

Part 1:

This website is intended to introduce myself and the work I've done. There's information about who I am, my background, and contact information. This website places an emphasis on my software development experiences, so in the project section, I've included the descriptions of projects I've worked on and languages used. Since this section is pretty information heavy, I wanted this page to be more interactive. Hence each project is a flashcard that can be flipped back and forth by hovering over it. The back of each card contains information about that particular project. The target audience here is other peers in academia or employers who are interested in the work that I do.

Part 2:

- User is taken to the intro page with 3 purple buttons, they can on one of them to navigate to the one of the following pages: About Me, Projects, and Contact.
- If user navigates to the about me page, they can scroll through the page to learn more about me and my background
- If the user navigates to the projects page, they can browse through some projects I've worked on. Each project is represented as a card. If the user wants to learn more about a particular project, they can hover over the card to flip it and learn more about the project (ie: what it's about, what languages were used)
- If the user navigates to the contact page, they can see my contact information as well as icons linking to my relevant social media pages. If the user clicks on an icon, they are redirected to the corresponding social media page.

Part 3:

A tool I used was animations. I chose it since the project page has a lot of information, and users would lose interest if the page was static. Hence adding animation engages the user to learn more about the projects. I used animations for the project page using CSS, more specifically with the hover attribute of the css elements. This adds to the website as it breaks the static nature of the website, with a more interactive and personal experience of learning about me.

Part 4:

One change that I made to the design was including what information was displayed on the back of each flashcard. Initially, I had just a description of each project. However, since these projects were all software based, I thought it would be more informative if I included other information such as languages used. This way, users can have a more comprehensive understanding of each project.

Part 5:

One of the main challenges was implementing the flashcards as it was difficult on how to create the interaction of flipping the cards back and forth. However, I was able to resolve this by consulting online resources and seeing how others created similar interactions.

Github hosted website:

<https://joannamiao.github.io/personalPortfolio/>