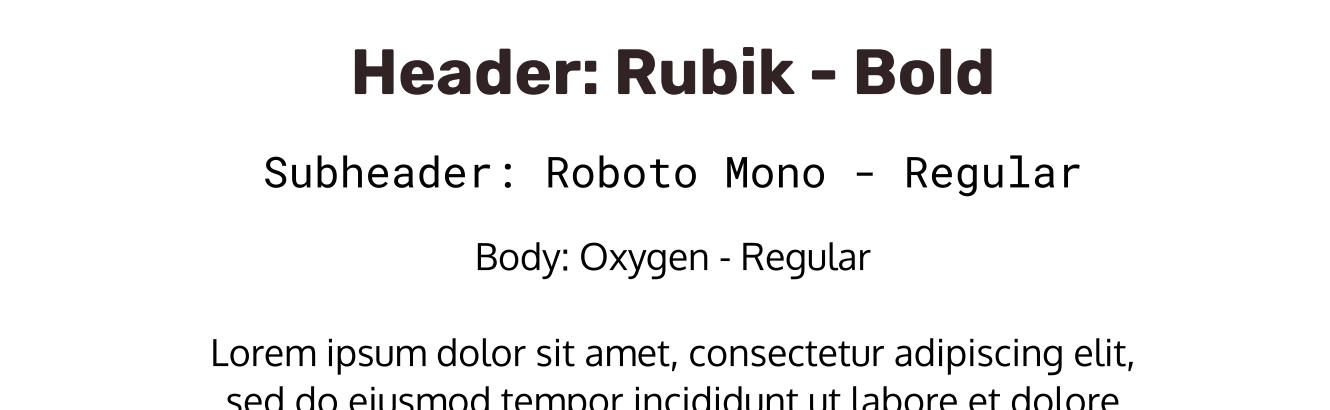


User Story

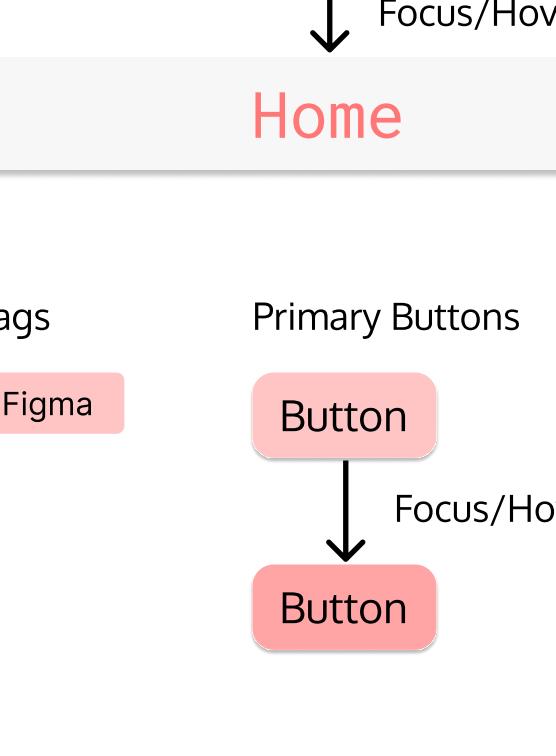
"As a designer, I want to display my projects on a website so that I can showcase my skills to recruiters."

User Flow



Style Guide

Color Palette



Typography

Header: Rubik - Bold

Subheader: Roboto Mono - Regular

Body: Oxygen - Regular

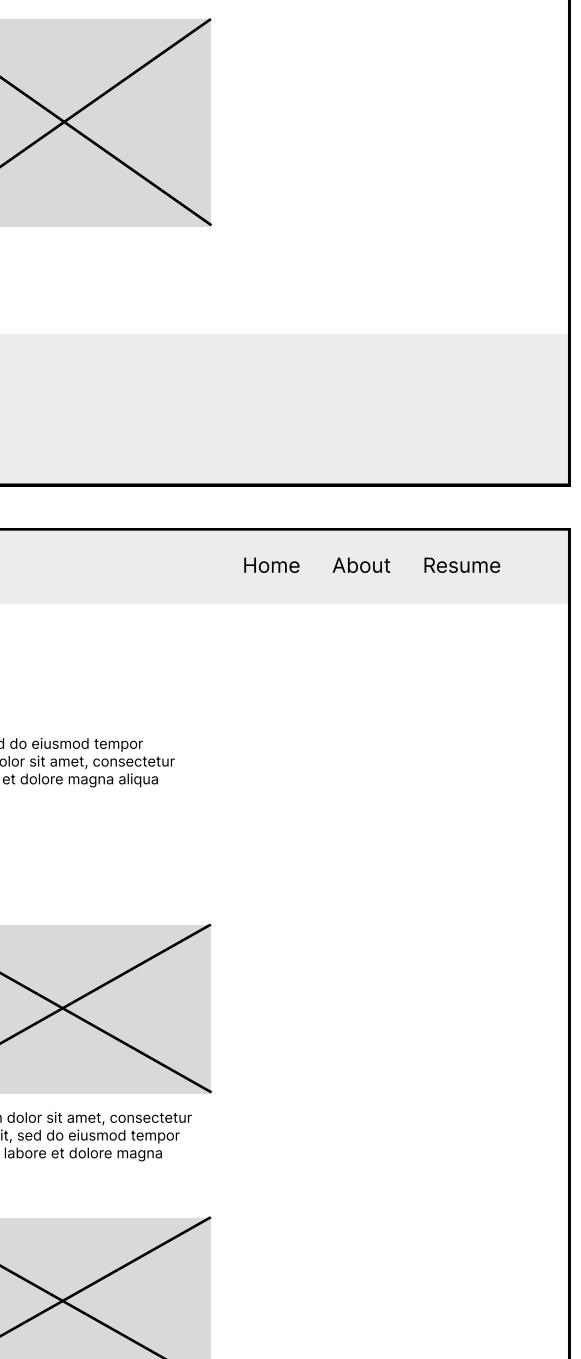
Lore ipsum dolor sit amet, consectetur adipiscing elit, sed do eiusmod tempor incididunt ut labore et dolore magna aliqua. Ut enim ad minim veniam, quis nostrud exercitation ullamco laboris nisi ut aliquip ex ea commodo consequat. Duis aute irure dolor in reprehenderit in voluptate velit esse cillum dolore eu fugiat nulla pariatur. Excepteur sint occaecat cupidatat non proident, sunt in culpa qui officia deserunt mollit anim id est laborum.

Elements

Navigation Buttons

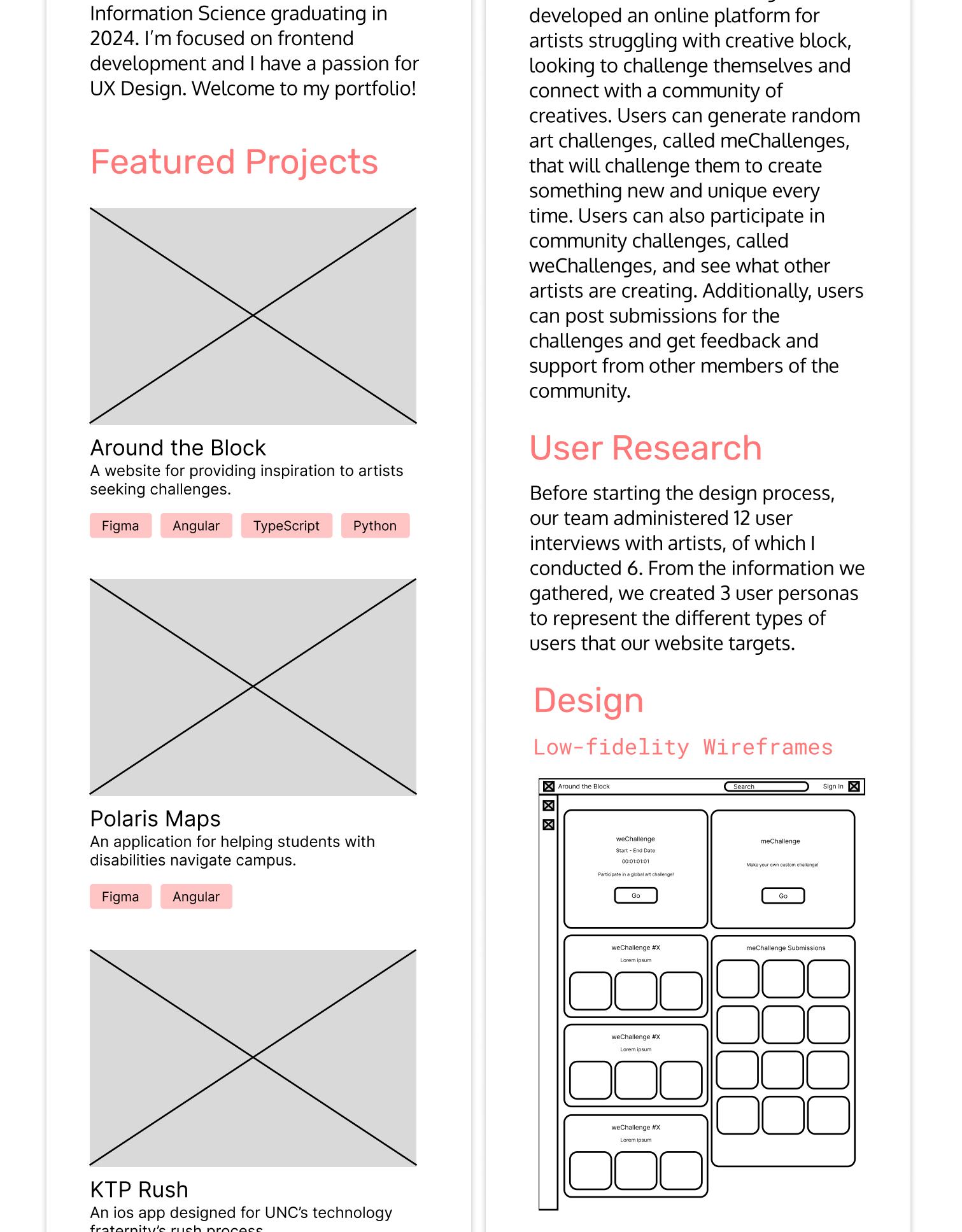


Dropdown Menu



Lo-fi Wireframes

Mobile View



Desktop View

Hi-fi Mockups

9:41 AA elaine331917.github.io ⟳

Elaine Dong ≡

Hello!

I'm Elaine.

I'm a student at UNC Chapel Hill majoring in Computer Science and Information Science graduating in 2024. I'm focused on frontend development and I have a passion for UX Design. Welcome to my portfolio!

Featured Projects



Around the Block

A website for providing inspiration to artists seeking challenges.

Figma Angular TypeScript Python

Polaris Maps

An application for helping students with disabilities navigate campus.

Figma Angular

KTP Rush

An iOS app designed for UNC's technology fraternity's rush process.

Figma System Design

9:41 AA elaine331917.github.io ⟳

Elaine Dong ≡

Around the Block

COMP 590: User Interfaces

Role: Research, Design, Development

As a team of three, we designed and developed an online platform for artists struggling with creative block, looking to challenge themselves and connect with a community of creatives. Users can generate random art challenges, called meChallenges, that will challenge them to create something new and unique every time. Users can also participate in community challenges, called weChallenges, and see what other artists are creating. Additionally, users can post submissions for the challenges and get feedback and support from other members of the community.

User Research

Before starting the design process, our team administered 12 user interviews with artists, of which I conducted 6. From the information we gathered, we created 3 user personas to represent the different types of users that our website targets.

Design

Low-fidelity Wireframes

High-fidelity Wireframes

Interactive Prototype

Link to Figma Prototype

Implementation

We used Angular, TypeScript, HTML, and CSS to build the frontend; PostgreSQL and SQLAlchemy for managing the database; and Python to build the backend of Around the Block.

View our deployed website

≡ LinkedIn Github

Interactive Prototype

[Link to Prototype](#)