James Yakicic
INFO4205-24I
Prof. Aronson
April 12, 2021

<u>Final Progress Report</u>

<u>Midterm Section:</u>

Concepts and Planning:

<u>Wireframe design:</u>
The navbar will have 5 main pages, some with several sub-pages:
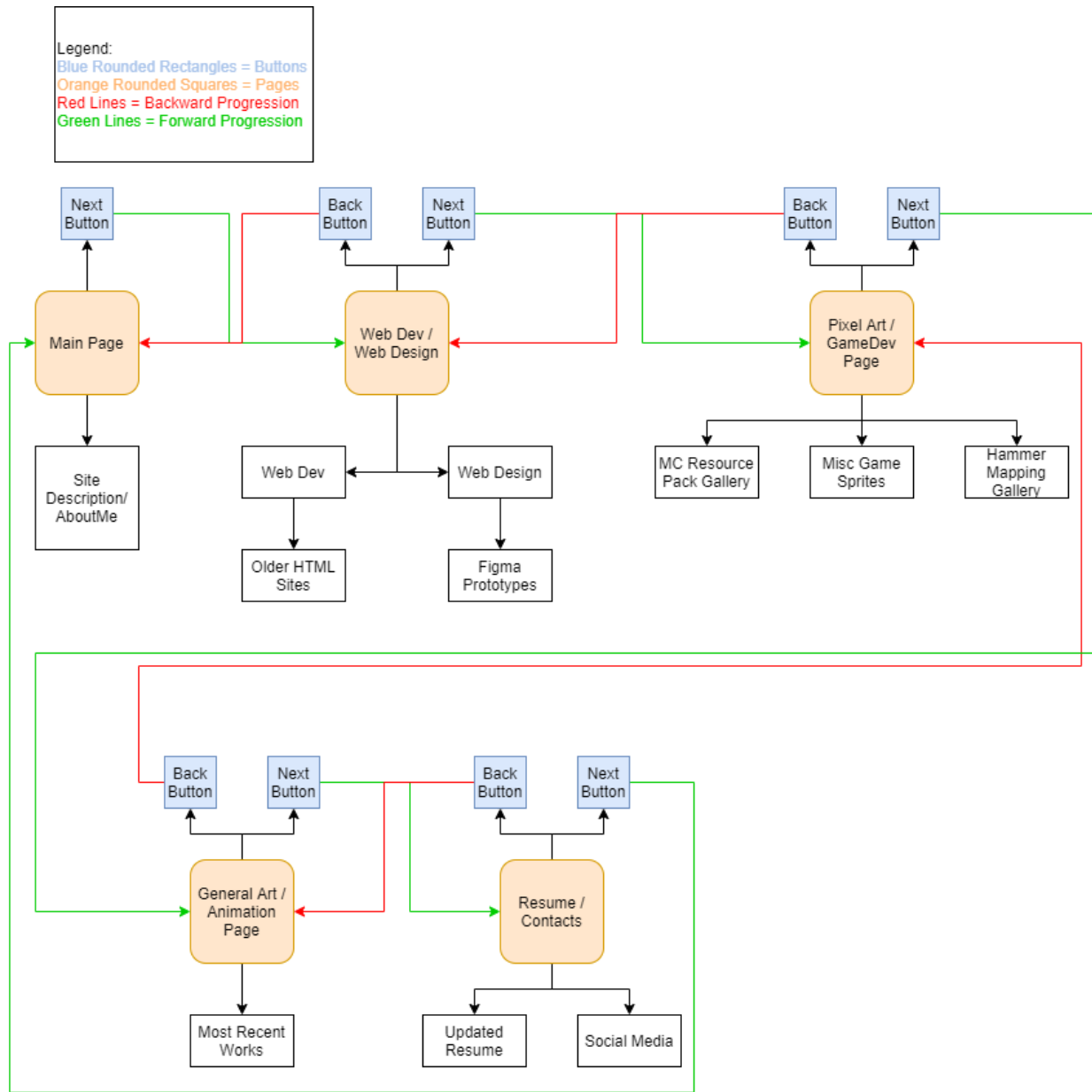**Home** - returns you to the home page
Web Dev / Web Design (3 sub) - Showcase past website projects since 2018, showcase figma prototype for this site and last semester's cloud storage prototype.
Pixel Art / GameDev (3 sub) - Showcase Minecraft resource pack pixel art design and projects from highschool.
General Art / Animation (2 sub) - Showcase miscellaneous art since 2018, animation from multimedia class.
Resume / Contacts - Visible and readily available resume, plus contacts via mail, phone, and social media will be included on this page.

Each page will have a button that can transition from the current page, back and towards the next page.

Legend:
Blue Rounded Rectangles = Buttons
Orange Rounded Squares = Pages
Red Lines = Backward Progression
Green Lines = Forward Progression

Next Button

Back Button

Next Button

Back Button

Next Button

Main Page

Web Dev / Web Design

Pixel Art / GameDev Page

Site Description/ AboutMe

Web Dev

Web Design

MC Resource Pack Gallery

Misc Game Sprites

Hammer Mapping Gallery

Older HTML Sites

Figma Prototypes

Back Button

Next Button

Back Button

Next Button

General Art / Animation Page

Resume / Contacts

Most Recent Works

Updated Resume

Social Media

Design Ideas:

One main issue with the design of this site comes with the layout of the site content.

Idea 1: The site should consist of pages, where the user has the ability to click or use keyboard arrow keys to transition through different web pages.

Idea 2: Endless scrolling, where the user scrolls through all the content, on one page until they reach the end. The navbar would still exist and would help to guide the user to different sections of the page.

The navbar will have hamburger menu compatibility regardless of which design choice is taken.

Figma Prototype:

Main page has a general site description with a button that travels between to the next page. I would like to go with a general dark theme. Page 2 with the three examples may be siphoned out for the use of a hamburger menu instead.
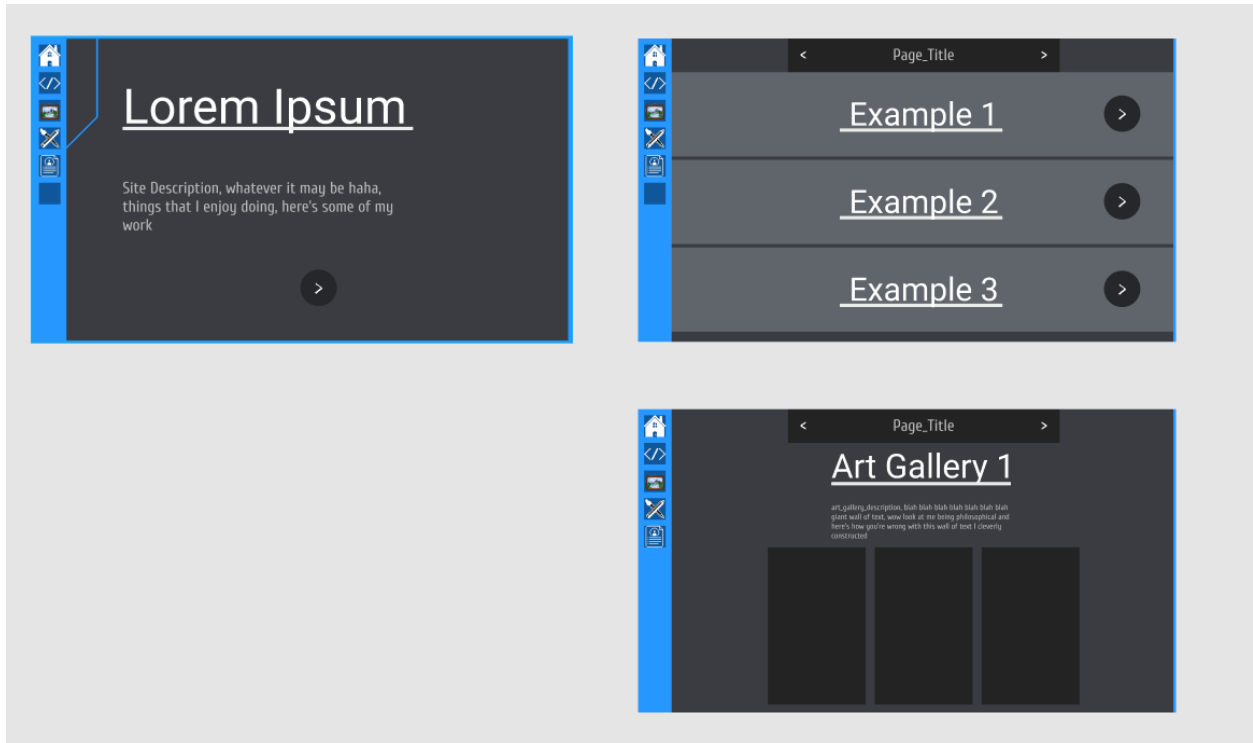
Early HTML Prototype:

Mainly testing the functionalities of some of the html elements. Heroku has been implemented in the back end of the website to allow anyone with the link to the app to view the website, while it is active. I am currently looking into creating a gallery that will eventually feature past drawings and miscellaneous artwork.

The Fire Within Me Burns Bright!

I shine briliantly through the ocean of dark. I am the beacon of hope that all may gaze upon. I shine, through this unending bramble, light peers through its thorns.

Lorem ipsum dolor sit amet, consectetur adipiscing elit. Suspendisse posuere mattis molestie. Integer tempor malesuada arcu vitae efficitur. Vestibulum semper blandit leo, eu dignissim ex blandit eu. Nullam ut sagittis diam. Nulla facilisi. Donec dignissim sit amet sem eu commodo. Vivamus vehicula sit amet ex in pharetra.

Quisque sodales, odio vitae tristique venenatis, diam est mattis felis, quis sagittis velit dolor auctor nisi. Sed quis cursus dolor. Morbi enim urna, maximus et odio at, congue finibus elit. Vivamus porttitor dapibus nibh sed tempus. Nam id euismod lacus, et placerat diam. Nullam lacinia, orci id finibus lacinia, justo ipsum dictum metus, non luctus ipsum nibh sit amet velit. Mauris egestas nisl elit, eu feugiat nisi ornare id. Nam a ante non quam bibendum venenatis vitae quis leo. Donec lacus enim, sagittis nec mi vel, pretium rhoncus enim. Fusce nec felis dolor. Pellentesque ullamcorper sapien purus, a condimentum leo iaculis nec.

Curabitur sit amet ex imperdiet, luctus diam sed, ultrices lorem. Aenean tellus odio, fermentum a pellentesque quis, scelerisque sed ante. Phasellus finibus ullamcorper volutpat. Quisque risus ligula, ornare ut blandit id, aliquam non ante. Nunc velit arcu, suscipit sit amet ultricies quis, lobortis tempus ipsum. Vivamus venenatis turpis a dui sagittis, eu sollicitudin nibh hendrerit. Duis sagittis feugiat nibh, vitae lacinia orci. Morbi in justo vel libero ornare blandit. Quisque dapibus sem at tristique

This is a test page, to make sure that linking to webpages functions properly.
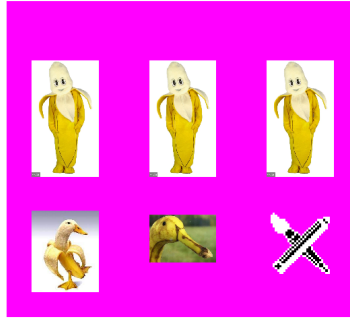
Work in Progress:
- Follow CSS/HTML Tutorial for site layout/functionality.
- Use Flask in conjunction with Heroku to create a web app that anyone can view.
- Find a solution for React elements to make an image gallery.
- Update Resumé.

Job Research Report:

Job Fields Descriptions/Requirements:

Front-End Developer: Front-end web development, also known as client-side development is the practice of producing HTML, CSS and JavaScript for a website or Web Application so that a user can see and interact with them directly. The challenge associated with front end development is that the tools and techniques used to create the front end of a website change constantly and so the developer needs to constantly be aware of how the field is developing.

General Requirements/Experience:
• Bachelor's degree in Computer Science or related discipline
• Excellent written and verbal communication skills
• Must be a creative problem solver
• JavaScript development experience (+3y)
• Java development experience (+2y)
• Experience with multi-threaded programming
• Knowledge of browser experience.

Software Experience:
• Ext JS, React, Angular, Atmosphere, Zebkit,
• Finagle, Kafka, Lucene, Elasticsearch, Cassandra
• Tomcat, Node.js
• SQL

• Git, Maven, Gradle
• UNIX / Linux
• C++, Perl, and Unix shell scripting
• SVN

UX/UI Designer: User experience design encompasses traditional human–computer interaction (HCI) design and extends it by addressing all aspects of a product or service as perceived by users. Experience design (XD) is the practice of designing products, processes, services, events, omnichannel journeys, and environments with a focus placed on the quality of the user experience and culturally relevant solutions. (Must be knowledgeable on HTML, CSS, Javascript, ReactJS)

General Requirements/Experience:
• Killer Portfolio, responsive web design work
• Experience designing and implementing UIs across desktop + mobile
• Good time-management and organizational skills
• Excellent written and verbal communication skills to collaborate with designers and non-designers alike
• Deliberate design process
• Degree in design or other related field
• Motion graphics experience (+1y)
• Develop UI/UX designs/guidelines/wireframes for engaging experiences with both Apps and Websites.

Software Requirements:
• Proficient in design tools like Sketch, Adobe CS, and InVision
• Affinity Designer/Photo Studio
• WeChat
• Figma
• Framer/Principle (or equivalent)
• Trello
• Slack
• Google Suite

Graphic Designer: (Sometimes coupled with animation, using and being familiar with animation applications, such as Adobe After Effects for motion graphics. Be familiar with Adobe Photoshop, Illustrator, Premier Pro. Optional software: Cinema4D, Blender, 3ds Max for 3D graphics.)

General Requirements/Experience:
• Diversified portfolio
• Ability to present concepts and support rationale behind given user design solutions
• Natural ease and effectiveness when dealing with cross functional team

• Ability to respond to all communications effectively and in a timely manner
• Highly organized, detail-oriented and able to manage/execute multiple ongoing projects
• Strong consultative, analytical and problem solving skills

Software Requirements:
• Expertise in design software including InDesign, ==Photoshop==, ==Illustrator==
• Affinity Designer/Photo Studio
• Working knowledge of ==Adobe After Effects== and Premiere Pro a plus
• HTML experience a plus
• A digital portfolio showcasing a strong knowledge of typography and design

Digital Humanities: Some examples of preferred fields include humanistic approaches to Media Studies, New Media Studies, Digital Media, Digital Humanities, Communications, and Cultural Studies.

General Requirements/Experience:
Minimum Qualifications:
• High level knowledge of current and emerging trends in digital humanities/scholarship.
• Demonstrated understanding of computational methods of analysis used in the digital humanities, for example, text mining, natural language processing, topic modeling, social network analysis, data mining, mapping, and visualization
• Experience as a professional librarian providing reference/instructional services in an academic library setting.
• Experience with Canvas or another Learning Management System.
• Experience in administering digital technologies and information systems.
• ALA accredited MLS/MLIS
Preferred Qualifications:
• Experience with outreach and service development in an academic library setting
• Experience working on and contributing to open source software projects
• Experience working with faculty and students

Software Requirements:
• Demonstrated ability to use Digital Humanities tools and programs such as Python, R, XML, Tableau, Visual Eyes, Omeka, ArcGIS/StoryMaps, Articulate Storyline , etc.

AR:
General Requirements/Experience:
• Familiar with 3D graphics programming experience with Unity, OpenGL, DirectX or similar
• Working towards a Bachelor's degree in Computer Science, Engineering, Mathematics or equivalent experience
• Experience with C/C++/C#/Objective C or Java
• Amazing attention to detail, self-motivated and collaborative
• Passion for creating new, innovative, and ground-breaking user experiences

- Knack for writing clean, readable, and easily maintainable code
- Deep knowledge of Unity3D and C#
- Augmented or Virtual Reality development experience
- Experience with Kinect, Leap Motion, Gesture recognition
- User interface and rapid prototyping experience
- Simulated physics: cloth, springs, gravity flocking, particle systems experience
- Understanding of computer vision algorithms, spatial mapping, shaders
- Strong generalist/hacker spirit who tinkers with various emerging technologies

Wages and Benefits
- Include links to past work and your github account

Software Requirements:
- Demonstrated ability to use Digital Humanities tools and programs such as Python, R, XML, Tableau, Visual Eyes, Omeka, ArcGIS/StoryMaps, Articulate Storyline , etc.

Links & References:

Front-End Dev:

https://www.google.com/search?q=front+end+developer+jobs+entry+level&hl=en&authuser=0&pq=front+end+developer+jobs&dpr=1.25&ibp=htl;jobs&sa=X&sqi=2&ved=2ahUKEwj0ooGF4JDvAhWDzIUKHaJaCcsQkd0GMAF6BAgcEAE#fpstate=tldetail&htivrt=jobs&htiq=front+end+developer+jobs+entry+level&htidocid=B1y5R8T-yufjmYQcAAAAAA%3D%3D Entry Level - Revature

https://www.google.com/search?q=front+end+developer+jobs+entry+level&hl=en&authuser=0&pq=front+end+developer+jobs&dpr=1.25&ibp=htl;jobs&sa=X&sqi=2&ved=2ahUKEwj0ooGF4JDvAhWDzIUKHaJaCcsQkd0GMAB6BAgbEAE#fpstate=tldetail&htivrt=jobs&htiq=front+end+developer+jobs+entry+level&htidocid=i2vXlHi89ShDHuqiAAAAAA%3D%3D Jobs Bridge

UX Design:

https://www.google.com/search?q=ux+ui+designer+jobs+entry+level&hl=en&authuser=0&pq=front+end+developer+jobs&dpr=1.25&ibp=htl;jobs&sa=X&sqi=2&ved=2ahUKEwj0ooGF4JDvAhWDzIUKHaJaCcsQkd0GMAB6BAgbEAE#fpstate=tldetail&htivrt=jobs&htidocid=sfgtnkDdwMsTL8D2AAAAAA%3D%3D Konrad Group

https://www.google.com/search?q=ux+ui+designer+jobs+entry+level&hl=en&authuser=0&pq=front+end+developer+jobs&dpr=1.25&ibp=htl;jobs&sa=X&sqi=2&ved=2ahUKEwj0ooGF4JDvAhWDzIUKHaJaCcsQkd0GMAB6BAgbEAE#fpstate=tldetail&htivrt=jobs&htidocid=LoCqNoQOjZfT1vfeAAAAAA%3D%3D DaisyBill

Graphic Design:

https://www.google.com/search?q=graphic+designer+jobs+entry+level&hl=en&authuser=0&pq=front+end+developer+jobs&dpr=1.25&ibp=htl;jobs&sa=X&sqi=2&ved=2ahUKEwj0ooGF4JDvAhWDzIUKHaJaCcsQkd0GMAF6BAgcEAE#fpstate=tldetail&htivrt=jobs&htidocid=3nYIacvtXzQlrX6jAAAAAA%3D%3D Recruit Professional Services

Penguin Random House LLC

Final Report Section:

Summary:

Current Status of the website:

I was able to meet most of my own requirements of fulfilling the content of my site. A majority of the site was created from scratch, aside from a couple of templates I used and edited. I ended up not using too much of the prototype and instead relied on looking at websites for inspiration.

The navbar has have 5 main pages, some with several sub-sections:
[DONE] Home - returns you to the home page, has preview images of what to expect on the site.
[DONE] Web Dev / Web Design (**2** sub-sections) - Showcase past website projects since 2018, showcase figma prototype for this site and last semester's cloud storage prototype.
[MOSTLY DONE] Pixel Art / GameDev (3 sub-sections) - Showcase Minecraft resource pack pixel art design/animations and projects from highschool. Since the resource pack is still very much in development, I've decided to leave this section out.
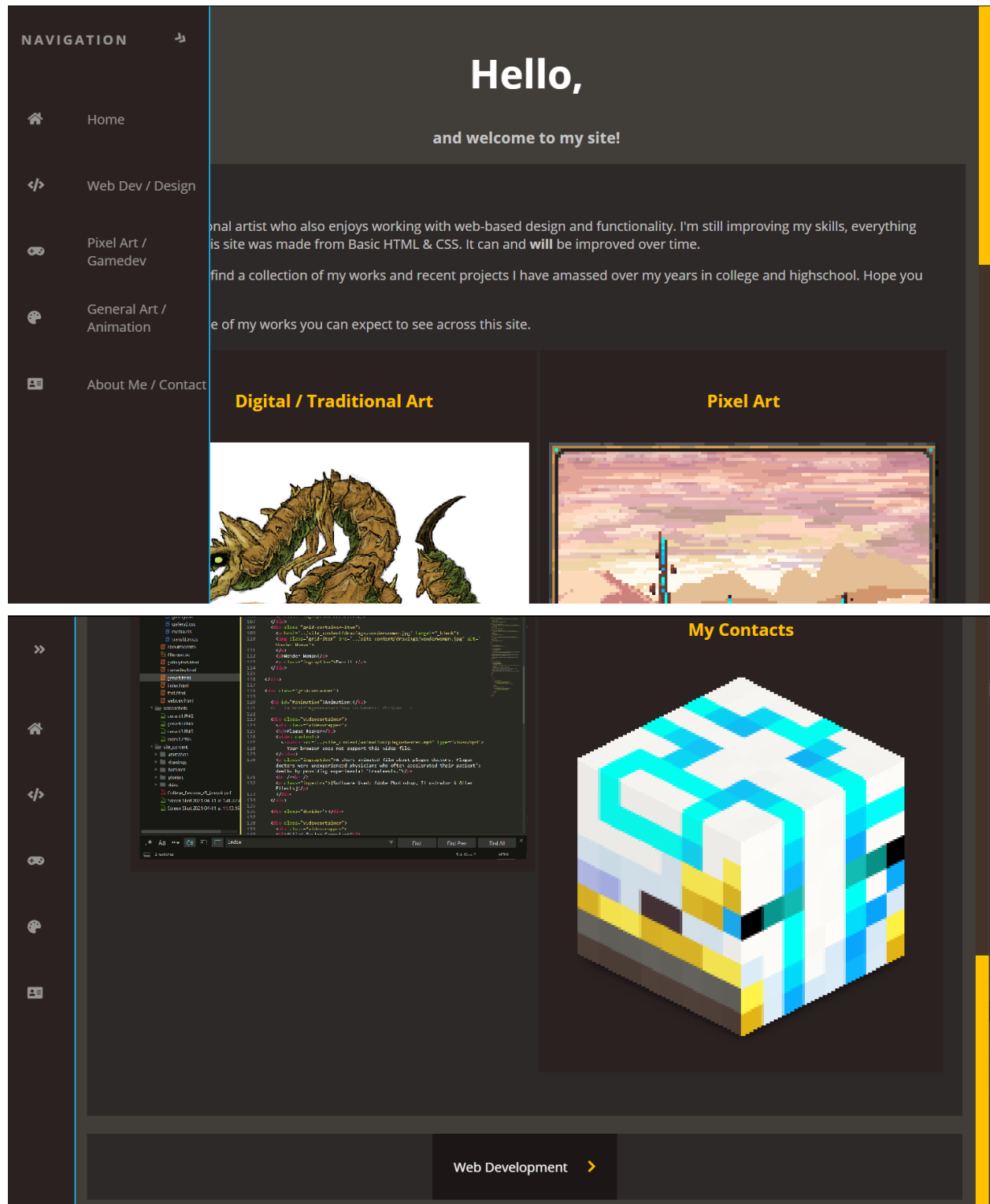**[DONE] General Art / Animation** (2 sub-sections) - Showcase miscellaneous art since 2018 includes some of my most recent works. Animation from multimedia class included.
[DONE] Resume / Contacts - Visible and readily available resume, plus contacts via mail, ~~phone~~, and social media will be included on this page. I have included links to my Instagram, Deviantart, Github, and LinkedIn.

Screenshots:
All screenshots and content related to the site are located in the master zip file. You're free to demo the site if you desire by starting from the index page in the pages folder.

Index Page:

NAVIGATION

Home

Web Dev / Design

Pixel Art / Gamedev

General Art / Animation

About Me / Contact

Hello,

and welcome to my site!

...nal artist who also enjoys working with web-based design and functionality. I'm still improving my skills, everything ...is site was made from Basic HTML & CSS. It can and **will** be improved over time.

...find a collection of my works and recent projects I have amassed over my years in college and highschool. Hope you

...e of my works you can expect to see across this site.

Digital / Traditional Art

Pixel Art

My Contacts

Web Development

Web Development / Design Page:

Web Development & Design

Here are some of the projects I've done.

Figma Prototypes

Concept Brainstorming

Here are some Figma Prototype/Mockups that I did. The first one here is for this site, although it has gone through many changes since then. Click here to view the project.
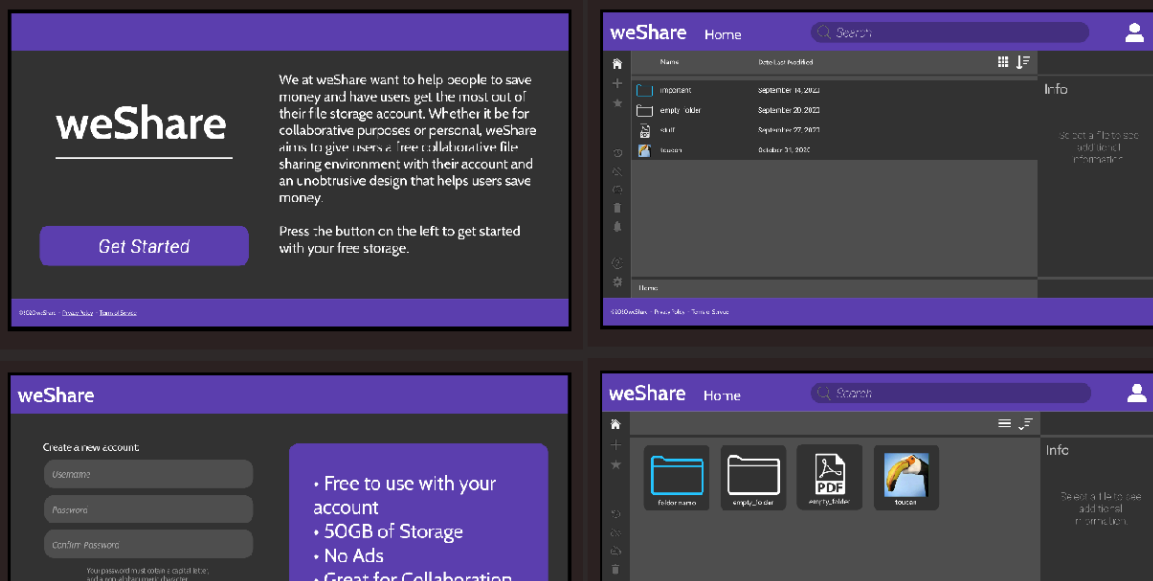
Screenshots:

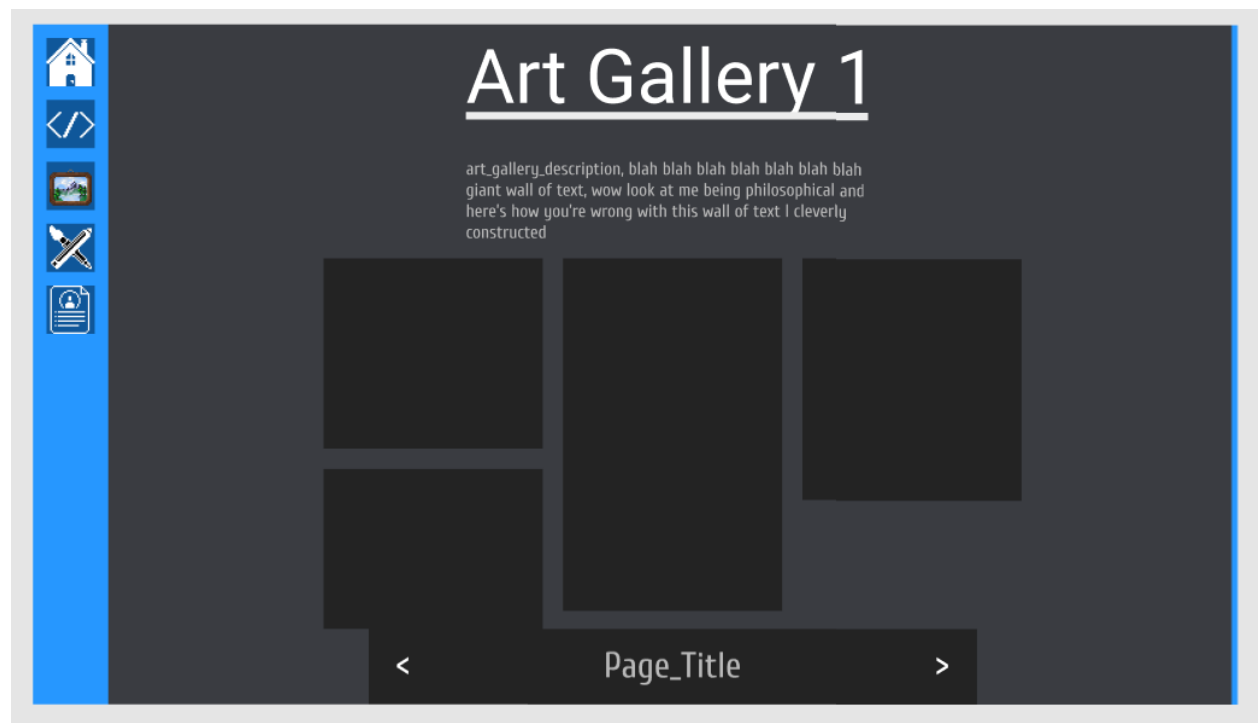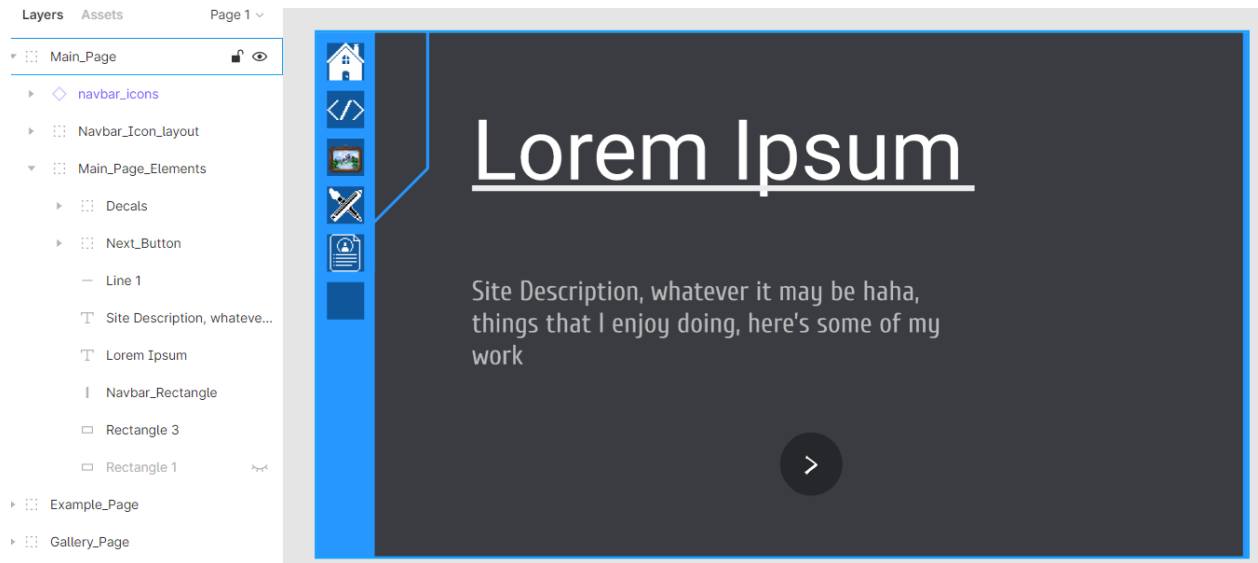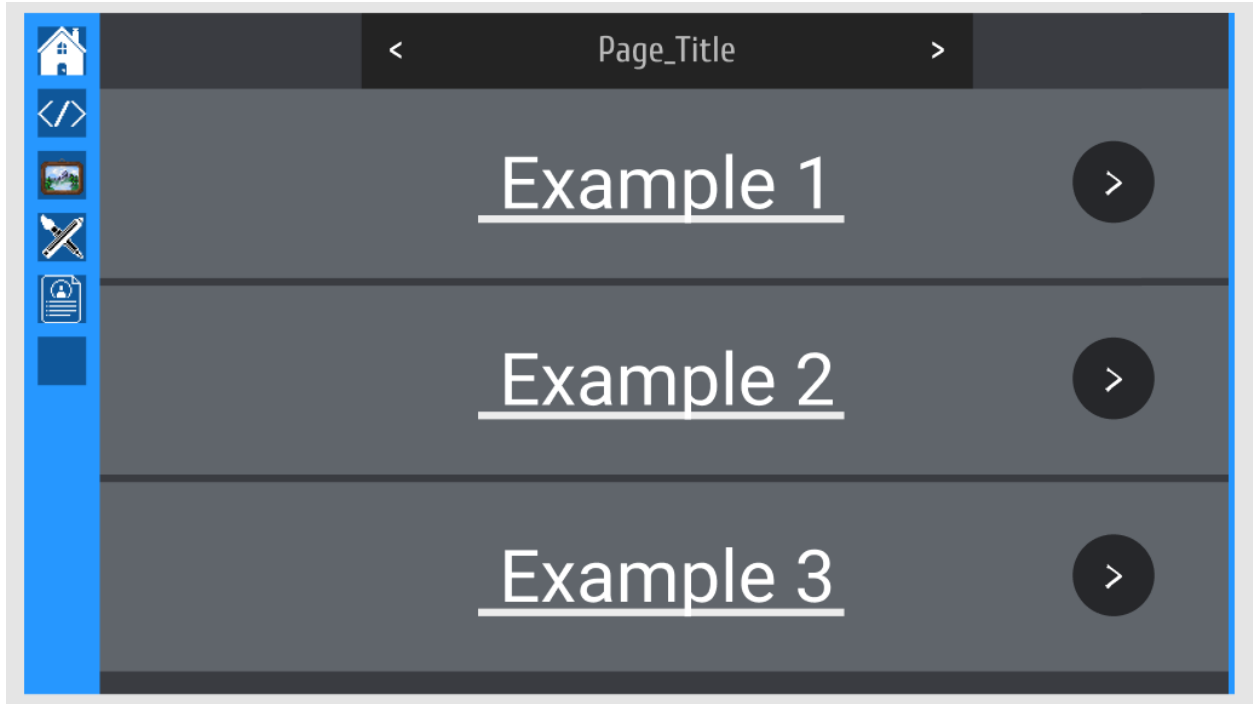### WeShare

This is a Figma link to one of my semester projects. I designed an mockup for a cloud storage and file sharing site, and some of its basic functionalities. Click Here for the Demo!
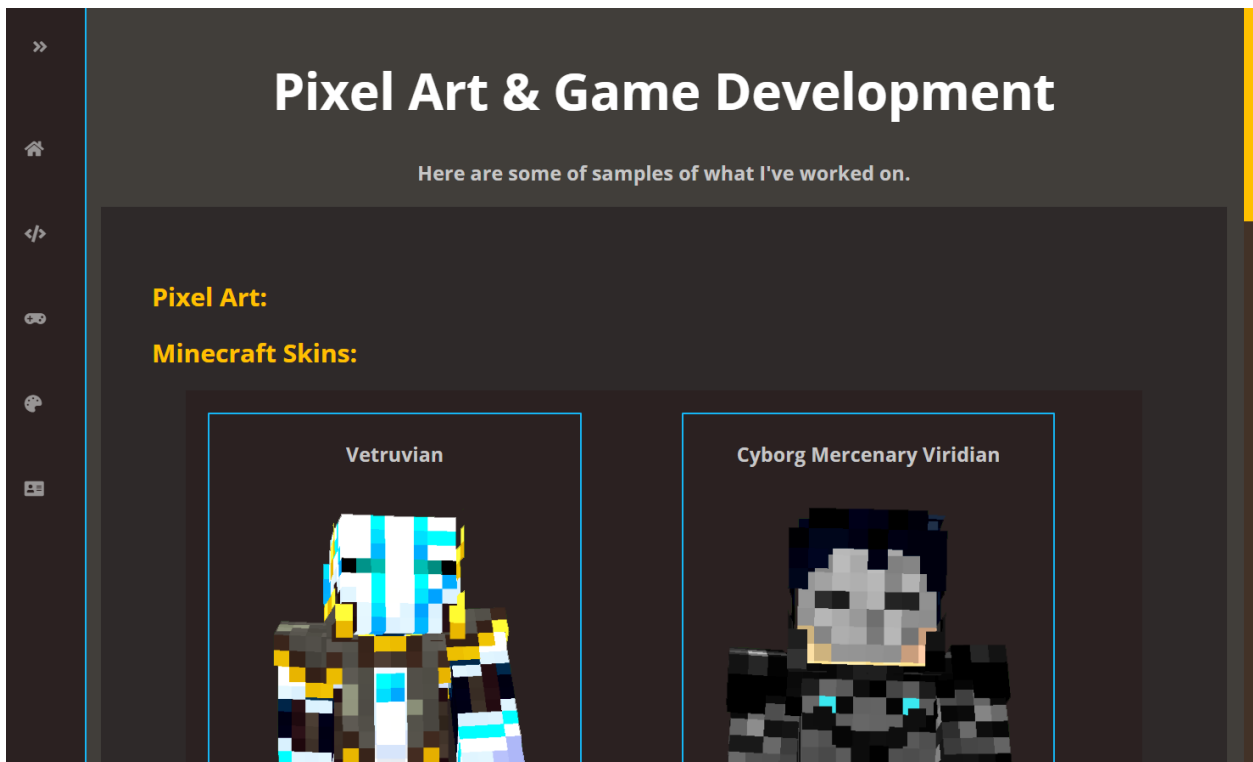
Screenshots:

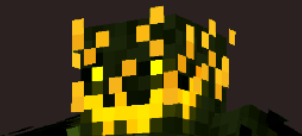**Figma Design Prototype used for this site:**

Game Development Page:

A skin inspired from a faction of cybernetic desert robots from the no longer available game, Duelyst.
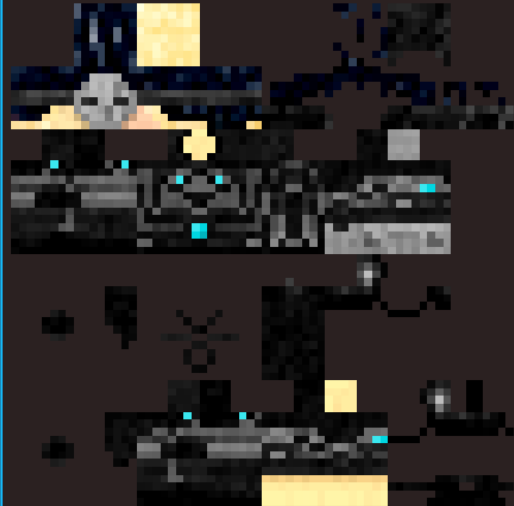Download:

A skin inspired by a Terraria player customization I used to play as.
Download:

Mossman

Glider-Bot

Misc Pixel Art:

Azerian Armor

Bellanar, the Dragon Dancer

Kauris

Medibotics - Gut Worm

Medibotics - Virus Concept

Dimerium Desert
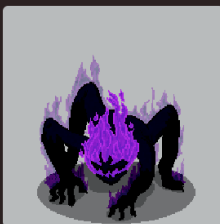
Medibotics Logo

Medibotics Menu Concept

Medibot

Shadow Stalker

For some odd reason, the HTML could not find the correct file path for the Medibotics pictures.

Hammer:

Mausoleum

Misc Apartment

Beach House

Drawn Concept Art of the Beach House

Original Image which inspired the Beach House
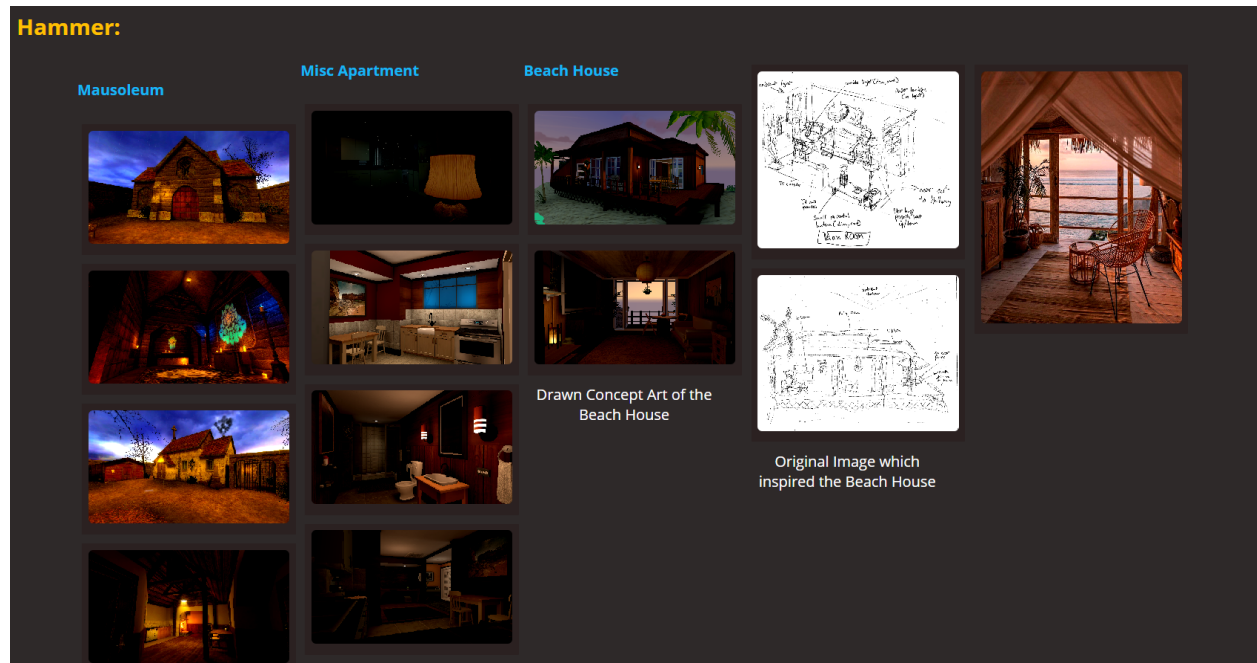
Semi-functioning Hammer Art Gallery, the original photos are included in the site_content/hammer directory.

General Art / Animation Page:

General Art & Animation

Here are some of my recent art projects I've worked on.

General Art:

Sand Worm
Pencil, colored digitally.

Ethereal Obelysk - Duelyst Fanart
Pencil.

Fortune Cat
Pencil.

Azerian
Pencil.

Trygon Obelysk

Wonder Woman
Pencil.

Plague Bearer

0:19 / 0:50
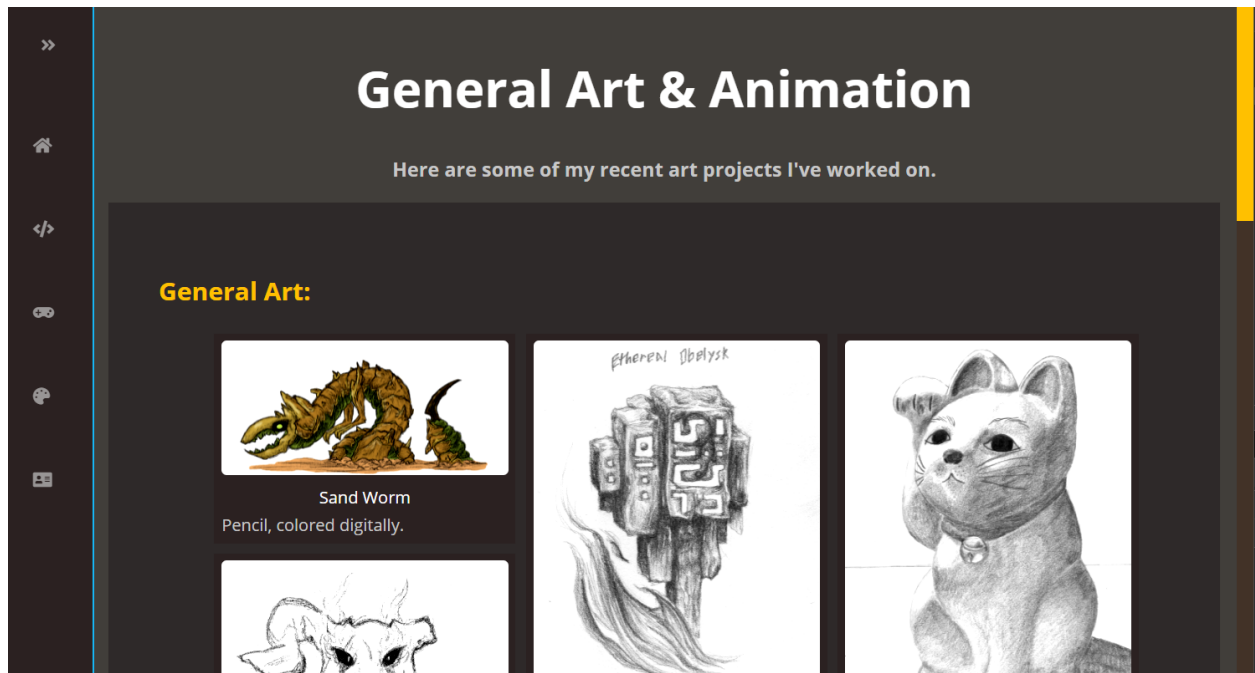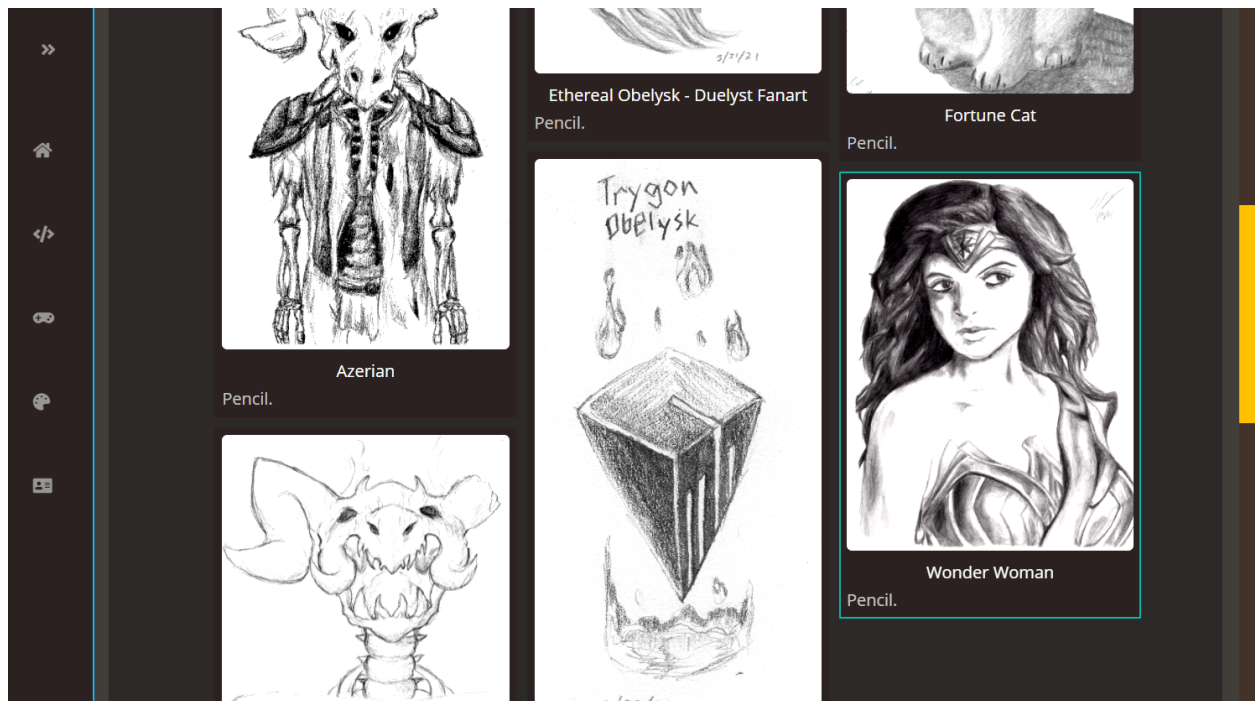
A short animated film about plague doctors. Plague doctors were unexperienced physicians who often accelerated their patient's deaths by providing experimental "treatments."

[Software Used: Adobe Photoshop, Illustrator & After Effects]

Allied Master-Computer

I have the plague doctor character that I made in Character Animator but I didn't have enough time to implement a demonstration of the moving puppet.

About Me Page:

About Me,

and my contacts.

Hey, look at all this stuff I do.

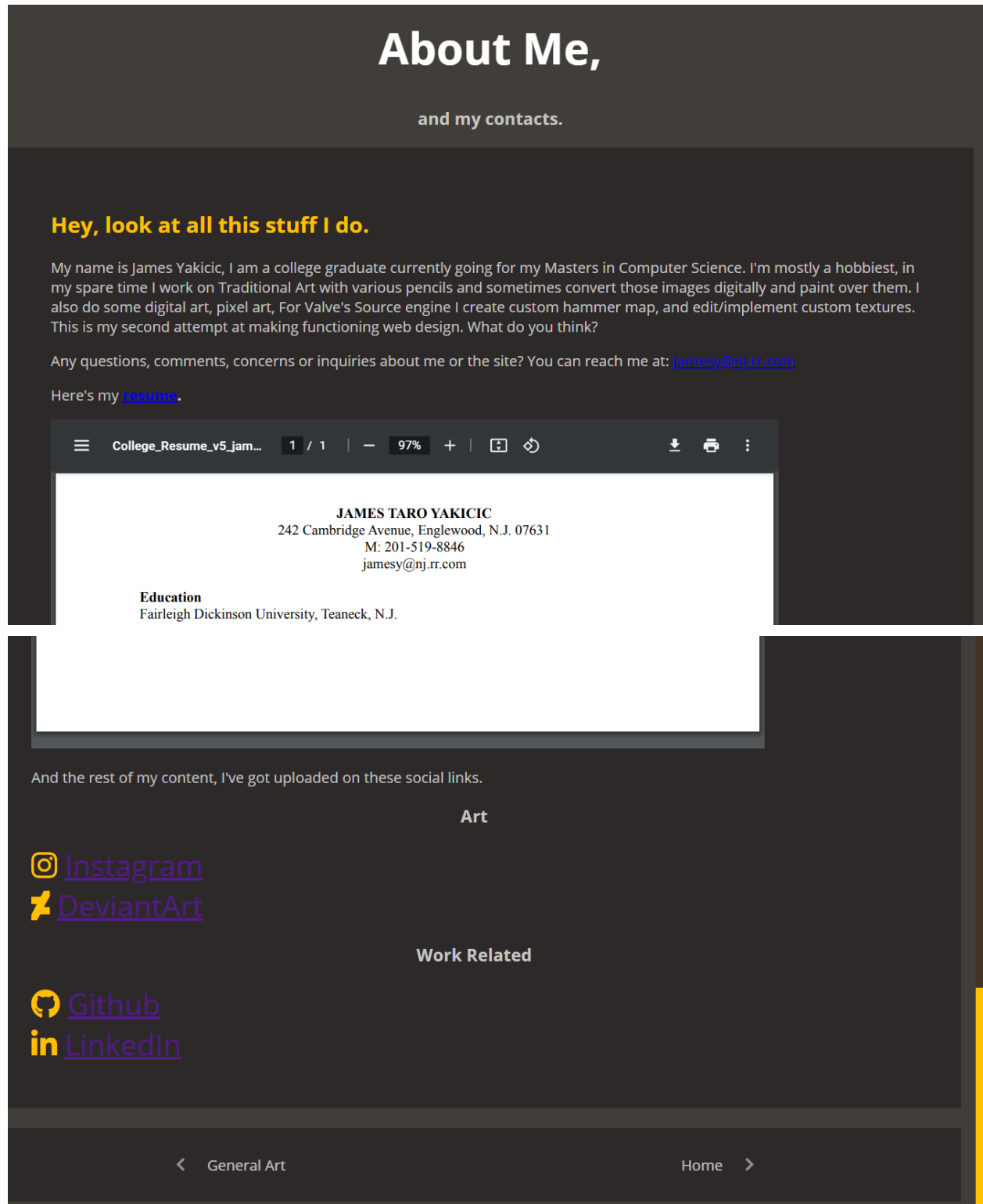My name is James Yakicic, I am a college graduate currently going for my Masters in Computer Science. I'm mostly a hobbiest, in my spare time I work on Traditional Art with various pencils and sometimes convert those images digatally and paint over them. I also do some digital art, pixel art, For Valve's Source engine I create custom hammer map, and edit/implement custom textures. This is my second attempt at making functioning web design. What do you think?

Any questions, comments, concerns or inquiries about me or the site? You can reach me at: jamesy@nj.rr.com

Here's my resume.

☰ College_Resume_v5_jam...	1 / 1	—	97%	+		⊡ ◊		↓ 🖶 ⋮

JAMES TARO YAKICIC
242 Cambridge Avenue, Englewood, N.J. 07631
M: 201-519-8846
jamesy@nj.rr.com

Education
Fairleigh Dickinson University, Teaneck, N.J.

And the rest of my content, I've got uploaded on these social links.

Art

🄾 Instagram
⚡ DeviantArt

Work Related

🐙 Github
in LinkedIn

Website Highlights:
- Each page has buttons that can transition from the current page, back and towards the next page.
- Navigation bar to navigate to all pages of the site.
- Minor transitional elements, such as hover over effects.
- Clicking on images takes the user to a new tab with said image.
- Images and video properly display.

Misc. Issues:
- Aligning elements with pure CSS is somewhat tedious, I wasn't able to align images properly in a uniform grid.
- Needed multiple gallery styles.
- Images in genart.html are shown above the navbar when opened.
- Pixel Art images appear small, especially when clicked on. Can be resolved with in-window preview.
- Fix indentation.
- Icons in the navbar and about me section are small and rely on SVG graphics, which I have never worked with. Resizing the icons proved tedious.
- Would have liked to figure out a *clickevent* for when a user clicks on an image to bring up a preview overlay, instead of taking them to a new tab.
- I would also have liked to include more content, implement section navigation, but because the semester was busy, I needed to compromise.