustainability milestones.
- 2. Profile Customization:** Users can customize their profile picture, cover photo, and bio.
- 3. Social Sharing:** Users can share their eco-friendly achievements and activities on social media.
- 4. Profile Editing:** Users can edit their profile information, including their name, email address, and password.

# 'EcoCycle' user profile prototypes

<https://www.figma.com/proto/WI085zE3fwRaF9Duysjyy9/Eco-Cycle?node-id=28-166&p=f&t=7jZTxpV40SEQrl4m-1&scaling=scale-down&content-scaling=fixed&page-id=28%3A164&starting-point-node-id=28%3A166>



# 'ArtFusion' sign-up page

<https://www.figma.com/proto/0BvThrCqcaAS4t4zeWN-7Pw/ArtFusion-sign-up?node-id=2-85&t=4b4e831AGrZ-twC4Z-1>

**FIGMA**

This project was inspired by a Daily UI prompt to design a sign-up page for an art showcasing event. The goal was to create a user-friendly and intuitive sign-up process for artists, while also providing a seamless user experience across various devices.

I approached this project by considering the needs of local artists, art students, and professional art organizations. I designed a 3-step sign-up form, a clear and concise landing page, and a confirmation page that encourages social sharing.

## Case Study

### BACKGROUND

ArtFusion is an annual art showcasing event that brings together local artists, galleries, and art enthusiasts. The event organizers want to create a user-friendly sign-up page for artists to submit their work for consideration.

### GOALS

- Design an intuitive sign-up process for artists.
- Collect necessary information for event curation.
- Provide a seamless user experience across various devices.

### TARGET AUDIENCE

- Demographics: Local artists, art students, and professional art organizations.
- Age range: 18-65
- Devices: Mobile phones, tablets, and desktop computers

### USER FLOW

#### LANDING PAGE:

A brief introduction to ArtFusion, highlighting the event's mission and benefits for participating artists.

#### SIGN-UP FORM:

A 3-step form that collects:

1. Artist information (name, email, phone number)
2. Artwork details (title, medium, dimensions)
3. Submission requirements (image uploads, artist statement)

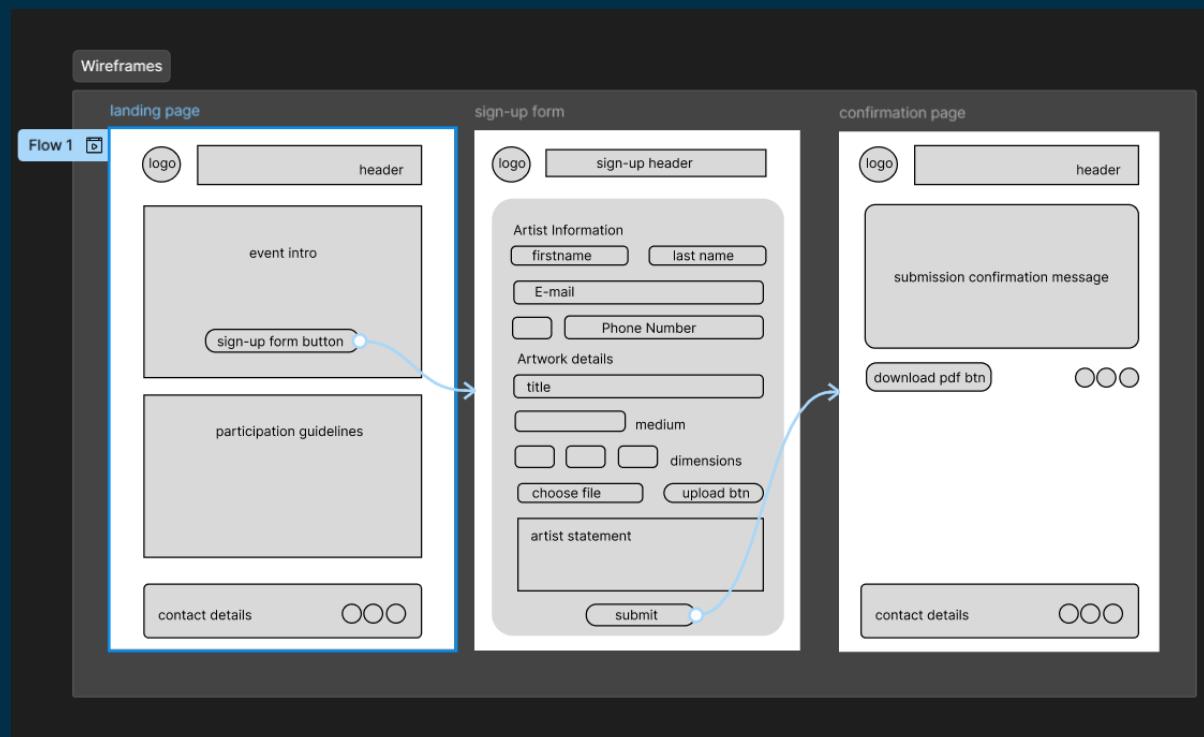
#### CONFIRMATION:

A success message with submission details and a call-to-action to share the event on social media.

# ArtFusion sign-up page wireframes

<https://www.figma.com/proto/0BvThrCqcaAS4t4zeWN-7Pw/ArtFusion-sign-up?node-id=2-85&t=4b4e831AGrZ-twC4Z-1>

FIGMA



## LANDING PAGE

- Header with event name and logo
- Hero image with a call-to-action (CTA) button
- Brief event description and benefits for participating artists
- Footer with contact information and social media links

## SIGN-UP FORM

- **STEP 1: ARTIST INFORMATION**
  - Name
  - Email
  - Phone Number
- **STEP 2: ARTWORK DETAILS**
  - Title
  - Medium
  - Dimensions
  - Image upload
- **STEP 3: SUBMISSION REQUIREMENTS**
  - Artist statement
  - Additional comments or questions
  - CTA button to submit the form

## CONFIRMATION PAGE

- Success message with submission details
- Call-to-action to share the event on social media
- Option to download a submission confirmation PDF

# ArtFusion sign-up page prototypes

<https://www.figma.com/design/0BvThrCqcaAS4t4zeWN-7Pw/ArtFusion-sign-up?node-id=0-1&t=earnE7E0yooc-fYwU-1>

FIGMA

landing page

This year's event will feature a curated selection of artworks by emerging and established artists, live performances, and interactive installations.

Sign up!

By participating in ArtFusion, artists can:

1. Gain exposure: Showcase their work to a diverse audience of art enthusiasts, collectors, and industry professionals.
2. Connect with the art community: Network with fellow artists, galleries, and art organizations to build relationships and opportunities.
3. Enhance their portfolio: Receive professional feedback and criticism from our panel of esteemed judges.
4. Win awards and prizes: Compete for cash prizes, awards, and recognition in various categories.
5. Be part of a vibrant event: Contribute to a dynamic and engaging event that celebrates the best of local art.

**FOLLOW US**  
Facebook: @artfusionevent  
Instagram: @artfusionevent  
Twitter: @artfusionevent

**NEWSLETTER**  
Stay up-to-date with the latest news, updates, and behind-the-scenes insights.  
Subscribe to our newsletter:  
Subscribe Now

**CONTACT US**  
Email: info@artfusion.com  
Phone: 555-555-5555  
Address: 123 Main St, Anytown, USA 12345

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sign-up form

**Artist Information**

First Name \_\_\_\_\_ Last Name \_\_\_\_\_  
E-Mail \_\_\_\_\_ Phone \_\_\_\_\_  
City \_\_\_\_\_ State \_\_\_\_\_ Zip \_\_\_\_\_

**Artwork Details**

Art-work Title \_\_\_\_\_  
Medium \_\_\_\_\_  
Dimensions length \_\_\_\_\_ width \_\_\_\_\_ height \_\_\_\_\_  
choose file to upload \_\_\_\_\_ Upload \_\_\_\_\_

Please provide a brief statement (150-200 words) about your artistic vision, inspiration, and creative process.

**Guidelines:**

- Write in the first person (e.g., "I am inspired by...")
- Focus on your artistic philosophy and creative approach.
- Avoid listing your resume or exhibition history.
- Use clear and concise language.

Submit

confirmation page

**Submission Successful!**

Thank you for submitting your artwork to ArtFusion! We appreciate your interest in participating in our event.

**Submission Details:**

- **Artist Name:** [Artist Name]
- **Artwork Title:** [Artwork Title]
- **Medium:** [Medium]
- **Dimensions:** [Dimensions]
- **Submission Date:** [Submission Date]

Download as PDF

**Next Steps:**

- Our curators will review your submission and notify you of the selection results within the next three weeks.
- If selected, you will receive instructions on artwork drop-off, exhibition details, and other important information.

**Stay Connected:**

- Follow us on social media to stay updated on event news, behind-the-scenes insights, and more!

Thank you again for submitting to ArtFusion! We look forward to reviewing your artwork.

Best regards,  
The ArtFusion Team

**FOLLOW US**  
Facebook: @artfusionevent  
Instagram: @artfusionevent  
Twitter: @artfusionevent

**NEWSLETTER**  
Stay up-to-date with the latest news, updates, and behind-the-scenes insights.  
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Email: info@artfusion.com  
Phone: 555-555-5555  
Address: 123 Main St, Anytown, USA 12345

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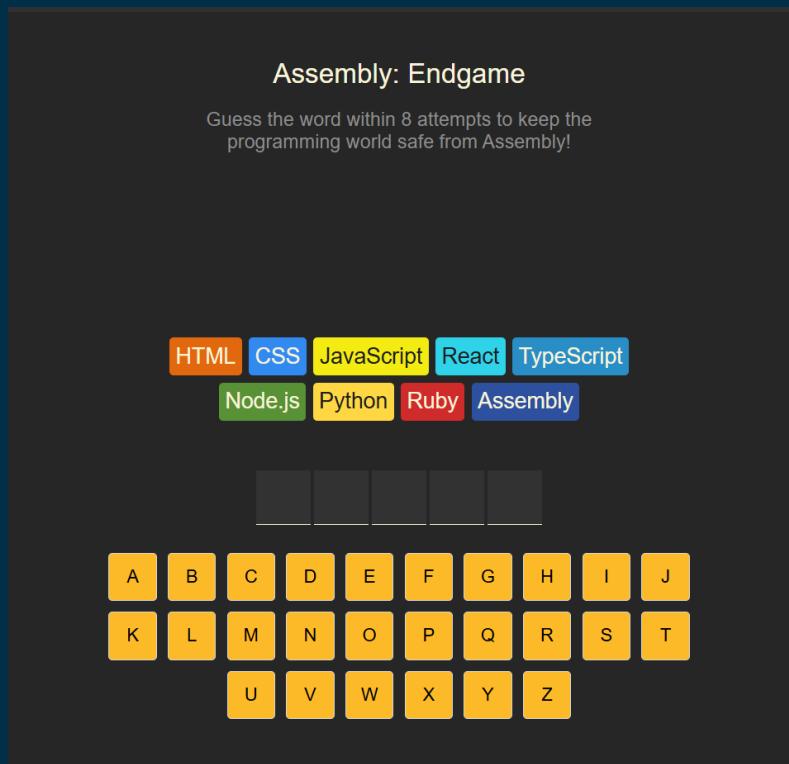
# assembly: end game

[https://github.com/codenameharsh/end\\_game](https://github.com/codenameharsh/end_game)

REACT.JS

HTML

CSS



A word-guessing game where players attempt to guess a randomly selected word within 8 attempts, while navigating a mysterious threat.

## KEY FEATURES

- WORD GUESSING: Allows players to guess a word by suggesting letters.
- LIMITED ATTEMPTS: Players have 8 attempts to guess the word correctly.
- MYSTERIOUS THREAT: Each incorrect guess brings the player closer to "Assembly," a mysterious threat.
- COLORFUL DESIGN: Features a colorful, language-themed design.
- FAREWELL MESSAGES: Displays farewell messages in different languages as the player progresses.
- CELEBRATORY CONFETTI: Drops celebratory confetti when the player wins.

## DEMONSTRATES EXPERTISE IN:

- Front-end development with HTML, CSS, and JavaScript
- DOM manipulation and event handling
- Responsive and accessible web design
- Game development and logic implementation
- User experience (UX) and user interface (UI) design

# assembly: end game

[https://github.com/codenameharsh/end\\_game](https://github.com/codenameharsh/end_game)

## TECHNICAL IMPLEMENTATION

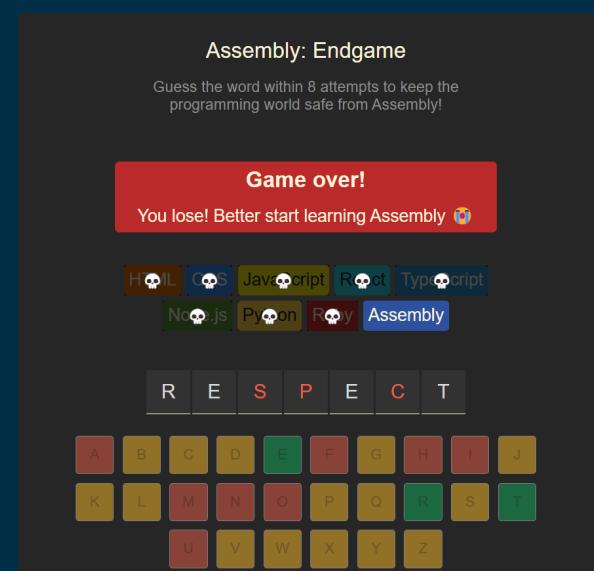
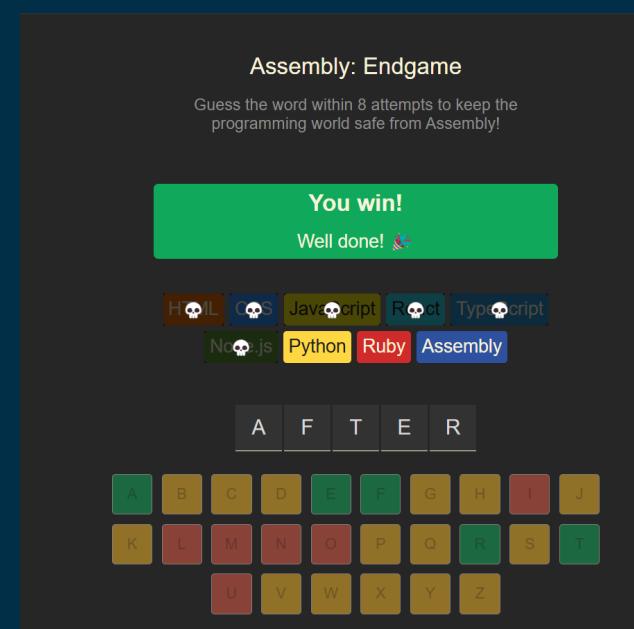
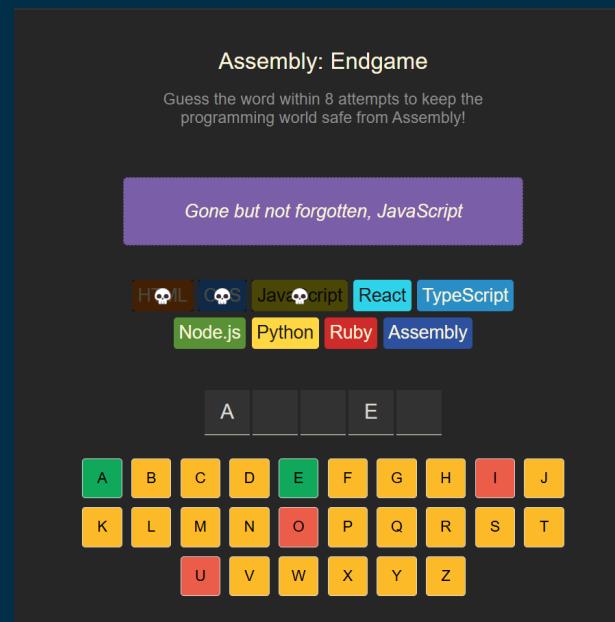
Assembly: Endgame is built using modern web technologies, including:

- **HTML STRUCTURE:** The game's HTML structure follows semantic markup principles, ensuring accessibility and readability.
- **CSS STYLING:** The game's CSS styling creates a visually appealing and responsive design.
- **JAVASCRIPT FUNCTIONALITY:** JavaScript is used to implement game logic, handle user input, and manipulate the DOM to display results.

## EVENT HANDLING

The game handles two primary events:

- **KEYBOARD INPUT EVENT:** The game handles keyboard input events, allowing players to guess letters by typing.
- **BUTTON CLICK EVENT:** The game listens for button click events to initiate new games.



# e-commerce website

[https://github.com/codenameharsh/ecommerce\\_website](https://github.com/codenameharsh/ecommerce_website)

HTML

CSS

JAVASCRIPT

UI/UX PRINCIPLES

DEMONSTRATES EXPERTISE IN:

**HTML Structure and Semantic Markup:** The website's structure is built using HTML5 semantic elements, ensuring a solid foundation for search engine optimization (SEO) and accessibility.

**CSS Styling and Layout:** CSS3 is used to create a visually appealing design, with a focus on layout, typography, and responsive design.

**JavaScript Functionality:** Basic JavaScript is used to implement interactive elements, such as the mobile navigation toggle and other dynamic effects.

**Responsive Web Design:** The website is designed to be fully responsive, ensuring an optimal user experience across various devices, including desktops, laptops, tablets, and mobile phones.

**E-commerce Website Design Principles and Best Practices:** The website is designed with e-commerce best practices in mind, including clear navigation, prominent calls-to-action, and a seamless checkout process.

A FULLY FUNCTIONAL E-COMMERCE WEBSITE FEATURING:

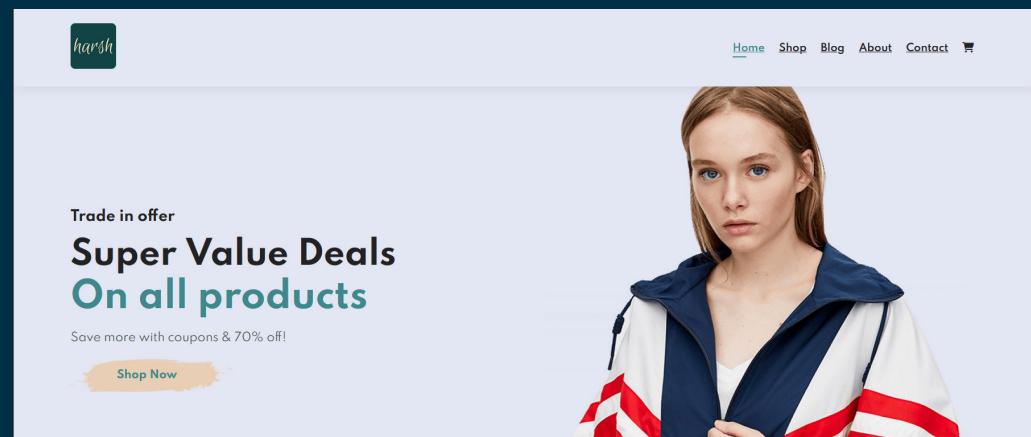
**HEADER SECTION:** Logo, navigation menu, shopping cart icon, and mobile toggle button

**HOME/SHOP PAGE:** Product grid with images, descriptions, prices, and shopping cart icons, along with pagination

**ABOUT PAGE:** Introduction to the company, video showcasing the app, features section highlighting benefits, and newsletter signup section

**BLOG PAGE:** Blog posts with images, headings, and summaries, along with pagination and newsletter signup section

**FOOTER SECTION:** Contact information, social media links, copyright notice, and links to About, My Account, and Install App sections



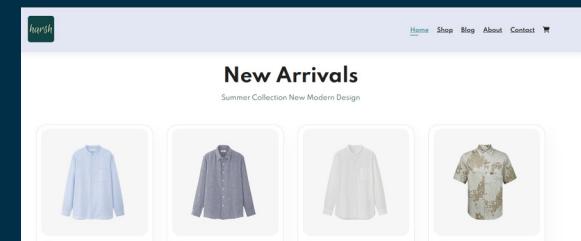
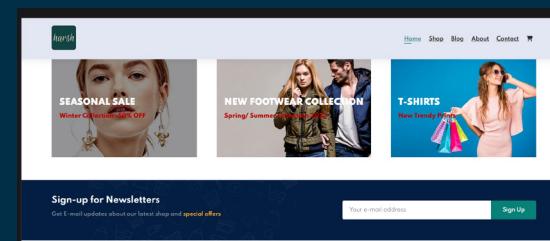
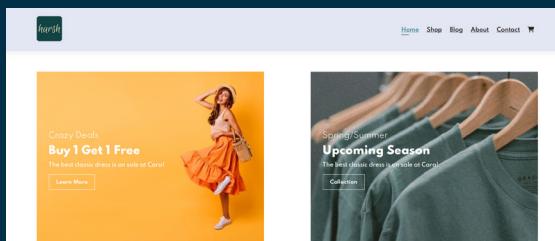
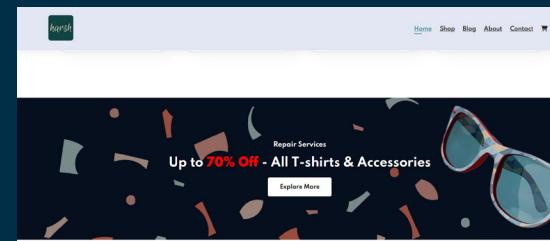
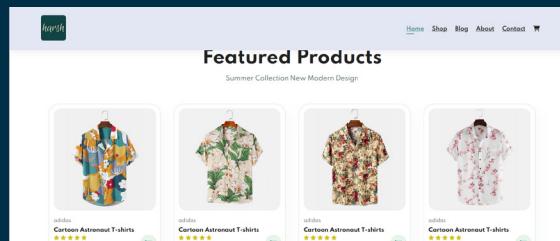
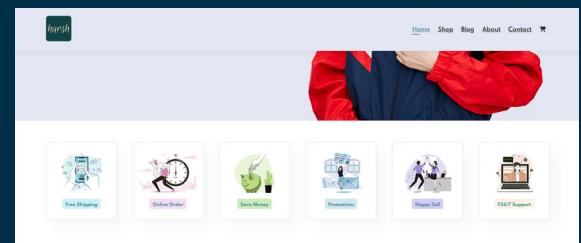
# e-commerce website home page

[https://github.com/codenameharsh/ecommerce\\_website](https://github.com/codenameharsh/ecommerce_website)

The home page showcases featured products, promotions, and a newsletter signup section to drive sales and engagement. It provides an exceptional user experience across various devices.

## Header Section:

The header features a prominent logo, a navigation menu with links to main pages (Home, Shop, Blog, About, Contact), a shopping cart icon, and a mobile toggle button for responsive design.

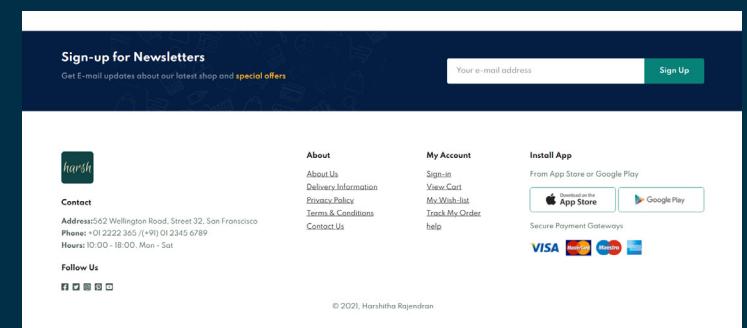
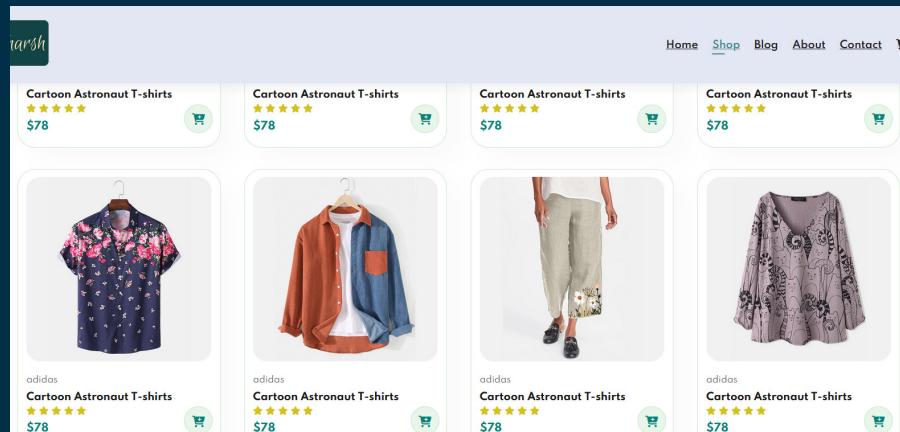
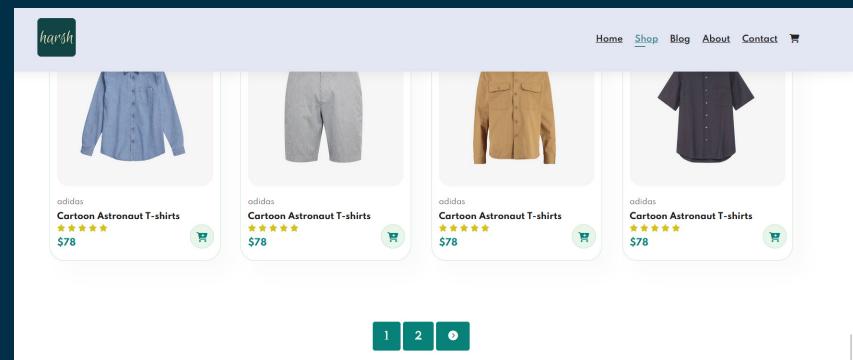
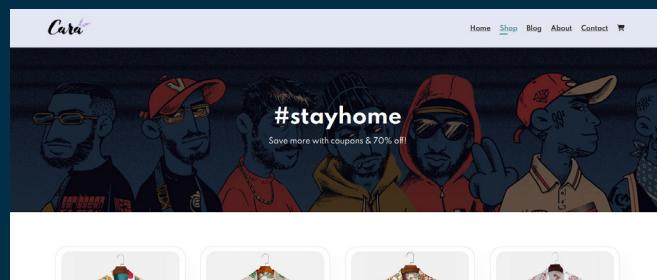


# e-commerce website

## shop page

[https://github.com/codenameharsh/ecommerce\\_website](https://github.com/codenameharsh/ecommerce_website)

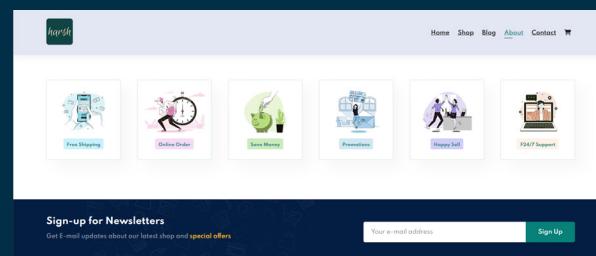
The shop page features a grid-based product layout with high-quality images, detailed descriptions, prices, and call-to-action buttons. Products are organized with pagination, allowing customers to easily browse and navigate through multiple pages. The page provides a seamless shopping experience across various devices.



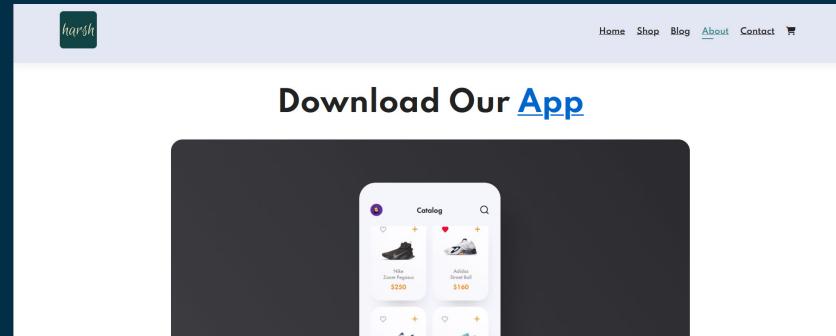
# e-commerce website about page

[https://github.com/codenameharsh/ecommerce\\_website](https://github.com/codenameharsh/ecommerce_website)

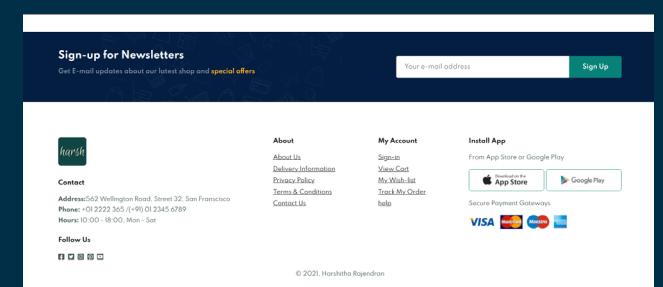
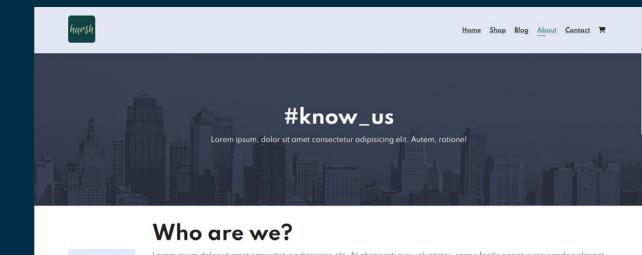
The page also highlights the company's features and benefits, such as free shipping, online ordering, and customer support. A newsletter signup section and social media links are also included to encourage engagement and community building.



A screenshot of the 'About' page. The page has a dark header with the brand name 'harsh'. The main content area features a large image of a city skyline at night. Overlaid on the image are the words '#know\_us' and a short paragraph of placeholder text. Below this, a section titled 'Who are we?' contains another paragraph of placeholder text and an illustration of a person working at a desk with a computer. At the bottom of the page is a large, bold call-to-action button labeled 'Download Our App'.



The About page provides an introduction to the company, showcasing its mission, values, and history. The page features a visually appealing design with a balance of text and images.

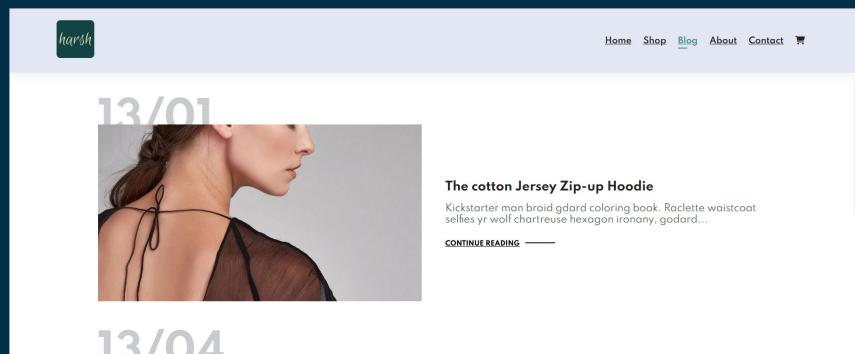
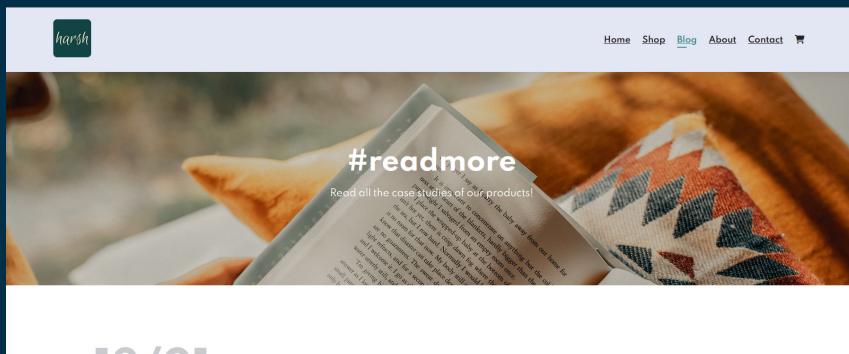


# e-commerce website blog page and footer

[https://github.com/codenameharsh/ecommerce\\_website](https://github.com/codenameharsh/ecommerce_website)

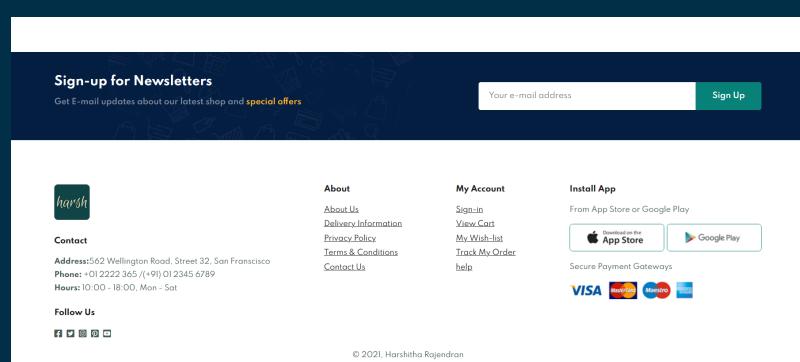
The Blog page features a collection of articles and stories about the latest trends, products, and company news.

The page displays a list of blog posts with images, headings, and summaries, making it easy for readers to browse and find topics of interest.



The Footer section provides essential information and links to help customers navigate and engage with the website. It includes contact details, social media links, and copyright information, as well as links to About, My Account, and Install App sections.

The footer is designed to be clean, simple, and easy to use, providing a positive ending to the user experience.



# e-commerce shopping cart

[https://github.com/codenameharsh/shopping\\_cart](https://github.com/codenameharsh/shopping_cart)

HTML

CSS

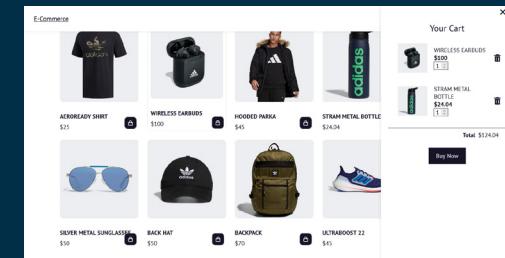
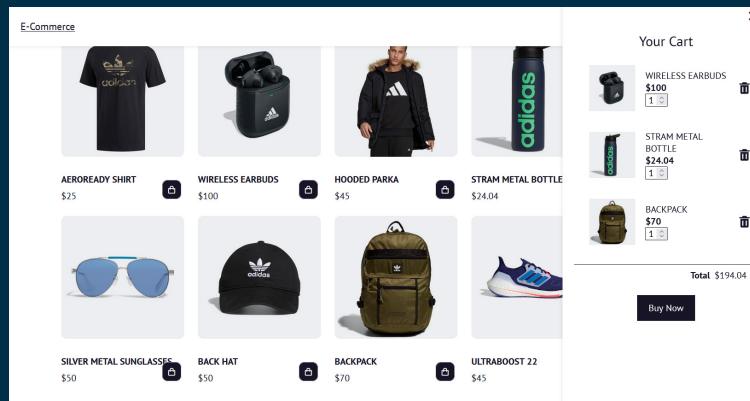
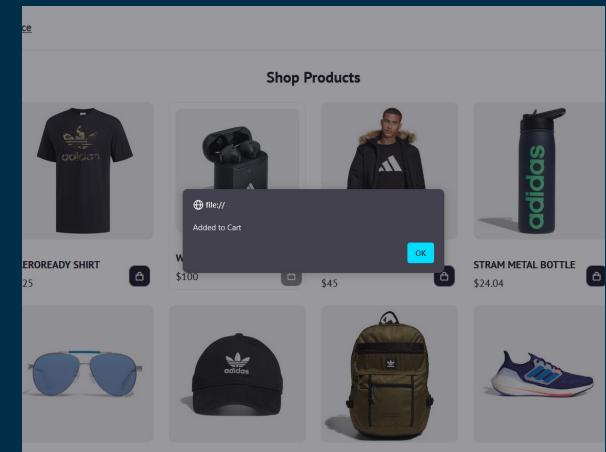
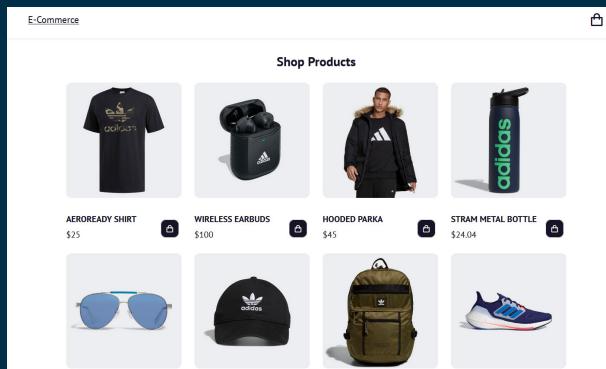
JAVASCRIPT

## Demonstrates expertise in:

- HTML structure and semantic markup
- CSS styling for layout and design
- JavaScript functionality for cart interactions and calculations
- E-commerce website design principles and best practices
- DOM manipulation and event handling

A functional shopping cart implementation for an e-commerce website

- Add/remove products from cart
- Update quantity of products in cart
- Calculate total cost of products in cart
- "Buy now" functionality to clear cart



# reading list app

[https://github.com/codenameharsh/reading\\_list\\_app](https://github.com/codenameharsh/reading_list_app)

HTML

CSS

JAVASCRIPT

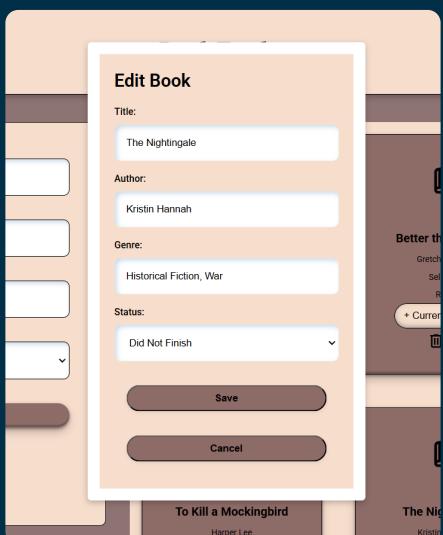
UI/UX

A library management system built with HTML, CSS, and JavaScript

- Book object constructor for storing book details
- Dynamic book display with add, remove, and edit functionality
- User input form for adding new books
- Read status toggle button for each book
- Data storage in a JavaScript array for easy manipulation

Demonstrates expertise in:

- Object-Oriented Programming (OOP) concepts
- DOM manipulation and event handling
- JavaScript array methods and data storage
- User interface design and user experience enhancement



The image displays two views of the 'Book Tracker' application. The top view is the main dashboard, featuring a header with a menu icon, the title 'Book Tracker', and a user icon. It includes a search bar and a message 'Total Books: 8'. Below the search bar is a form with fields for 'Book Title', 'Author', 'Genre', and a dropdown menu. A large 'Add Book' button is at the bottom of the form. To the right is a grid of book cards. Each card has a thumbnail, the book's title, author, genre, and a 'Currently Reading' button. The bottom view is a detailed card for the book 'Pride and Prejudice'. It shows the book's title, author (Jane Austen), genre (Classic, Romance), and status (Read). It also features a large icon of an open book and a 'Currently Reading' button.

# AI recipe generator

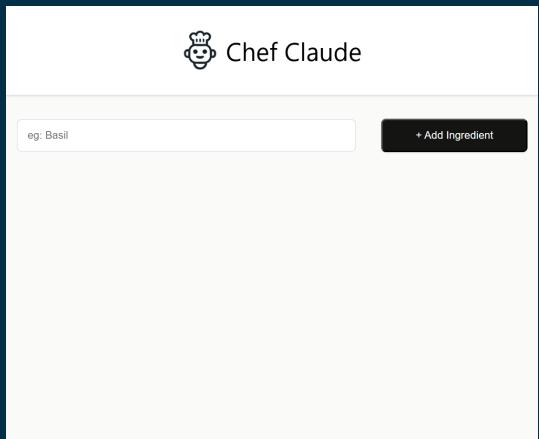
[https://github.com/codenameharsh/AI\\_recipe\\_app](https://github.com/codenameharsh/AI_recipe_app)

HTML

CSS

REACT.JS

HUGGINGFACE API



## Demonstrates expertise in:

- React fundamentals (forms, useState, props, event listeners)
- Advanced React concepts (react objects, ternary operators, shared state)
- API integration and data handling (Hugging Face API)
- Dynamic styling and layout design (CSS)

A screenshot of the AI Recipe Generator's interface after adding ingredients. It shows a "Ready for a recipe?" button with the sub-instruction "Generate a recipe from your list of ingredients." Below this, under "Chef Claude Recommends:", it says "Based on the ingredients you have available, I would recommend making a simple a delicious Beef Bolognese Pasta. Here is the recipe:". The recipe card for "Beef Bolognese Pasta" lists the following ingredients:

- 1 lb. ground beef
- 1 onion, diced
- 3 cloves garlic, minced
- 2 tablespoons tomato paste

A React-based application utilizing the Hugging Face API to generate recipes based on user input

- Interactive form for users to input ingredients and preferences
- AI-powered recipe generation using Hugging Face API
- Dynamic display of generated recipes with ingredients and instructions
- Toggling state and conditional rendering for user-friendly interface

A screenshot of the AI Recipe Generator's interface showing a list of ingredients on hand. It lists "beef", "onion", "tomatoes", and "pasta". Below this, it shows the same "Ready for a recipe?" button and "Chef Claude Recommends:" section as the previous screenshot, suggesting the same recipe recommendation based on the available ingredients.

# travel journal

[https://github.com/codenameharsh/travel\\_journal](https://github.com/codenameharsh/travel_journal)

**HTML**

**CSS**

**REACT . JS**

**A React-based application for documenting and reflecting on travel experiences**

- Interactive journal entries with text, images, and location tagging
- Map view for visualizing traveled destinations
- Filtering and sorting options for organizing entries
- User-friendly interface for adding, editing, and deleting entries

The screenshot displays a React-based travel journal application with a clean, modern design. The header features a red bar with the logo 'my travel journal' and a small icon. Below the header, the first entry is shown for 'Mount Fuji' in Japan, featuring a thumbnail image of the mountain, the travel dates '12 Jan, 2021 - 24 Jan, 2021', and a brief description noting it's the tallest mountain in Japan. The second entry is for the 'Sydney Opera House' in Australia, showing its iconic white shells and the surrounding harbor, with travel dates from '27 May, 2021' to '8 Jun, 2021'. The third entry is for the 'Geirangerfjord' in Norway, showing a narrow fjord with green mountains, with travel dates from '01 Oct, 2021' to '18 Nov, 2021'. Each entry includes a 'View on Google Maps' link.

## Demonstrates expertise in:

- React component architecture and state management
- User interface design and user experience enhancement
- Data storage and retrieval (local storage or API integration)
- Geolocation and mapping integration

# sign-up form

[https://github.com/codenameharsh/ToP\\_sign\\_up\\_form](https://github.com/codenameharsh/ToP_sign_up_form)

HTML

CSS

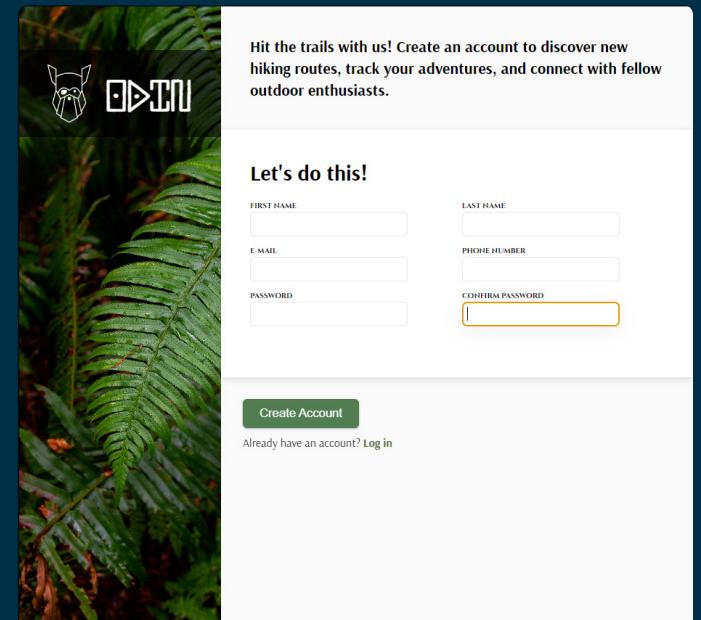


Demonstrates expertise in:

- HTML structure and semantic markup
- CSS styling and layout design
- Form design and validation techniques
- Asset integration and credit attribution

A static web page built with HTML and CSS, replicating a sign-up form design

- Responsive design for desktop devices
- Semi-transparent background for improved text readability
- Custom font and background image integration
- Form validation with CSS pseudo-classes (:invalid, :focus)



# football team stats

[https://github.com/codenamemaharsh/football\\_team\\_stats](https://github.com/codenamemaharsh/football_team_stats)

HTML

CSS

JAVASCRIPT

A web-based application showcasing football team statistics, featuring:

- Team information and stats
- Filterable player list by position and nickname
- Search functionality to find players
- Interactive player cards with details

**Team Stats**

Team: Argentina      Sport: Football      Year: 1986      Head coach: Carlos Bilardo

Filter Teammates:

Sergio Almirón Position: forward Number: 1 Nickname: N/A	Ricardo Bochini Position: midfielder Number: 3 Nickname: El Bocha	Claudio Borghi Position: midfielder Number: 4 Nickname: Bichi	José Luis Brown Position: defender Number: 5 Nickname: Tata
Daniel Passarella Position: defender Number: 6 Nickname: El Gran Capitán	Jorge Burruchaga Position: forward Number: 7 Nickname: Burru	Néstor Clausen Position: defender Number: 8 Nickname: N/A	José Luis Cuciuffo Position: defender Number: 9 Nickname: El Cuchu
(Captain) Diego Maradona Position: midfielder Number: 10 Nickname: El Pibe de Oro	Jorge Valdano Position: forward Number: 11 Nickname: The Philosopher of Football	Héctor Enrique Position: midfielder Number: 12 Nickname: N/A	Oscar Garré Position: defender Number: 13 Nickname: N/A

**Team Stats**

Team: Argentina      Sport: Football      Year: 1986      Head coach: Carlos Bilardo

Filter Teammates:

© Harshitha Rajendran

(Captain) Diego Maradona Position: midfielder Number: 10 Nickname: El Pibe de Oro
--

## Demonstrates expertise in:

- HTML structure and semantic markup
- CSS styling for layout and design
- JavaScript functionality for interactivity and dynamic effects
- Web application design principles and best practices
- Responsive web design for mobile and desktop devices

**Team Stats**

Team: Argentina      Sport: Football      Year: 1986      Head coach: Carlos Bilardo

Filter Teammates:

Ricardo Bochini Position: midfielder Number: 3 Nickname: El Bocha	Claudio Borghi Position: midfielder Number: 4 Nickname: Bichi	José Luis Brown Position: defender Number: 5 Nickname: Tata	Daniel Passarella Position: defender Number: 6 Nickname: El Gran Capitán
Jorge Burruchaga Position: forward Number: 7 Nickname: Burru	José Luis Cuciuffo Position: defender Number: 9 Nickname: El Cuchu	(Captain) Diego Maradona Position: midfielder Number: 10 Nickname: El Pibe de Oro	Jorge Valdano Position: forward Number: 11 Nickname: The Philosopher of Football
Luis Islas Position: goalkeeper Number: 15 Nickname: El loco	Oscar Ruggeri Position: defender Number: 19 Nickname: El Cabezon	Marcelo Trobbiani Position: midfielder Number: 21 Nickname: Celeste	

# tenzies

<https://github.com/codenameharsh/tenzies>

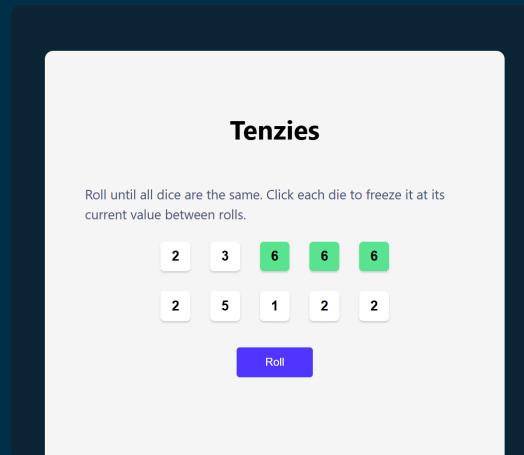
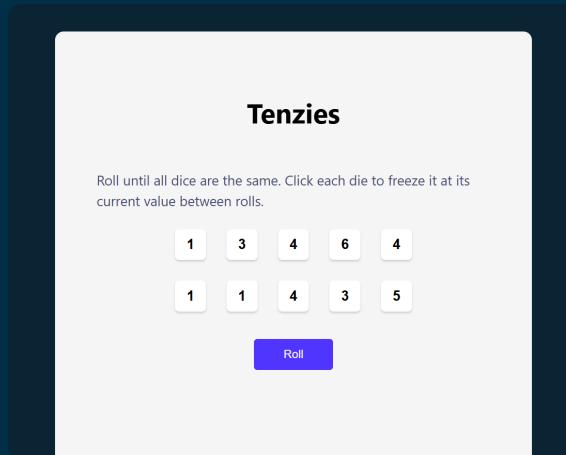
HTML

CSS

REACT.JS

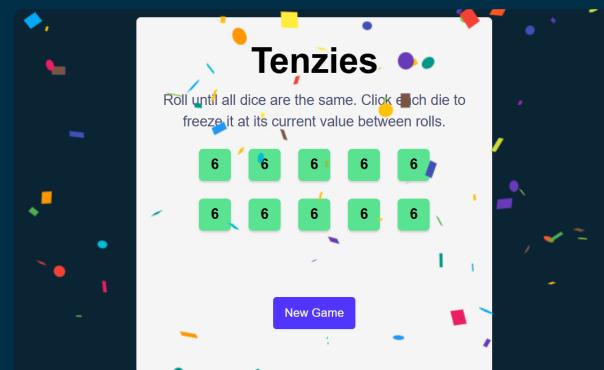
A dice game where players aim to roll ten matching dice

- Console-based gameplay with automatic win and tie detection
- Dynamic gameboard rendering to the DOM
- Player input handling with validation to prevent invalid moves
- Customizable player names and restart functionality
- Display of game results and final score



Demonstrates expertise in:

- React state management and hooks
- Event handling and DOM manipulation
- CSS animations and styling
- Game logic implementation and algorithm design



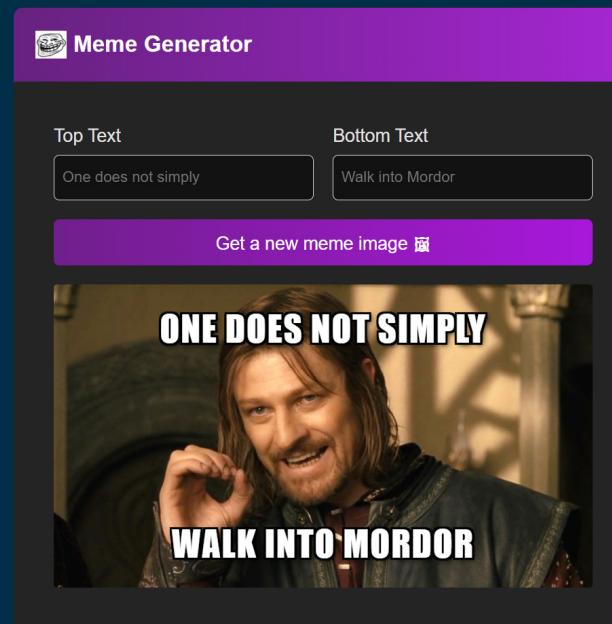
# meme generator

[https://github.com/codenameharsh/meme\\_generator](https://github.com/codenameharsh/meme_generator)

HTML

CSS

REACT.JS

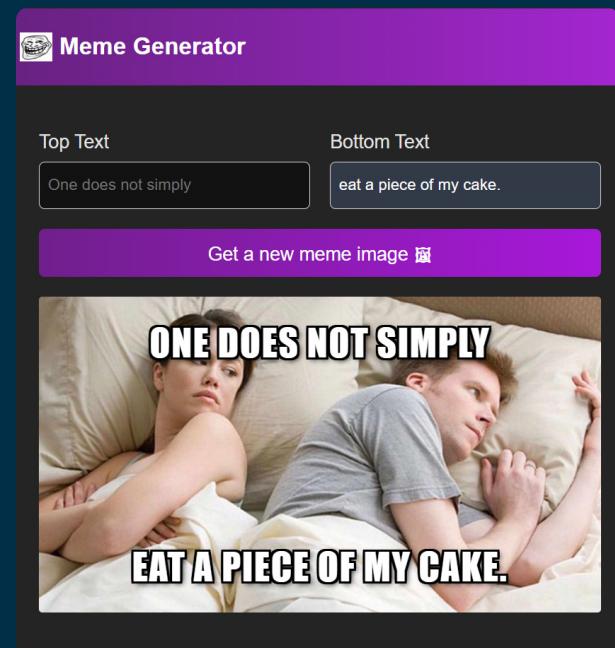


## Demonstrates expertise in:

- React component architecture and state management
- API integration and data handling
- User interface design and user experience enhancement

A web-based meme generator built with React.js

- Utilizes useState and useEffect for dynamic state management
- Integrates APIs for accessing meme images
- Generates random image templates for meme creation
- Customizable captions with text input and styling options
- Downloadable meme images



# tic-tac-toe

[https://codenameharsh.github.io/tic\\_tac\\_toe/](https://codenameharsh.github.io/tic_tac_toe/)

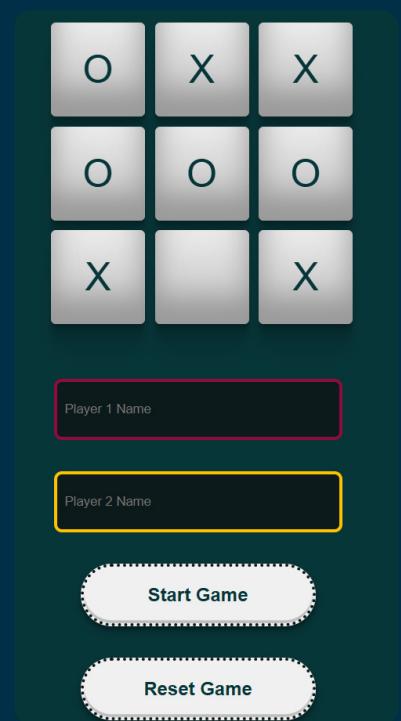
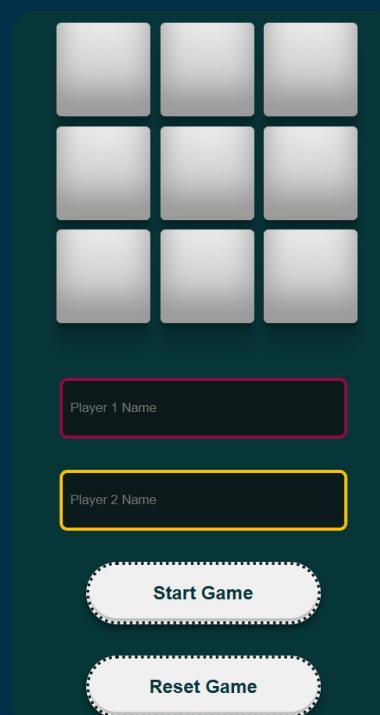
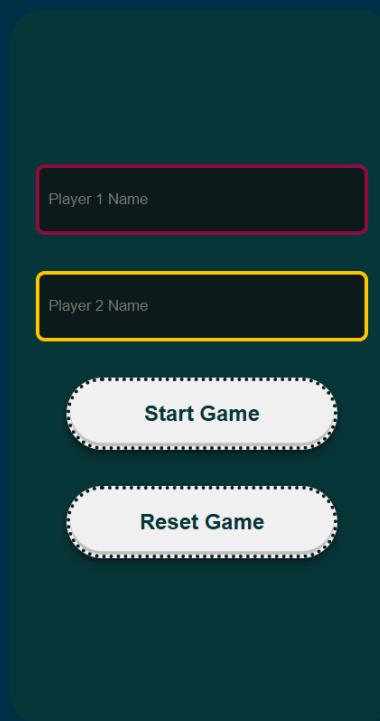
HTML

CSS

JAVASCRIPT

## Demonstrates expertise in:

- Modular JavaScript development with factories and IIFE
- DOM manipulation and event handling
- Game logic implementation and algorithm design
- User interface design and user experience enhancement



## A Tic Tac Toe game you can play in your browser!

- Console-based gameplay with automatic win and tie detection
- Dynamic gameboard rendering to the DOM
- Player input handling with validation to prevent invalid moves
- Customizable player names and restart functionality
- Display of game results and final score

# character counter

[https://github.com/codenameharsh/character\\_counter](https://github.com/codenameharsh/character_counter)

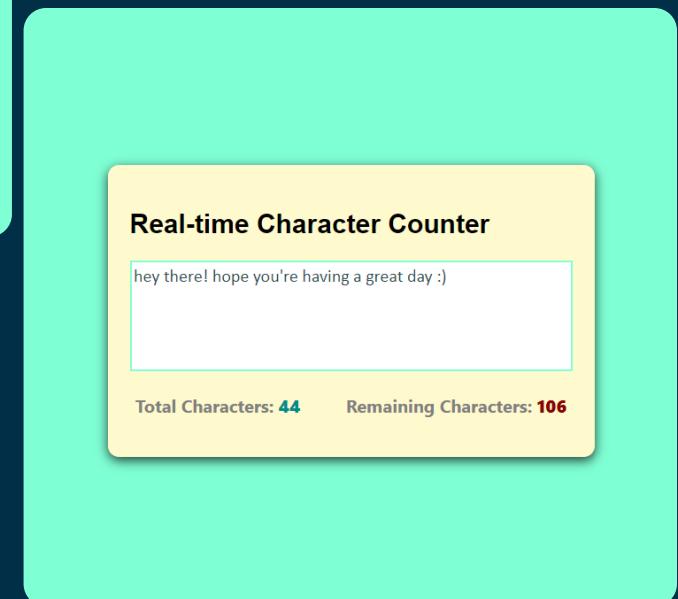
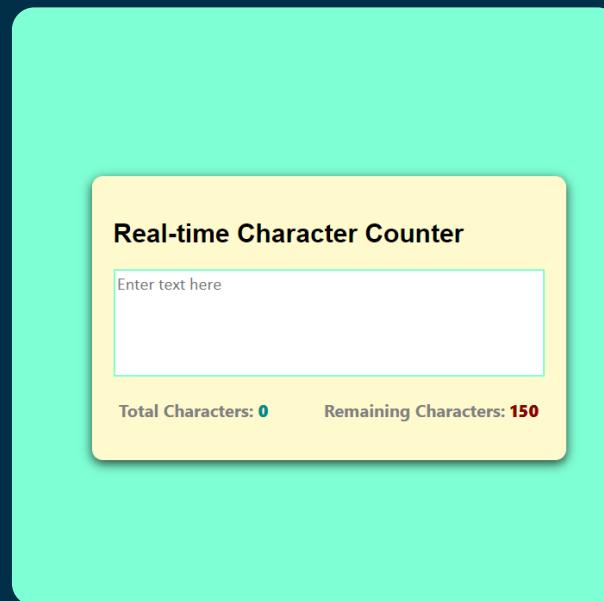
HTML

CSS

JAVASCRIPT

A web-based application that provides instant character counting for a given text input

- Real-time character count display
- Total and remaining character counters
- Maximum character limit (150) enforced



## Demonstrates expertise in:

- JavaScript event handling (keyup event)
- DOM manipulation and element selection
- Basic CSS styling for layout and design
- HTML structure and semantic mark-up

# black jack simulator

[https://github.com/codenameharsh/black\\_jack](https://github.com/codenameharsh/black_jack)

HTML

CSS

JAVASCRIPT

## Demonstrates expertise in:

- JavaScript functions, conditionals, and loops
- DOM manipulation and event handling
- Basic CSS styling for layout and design
- HTML structure and semantic markup

A web-based Blackjack game simulator built with HTML, CSS, and JavaScript

- Interactive gameplay with start and draw card functionality
- Real-time updates of card values, sum, and game status
- Customizable player name display
- Basic win/loss conditions (Blackjack, bust, etc.)



# color flipper

[https://github.com/codenameharsh/color\\_flipper](https://github.com/codenameharsh/color_flipper)

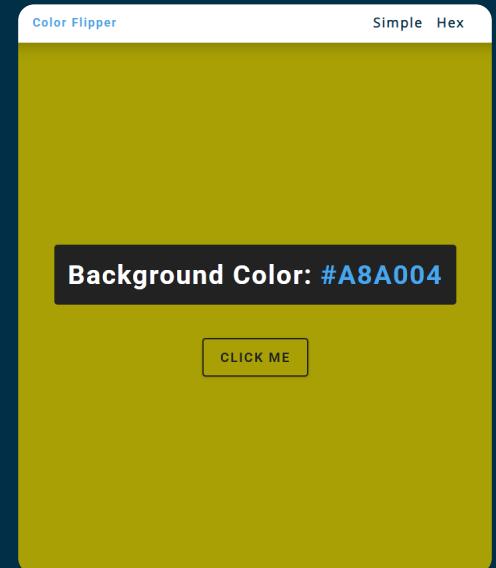
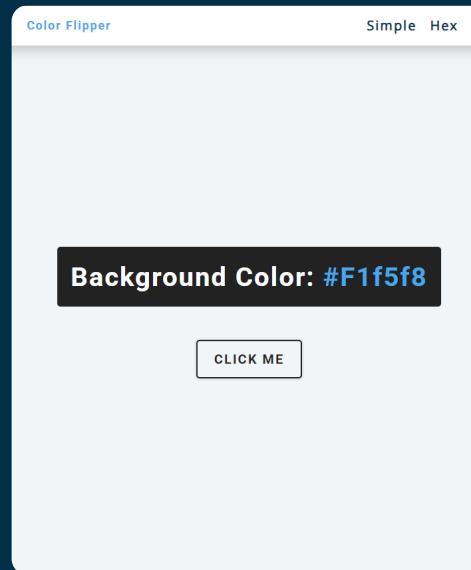
HTML

CSS

JAVASCRIPT

A web-based application that generates random colors and updates the background color of the page

- Simple mode: generates random colors from a predefined list
- Hex mode: generates random hex colors
- Color display and background color update



## Demonstrates expertise in:

- JavaScript event handling and DOM manipulation
- Random number generation and color formatting
- Basic CSS styling for layout and design
- HTML structure and semantic markup

# dragon repeller game

[https://github.com/codenameharsh/role\\_playing\\_game](https://github.com/codenameharsh/role_playing_game)

HTML

CSS

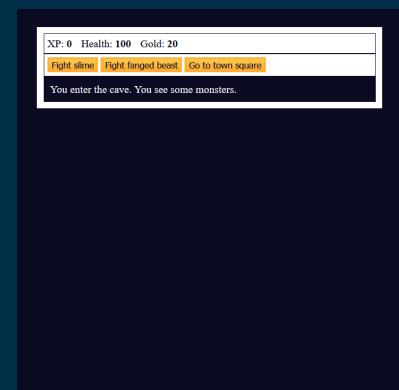
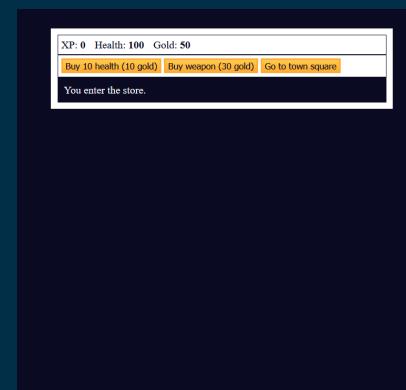
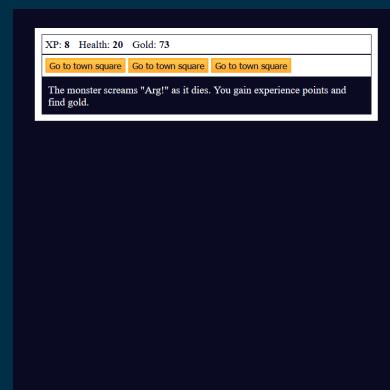
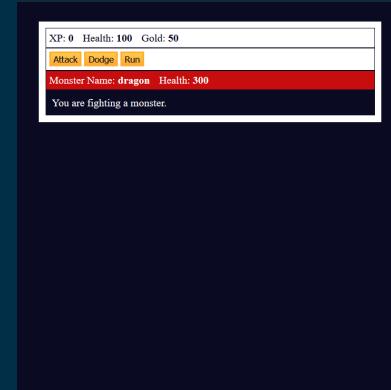
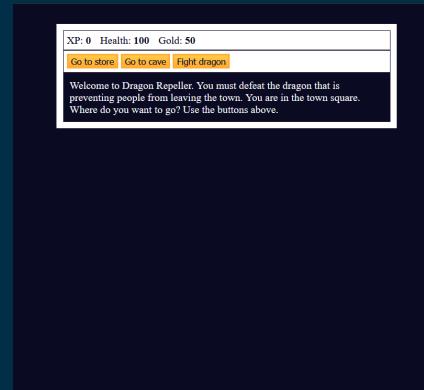
JAVASCRIPT

A text-based adventure game where the player must defeat a dragon to win

- Player stats (XP, health, gold)
- Interactive buttons for navigation and actions
- Fighting mechanics with monsters and a dragon
- Store to buy health and weapons
- Easter egg mini-game

Demonstrates expertise in:

- HTML structure and semantic markup
- CSS styling for layout and design
- JavaScript functionality for game logic and interactivity
- Game design principles and best practices
- Responsive web design for mobile and desktop devices



# multiplication quiz

[https://github.com/codenameharsh/multiplication\\_quiz](https://github.com/codenameharsh/multiplication_quiz)

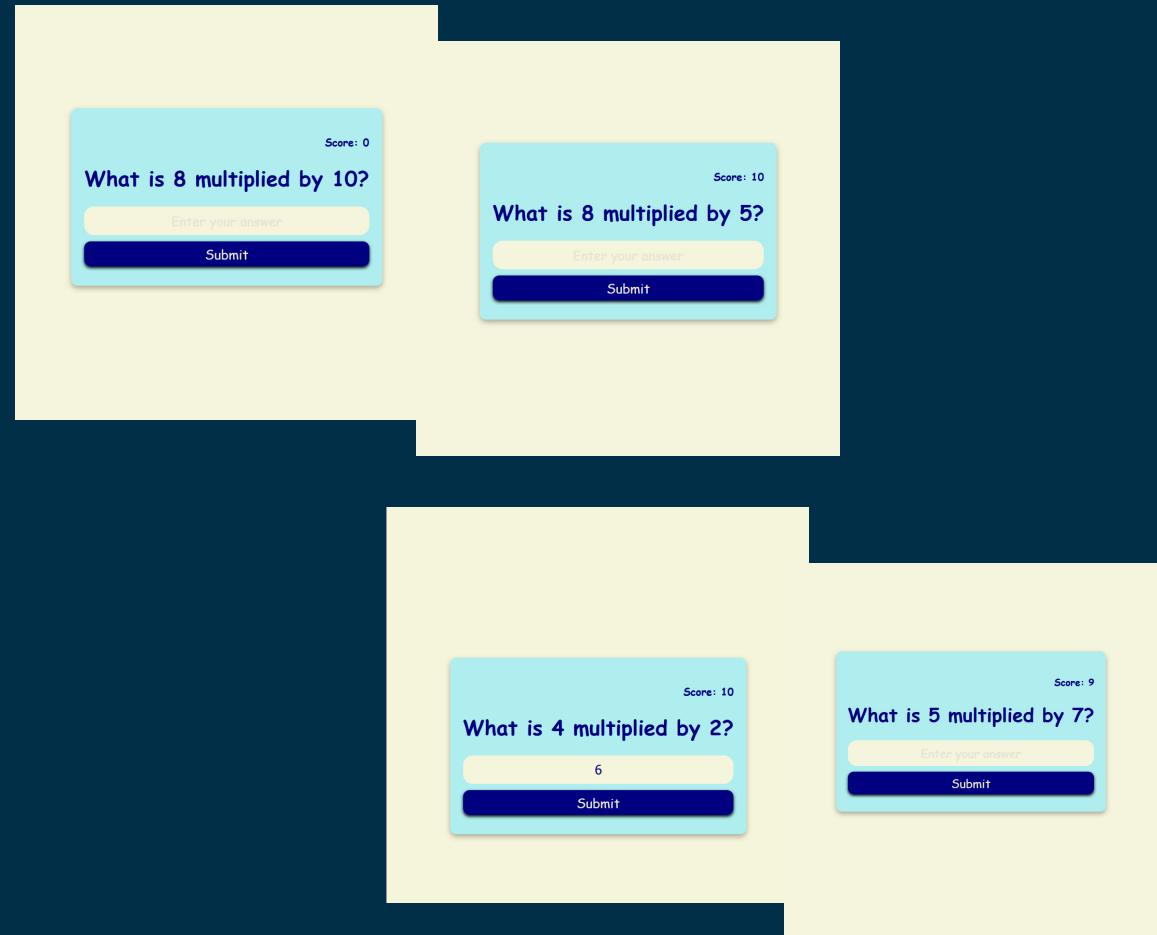
HTML

CSS

JAVASCRIPT

A simple math quiz app testing users' multiplication skills

- Randomly generated multiplication questions
- User input for answers
- Score tracking with local storage
- Correct/incorrect feedback



# palindrome checker

[https://github.com/codenameharsh/palindrome\\_checker](https://github.com/codenameharsh/palindrome_checker)

HTML

CSS

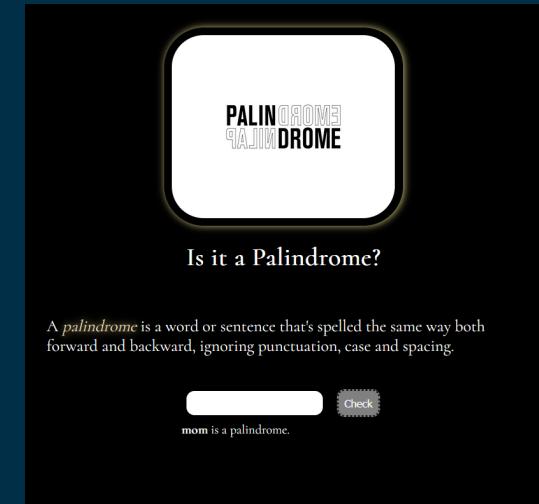
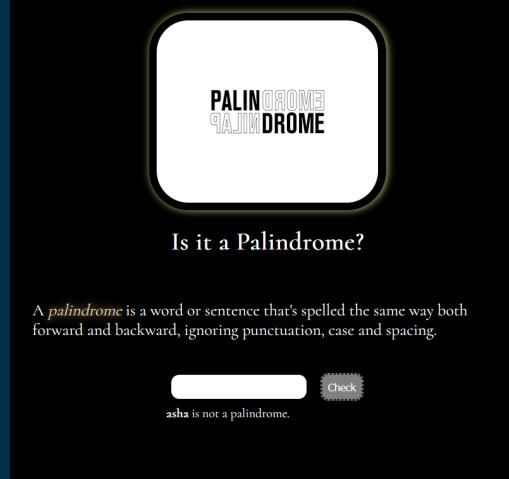
JAVASCRIPT

## Demonstrates expertise in:

- Follows semantic markup principles to ensure accessibility and readability.
- Employs CSS to create a visually appealing and responsive design.
- Utilizes JavaScript to implement the palindrome check logic, handle user input, and manipulate the DOM to display results.
- Listens for button click events to initiate the palindrome check.
- Handles keyboard input events, allowing users to perform checks by pressing the Enter key.

A user-friendly web application designed to check if a given text is a palindrome

- Allows users to enter a text string to check for palindrome.
- Performs case-insensitive comparison to ensure accurate results.
- Ignores spaces, punctuation, and other non-alphanumeric characters during the palindrome check.
- Displays the result with the original input text, indicating whether it's a palindrome or not.
- Automatically clears the input field after each check, enabling users to perform multiple checks efficiently.



# tabbed content application

<https://github.com/codenameharsh/tabs>

HTML

CSS

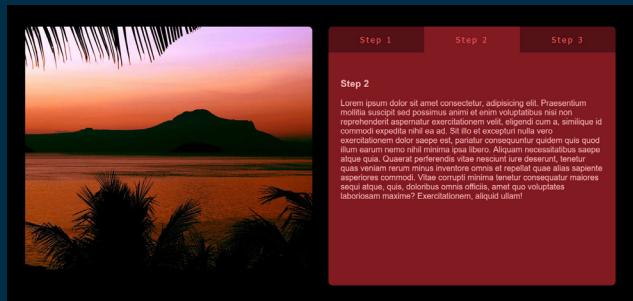
JAVASCRIPT

## Demonstrates expertise in:

- HTML structure and semantic markup
- CSS styling for layout, design, and responsiveness
- JavaScript functionality for tab interactions and content display
- DOM manipulation and event handling
- User interface (UI) design principles for intuitive tab navigation
- User experience (UX) design for seamless content display
- Responsive web design (RWD) for adaptable layout and visual elements
- Visual design elements, including color scheme, typography, and imagery
- Interactive design elements, including hover effects, transitions, and animations

A fully responsive and interactive web application designed to showcase tabbed content

- The application features three distinct tabs, each associated with a specific content section.
- Clicking a tab triggers the display of its corresponding content section, while styling the tab as active.
- Content sections are dynamically hidden or displayed based on tab interactions, ensuring a clutter-free and organized user interface.
- The application boasts a responsive design, adapting effortlessly to various devices and screen sizes, including desktops, laptops, tablets, and mobile phones.



# digital clock application

[https://github.com/codenameharsh/digital\\_clock](https://github.com/codenameharsh/digital_clock)

HTML

CSS

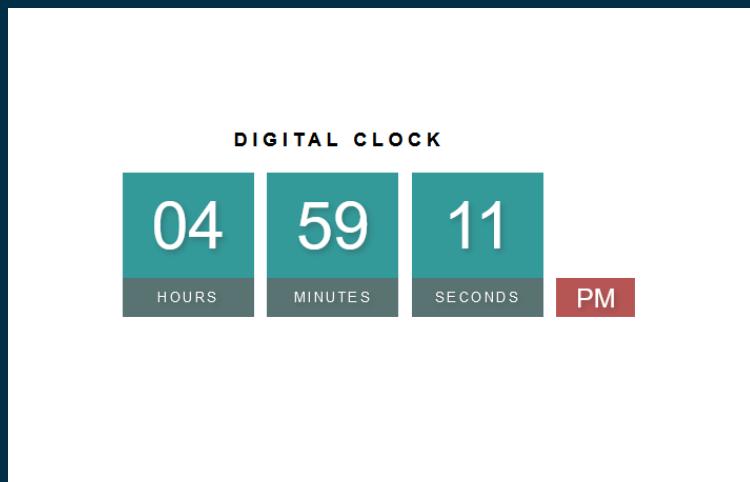
JAVASCRIPT

## Demonstrates expertise in:

- HTML structure and semantic markup
- CSS styling for layout, design, and responsiveness
- JavaScript functionality for real-time time display and updates
- DOM manipulation and event handling
- User interface (UI) design principles for clear time display
- User experience (UX) design for seamless time updates
- Responsive web design (RWD) for adaptable layout and visual elements
- Visual design elements, including color scheme, typography, and background imagery
- Interactive design elements, including text shadows and opacity

A real-time digital clock application showcasing the current time in hours, minutes, and seconds, along with an AM/PM indicator.

- The application displays the current time in real-time, updating every second.
- The clock follows a 12-hour time format, displaying hours from 1 to 12, along with an AM/PM indicator.
- The application utilizes the JavaScript Date object to retrieve the current time, ensuring accuracy and reliability.
- The clock updates dynamically every second, using the setTimeout() function to schedule the next update.



# drum kit simulator

[https://github.com/codenamemaharsh/drum\\_kits](https://github.com/codenamemaharsh/drum_kits)

HTML

CSS

JAVASCRIPT



A interactive drum kit simulator application featuring a variety of drum sounds and responsive design

- Four drum kits with distinct sounds: crash, kick, snare, and tom
- Clickable buttons to play drum sounds
- Keyboard shortcuts to play drum sounds using corresponding keys
- Visual effects on button click and key press
- Responsive design for desktop and mobile devices

## Demonstrates expertise in:

- HTML structure and semantic markup
- CSS styling for layout, design, and responsiveness
- JavaScript functionality for dynamic element creation and event handling
- DOM manipulation and audio playback
- User interface (UI) design principles for intuitive interaction
- User experience (UX) design for engaging and immersive experience
- Responsive web design (RWD) for adaptable layout and visual elements
- Visual design elements, including typography, imagery, and color scheme
- Interactive design elements, including hover effects, transitions, and animations



# video trailer pop-up

[https://github.com/codenamemeharsh/video\\_trailer\\_popup](https://github.com/codenamemeharsh/video_trailer_popup)

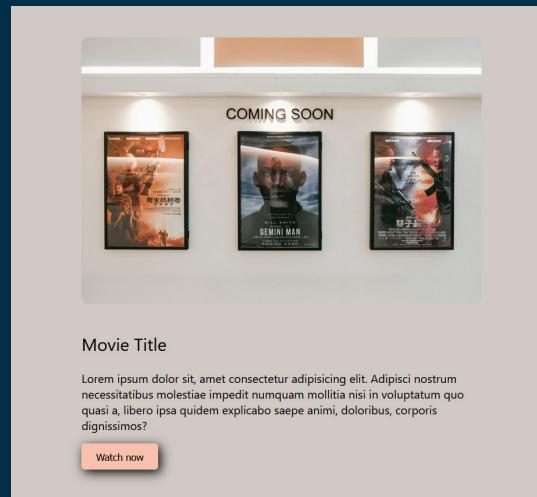
**HTML**

**CSS**

**JAVASCRIPT**

**A responsive web application featuring a movie trailer pop-up with interactive elements**

- Movie thumbnail, title, and description
- "Watch now" button to trigger trailer pop-up
- Trailer pop-up with video player and close icon
- Responsive design for desktop and mobile devices



## Demonstrates expertise in:

- HTML structure and semantic markup
- CSS styling for layout, design, and responsiveness
- JavaScript functionality for interactive elements and event handling
- DOM manipulation and video playback control
- User interface (UI) design principles for intuitive interaction
- User experience (UX) design for engaging and immersive experience
- Responsive web design (RWD) for adaptable layout and visual elements
- Visual design elements, including typography, imagery, and color scheme
- Interactive design elements, including hover effects, transitions, and animations

# blurred background pop-up

[https://github.com/codenamemaharsh/blurred\\_background\\_popup](https://github.com/codenamemaharsh/blurred_background_popup)

HTML

CSS

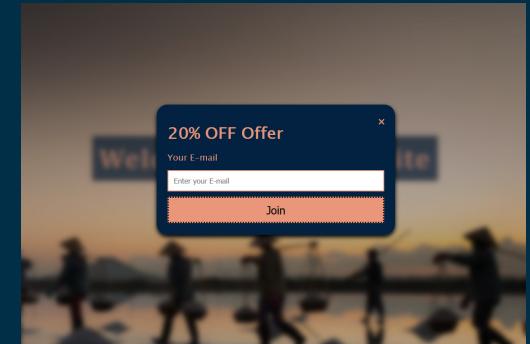
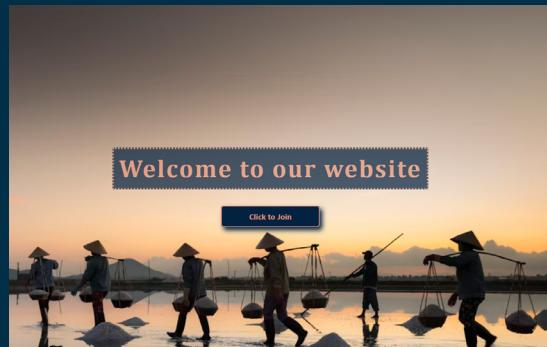
JAVASCRIPT

## Demonstrates expertise in:

- HTML structure and semantic markup for accessible pop-up containers
- CSS styling for layout, design, and responsiveness, including blurred background effects
- JavaScript functionality for interactive pop-up elements and event handling
- DOM manipulation and class toggling for dynamic pop-up display
- User interface (UI) design principles for intuitive pop-up interaction
- User experience (UX) design for engaging and immersive pop-up experiences
- Responsive web design (RWD) for adaptable pop-up layouts and visual elements
- Visual design elements, including typography, color scheme, and imagery for effective pop-up design
- Interactive design elements, including hover effects, transitions, and animations for enhanced pop-up interactivity

A responsive web application featuring a blurred background pop-up with interactive elements

- Welcome message with call-to-action button
- Blurred background effect on button click
- Pop-up container with offer message, email input, and join button
- Close icon to dismiss pop-up
- Responsive design for desktop and mobile devices



THANKS FOR TAKING THE TIME TO REVIEW MY WORK.

I'M EXCITED TO EXPLORE OPPORTUNITIES WHERE I CAN LEVERAGE  
MY EXPERTISE IN UI/UX, GRAPHIC DESIGN, AND VISUAL ART TO  
DRIVE INNOVATION AND GROWTH. LET'S CONNECT AND DISCUSS HOW  
MY SKILLS CAN ALIGN WITH YOUR TEAM'S NEEDS.

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PORTFOLIO WEBSITE: <https://codenameharsh.github.io/portfolio/>