PUI FP4 Hailey Jeong

Screen Target size: Full expanded window in Chrome(no inspector window open)& 768 x1024 (IPad option)

Part1

For the final project, I designed and implemented my personal portfolio website, which I strongly need since I seek jobs and internships after graduation. On the website, I communicated my personality, creativity, and interests through visual design and the past projects I have done throughout my university studies. Since the target audience of my website is the recruiters, I want them to feel my flexibility, creativity, and positive energy from me, so that I can look like an attractive job candidate. Hence, I implemented the typing effect of the position I aspire to be an animated organic movement of a blob as a visual allure and the image of my 3d modeled ballerina on the home page. The home page also has a highlighted button that guides the audience to the work page with all the projects. On this page, the six projects are organized in a 2x3 grid of cards. I implemented two features on this page to assist the audience's exploration of my work. First, on hovering the card image, the card scales up and shows the description of the project that the audience is about to click on. Second, there is a filter function, so the audience can select either game design, UI-UX design, and 3d modeling to filter my projects based on their needs. Inside each portfolio, there is an image gallery where the audience can click each image to see the image on a floating screen. Overall, I tried to make my website visually pleasing with typography and animation and implement assistive functionality of filtering and interacting with the project documentation.

Part2

<All Pages>

- 1. Hover over buttons (color change on hover) in the navigation
 - a. Hovering/clicking any links on the page (work, about me, Instagram, LinkedIn, Be hance, art station logo) will change the link's color to pink to better indicate that this is a clickable link.
- 2. Logo Blink (animation on hover)
 - a. Hovering over the logo Hailey. makes it to blink and change color

<Home>

- 1. Robot ballerina animation (animation on hover)
 - a. Hovering over the ballerina makes it to move
- 2. Typing effect
 - a. Used typed.js
- 3. Blob animation
 - a. Used CSS animation

<About me>

- 1. File download
 - a. User can download resume by clicking "Download CV"

i. Because of file size problem (can't upload it to GitHub), there is no downloadable file at the current moment

<Work>

- 1. Filtering
 - Users can select the type of project they want to see by one of "All, Game Design, UIUX Design, 3D Modelling", which filters the project and realigns the cards
- 2. Hovering over cards
 - Hovering over cards/project thumbnails will make the thumbnails to scale up, darkens and the brief description about the project to appear with a smooth transition a

<Inside Project Page>

- 1. Image Gallery
 - a. Inside each project page, there is a gallery of project documentation/screenshots. Hovering over them will make them grow in size and clicking them will give you a floating screen of the image, so that the audience can better look at them

Part 3

Typing Effect

- o Typed.js
- I wanted to make a typing effect of communicating the range of interests and aspirations I have for my career. Also, I thought it would be a pleasing allure if I placed it in the. Home page of my website because I will draw the attention of the visitors.
- o I downloaded typed.js from GitHub, and used its property to generate the typing effect, where it will type three words, "artist", "designer", "Hailey" in a loop. The effect is shown on the home page to explain who I am to the visitors.
- o It is a visually attractive element that makes my website more lively and adds positive energy to it. Also, it gives a strong introduction to the visitors by concisely explaining what I want to do.

Part 4

Many things were added and taken out as I designed and implemented the website. I began prototyping the website with Figma. In the early version, I prototyped a website that had a complicated black-and-white pattern bar as a visual emphasis, but I took it out when I realized adding an accent color was more important. Also, making a card design with project thumbnails was not in my plan. I was going to make a list of projects stacked vertically on each other. However, I thought, and also with peer feedback, it seemed like giving a brief description of a project in a card UI before the audience gets to choose the project that they want to click on will make their exploration of my portfolio more efficient and interactive. Thus, I went on to implement a 2X3 grid of card thumbnails of my projects which displays a brief description on hover. Lastly, after most of the features were implemented, I lowered the saturation of the

different elements but still high enough to give good contrast because I got feedback that my highly saturated color gave them visual fatigue.

Part 5

The most challenging part of implementing the website was programming the filtering function with JavaScript. It was complicated to make the HTML elements realign whenever a different filter was pressed. In the end, I realized there was no easy and elegant way, so I manually coded the location of the images. At the same time, it helped me grow in code API search to figure out how the "onclick" event can be used to implement the filter function.

Appendix

(The last work item page is repetitive (same structure for work(1)-work(6))







