

## Part 1

My website is a personal portfolio for my architecture projects that expresses my identity as a designer. Architecture is typically quite rigid and standard in the way they make websites in a clean and simple format, so I wanted to challenge that and make it more playful to better demonstrate my interests as a designer. I hope I can convey my fascinations with fabrication and exploration in my work through the image heavy displays. I tried to make it more personal in certain areas, such as color scheme, a fun cursor, and an experiments page where I can be looser with what I upload. I also decided to combine the “about” and “contact” page into the homepage. This minimizes the number of pages to navigate and makes that information accessible and readily available. The target audience is mainly my peers, and some possible employers. For me, it was more important to organize all my work that I had done in specifically my architecture major for myself to better see the growth of my projects. That was also the inspiration for the home page organization, as it is linear in the timeline for when I completed the projects and is meant to visually illustrate that growth for me as a designer. Overall, the homepage is also meant to be very flexible using a grid system, so as I have more projects, I can add more items to the homepage relatively easily. The portfolio is meant to facilitate my growth as an architecture student through dominantly visual means.

## Part 2

### *Home page*

- Reading the about section on the left of the homepage
- Hover above the icon shapes and scroll down the page to see the different projects available for viewing.
- Click on an icon to view a project in more detail.
  - o Read the caption of the project on the left.
  - o Click on the different images to see an enlarged view of it.
- Move the cursor around for an animation.
- Click the URLs to go to my LinkedIn, resume, etc in a new tab .

### *Experiments page*

- Click on the experiments page to see a small glimpse of fun projects.
  - o Click on the image to enlarge it.

## Part 3

Tool: jQuery

I used it because it is a popular library for website making and can add responsive and fun design. It was also the most intuitive for me.

I used it for making my website responsive across different screen types since my website was so image dominated and it would have taken a ton of tweaking to get the images to look right manually (trying to find the sweet spot).

I think it overall just makes my website more fun and flow better for the purpose of viewing project photos.

## **Part 4**

I first started with 2 different approaches and prototyped them in Figma to a pretty medium-high fidelity because I couldn't decide which worked better in demonstrating my identity as a designer. So, I ended up completely changing from the first idea I had for one of the check ins, but one I showed in one of the later Lab sessions. Most of my iterations were on simplifying the ways you could interact with the site so there was a hierarchy of focus points for the site. I didn't want to overstimulate or distract people from the main points—the projects. I also had a hard time on my color scheme because I have always liked to work with green and red as complementary colors in my design work, but that isn't the most accessible for people who might have color blindness, etc. I decided to tone down the colors to a more neutral color scheme, and I think that also helped overall with making the design less distracting and overly bright. The muted colors also help bring it back to more conventional architecture portfolios to help people make that mental connection with my work.

## **Part 5**

I faced so many challenges trying to set up my grids for the homepage, project detail page, and the experiments page. I was constantly fixing them so that they could set up a system that would make it easy to update the site with new projects, or even get rid of old ones. The grid system also helped create a consistent language among the projects, so getting that right was difficult. I then also had to go and use media queries and check back and forth between the different screen types to make sure they were translating well.