PUI Final Assignment Write Up
Jesse Song - Portfolio Website

Part 1 - Purpose

The purpose of my website is an online portfolio designed to showcase my work and aid me in finding job opportunities in UX design.

The information my website conveys are the projects I have worked on. The idea is to showcase my skills in user research, user testing and prototyping. For each project, users are able to see the process of creating a product from start to finish. In addition, users are also able to navigate to both my resume and about page to understand a little bit more about my background.

My portfolio is interesting because it differs from a standard gallery portfolio website. Once navigating to the page, you can tell that the site has its own personality and also showcases my personality. With a consistent color scheme and overall mood to the site, it feels uniform and comprehensive. Each project page is populated with hand-created iconography and consistent UI to add to the consistency of the site. Finally, with playful elements like parallax scrolling and on-hover morphing and animations, users have an opportunity to interact with the website.

The target audience is designers and UX recruiters.

Part 2 - User Interaction

Iteractive Element

Use Case

On Hover Morphing
When users hover over the svg blob in the background of each project on the home page, the shape morphs.

On Hover Morphing
For assignment 6, you could use on hover functions to change the images of the product. For example, if I hover over a harness, all gallery photos of a harness will play through. Another way it can be implemented is: if I hover over a harness, the harness image and details will grow in size.

Parallax Scrolling
Once users visit the home page and begin to scroll down to the projects section, they see that the planet svgs move more quickly than their scrolling.

Parallax Scrolling
This can be integrated in multiple ways. One interesting use case is Raster Parallax, which is mostly used to give an optical illusion of movement. This would be interesting on interactive storytelling websites because it can create depth on a website and set the location.

Part 3 - JS Libraries

I used two JS libaries
- **Anime.js**
- **rellax.js**

Why?
I chose anime.js for the purpose of morphing shapes and rellax.js for parallax scrolling in the background. Coming into the project, I knew which interactive elements I wanted to include and anime.js had great resources and examples of morphing.

How you used it?
I used anime.js to morph my blobs behind each project on the home page. When users hover over the blue svg, the blob changes to another shape. When users remove their mouse from the svg, it morphs back into the original svg shape. I used rellax.js to integrate parallax scrolling in the background with star images.

Added Value?
Integrating these two libraries adds a deeper level of interaction and fun. It's playful, but the interaction doesn't distract from the fact that the website is meant to be a professional portfolio. Although subtle, the morphing and parallax scrolling integrate well with the rest of the website.

Part 4 - Iteration

I really enjoyed the design of the site from assignment 7 and didn't change anything too drastically. The main change was that I chose to use black text for all my headings and bodies after feedback that the red and blue In my mockup were a bit too distracting.

Part 5 - Challenges

The biggest challenge I faced when creating my website was overlaying two images on top of one another. When trying to overlay the project image over the morphing svg, I attempted to use absolute and relative positioning, however, that messed with the website's responsiveness. I was finally able to overcome that challenge by using a CSS grid and placing each image in the same grade so that they