

Portfolio Planning Document

John Meyer

Description

My portfolio should have a clean modern look, utilizing good design yet simple principles. I have overextended myself in the past and want to make sure this is polished. I want a strong color scheme, a solid nav bar, a few pages for different pieces of content, and a few well used animations. The first section should be a strong hero image of something that represents me, I haven't decided on what exactly yet. A small headshot of myself and my personal statement would be next. I want the next main section to be a showcase of all the technologies I know preferably with images or even project pictures. A small section on me could follow that for those interested in me. A separate page can go into far more detail and that blurb will have a link to it. The next major section is a list of projects I want to showcase with a small description on each. Having animations on this part would be awesome. I can then put my social links in the header and footer so that it's easy to contact me.

As for the actual build I plan on using css grid. The reasoning is that I want more practice with it and it will still let me have a lot of flexibility in my project. Having to hand code everything also forces me to learn the intricacies of animating, layout, and design. I'll use github as my hosting service as it's already set up. I feel as though my projects can showcase my more advanced skills better than my portfolio for right now.

Personal Statement

Ambitious Junior developer with a background in IT support. Graduate from Seattle University's web development certificate program. Solid foundation in modern development practices including user experience design, version control, server scripting, and JavaScript frameworks. Able to teach and communicate details to a group with concise clarity and drive. Seeking an entry level position in the software development field to flourish in.

List of Featured Projects

MTG final

<https://github.com/facemanguy/wats4000-mtg-final>

I want to showcase vue and my ability to manipulate APIs with this project. It is also one of my cleanest projects overall.

A Web App made in Vue. It lets you search for Magic the Gathering cards by calling the mtg.io API. There is also a feature that simulates opening a booster pack. Unfortunately the booster feature is not fully supported so the selection is limited.

User Science Journal

<https://github.com/facemanguy/user-sci-blog>

I want to showcase this to demonstrate my understanding of UX and Google analytics. I also feel as though my writing and analysis come through with this assignment but it does need a few touch ups. This is my User Science Journal, one of my major projects at Seattle University. It is a series of articles analyzing usability, accessibility, and the use of google analytics.

Lyman's Lounge

<https://github.com/facemanguy/wats3010-intro-to-bootstrap-4>

While it's one of my earliest projects I wanted to demonstrate my ability to use bootstrap with this site. I also loved working on the design of this site and want to flex my design muscles a little here. A page advertising a fake bar that I made in bootstrap. I had a lot of fun working on the design on this. All the animations are done without any JavaScript, just pure css.

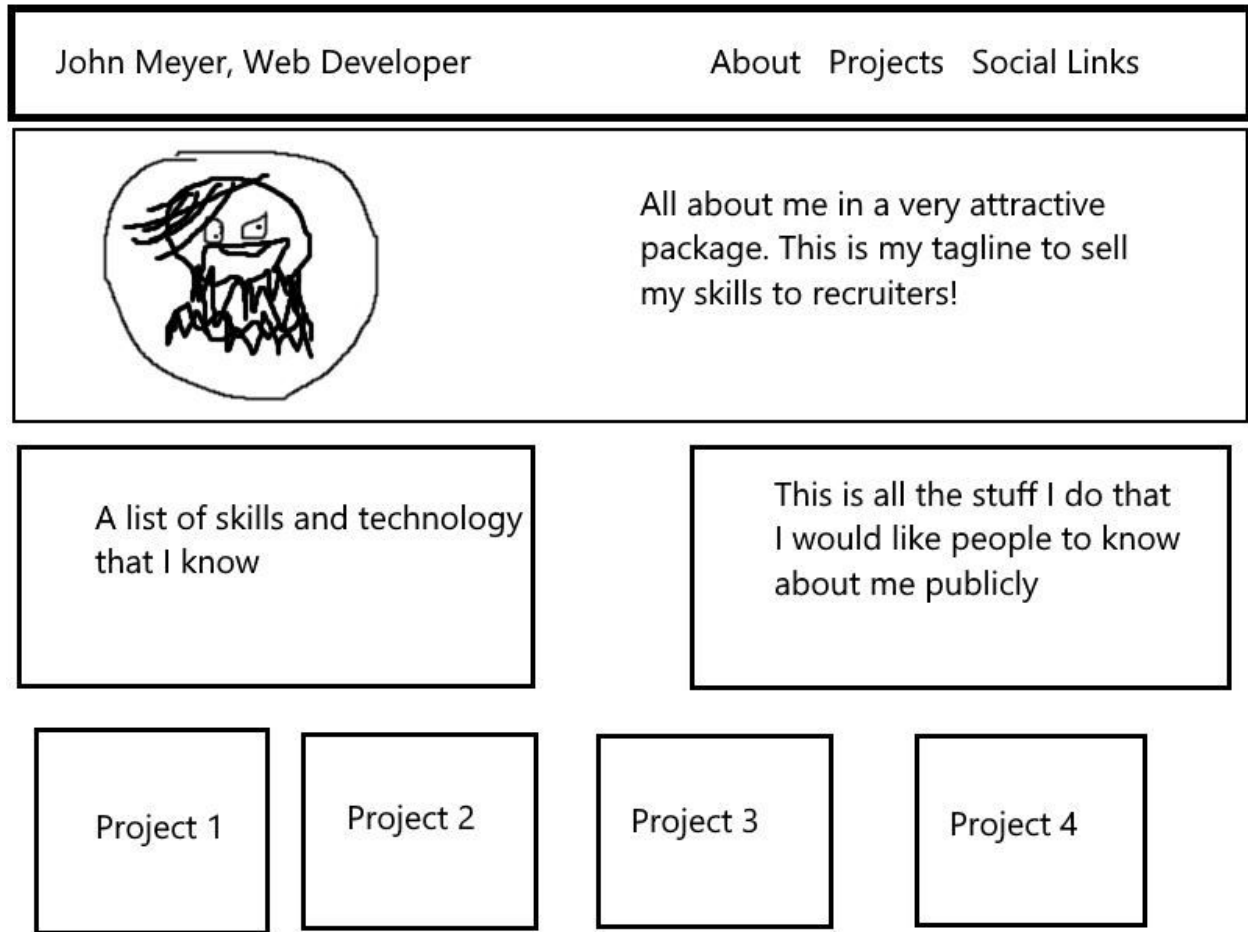
Social Links

My Github: <https://github.com/facemanguy>

My Linkedin: <https://www.linkedin.com/in/john-d-meyer/>

An email link that I have yet to make

A wireframe I did earlier

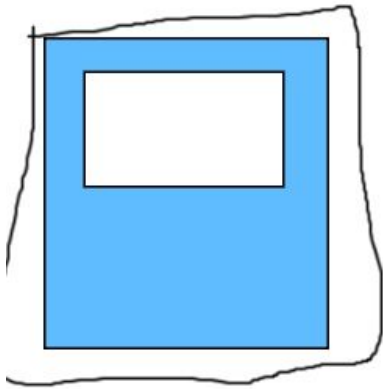


I have a few Ideas to adjust this but I want to make some more content in grid before I settle into anything serious.

Here is a better alternate wireframe I cooked up based on Bryan Barrows portfolio



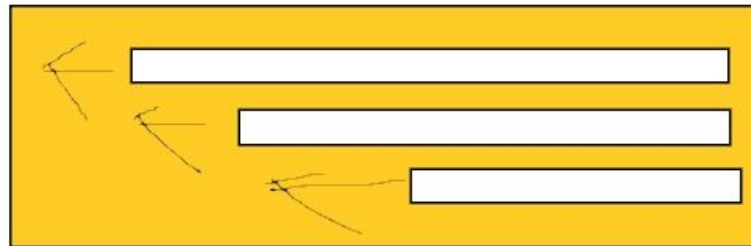
Here is a few animation Ideas I had



On hover project sections pop up with an animation

The same goes for Skill set images

Bullet point Items move in from the side on section load or hover



Hero landing page has clickable elements

