

For this assignment, I completed the following sections of my website:

- Incorporated a Bootstrap sidebar with collapsible sections, enhancing user navigation for Projects and Education segments.
- Revamped the portfolio layout, now featuring a streamlined collapsed index for improved accessibility.
- Moved away from the previous portfolio style, which involved a top bar and cumbersome multi-page cycling, opting instead for a more user-friendly approach.
- Introduced individualized sections for each project, along with succinct descriptions accessible directly from the homepage.
- Established dedicated project pages; however, both Let's Get Famous and Silver Linings projects are the only ones that are fully detailed.
- Enhanced the Silver Linings project page with better organization and additional imagery to augment presentation quality.
- Successfully completed the Let's Get Famous Project Page, enriching it with comprehensive details, including:
 - Overview
 - Genre: Party-Game
 - Engine: Unity
 - Language: C#
 - Tools Used: Unity Engine, Photoshop, Adobe Illustrator, ProCreate, Visual Studio Code, HTML, CSS, C#
 - Completion Status: Ongoing
 - Duration: 1 month
 - Team Size: 1
 - Role: Game Designer, Concept Designer, Programmer, Artist, Sound Designer
 - Project Design Goals
 - Project Analysis/Proposal
 - Project Progress
 - Timeline
 - Links
- Implemented a character sorter feature for Let's Get Famous, offering insights into character characteristics.
- Contributed to project documentation and planning by drafting the initial proposal for Let's Get Famous.
- I redesigned the website with a new color palette and layout for a more visually appealing presentation.