

Lawrence Zheng

Project: Portfolio

Screen sizes: Desktop (1920x1080), mobile

Part 1: Intro

For my final project, I decided to create a UX portfolio for myself, in order to give potential employers a better idea of who I am. I wish to make the portfolio more interactive and engaging than the current portfolio I have, while also making my current hobby (creating pixel art) a more prominent part of how I'm presenting myself.

My website consists of two sections - a homepage and a gallery page for pixel art. The homepage has an animated header showing a pixel art version of myself appearing on a cafe background with a wipe animation, in order to parallel the theme of “belonging” somewhere. The pixel art banner is combined with information about projects I have completed in the past for a clear and engaging format. Meanwhile, my pixel art page consists of an interactive gallery of my pixel art, with users being able to navigate through pixel art I have completed in the past through a lightbox format.

Part 2: Interactions

Homepage

- Load webpage, animation plays on homepage (desktop version)
- Click on “design” on navbar, page scrolls to project info section
- Click on “home” on navbar, page scrolls back to the top
- (On desktop) If you scroll down to the project info session, the navbar will automatically highlight the “design” section (similar for if you scroll back to the top, the “home” text will be highlighted)
- If you hover over a project window, it will expand slightly to show that it can be clicked (since this is a prototype, the project info pages haven’t been implemented yet, but will be implemented in a future version)

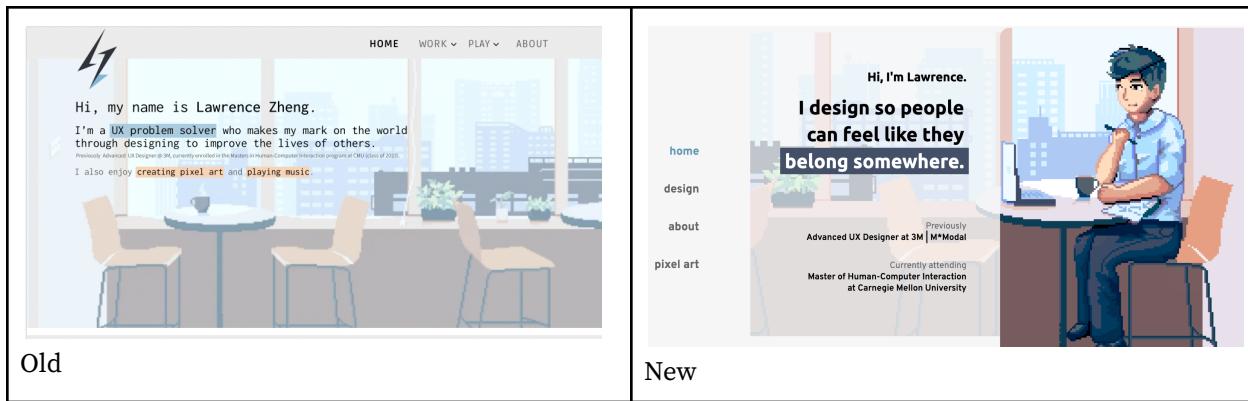
Pixel art gallery

- Load webpage, animation plays for showing pixel art thumbnails
- Click on pixel art thumbnail, lightbox shows up showing expanded view of pixel art
- Click on arrow when in expanded view to navigate between pixel art

Part 3: External library

I used a Javascript library called NanoGallery2 to implement my pixel art gallery. I used this because I thought it would be fun and interactive to have users click through different artwork that I have made in the past in a lightbox format, without me having to code the interaction for each piece of art manually. I used it by importing it in my HTML file, and specifying how I wanted the gallery to be animated, how I wanted text labels to look, and how I wanted the gallery to be laid out. This adds a responsive gallery to my website that allows for easy navigation through my pixel art.

Part 4: Iteration



I changed the visual design of my web portfolio based on feedback I received during lab. My peers weren't very clear that this website was meant to represent me and that the artwork in the header was done by me, so I added a pixel art representation of myself to the header to make it seem more personal. I also changed the navbar so that it would constantly be positioned on the side to allow for easier navigation (so that the user wouldn't have to always scroll back to the top).

Part 4: Challenges

- It was tough deciding which Javascript library I wanted to use for my gallery page, and once I decided, I had trouble trying to import NanoGallery2 correctly
- It was finicky trying to get the header animation to work correctly as I had envisioned it
- I had difficulty with trying to implement the behavior where the correct navbar button is highlighted depending on where you scrolled to on the page
- It was difficult to try to think of how to scale the different elements on mobile versus desktop

Appendix: Accessibility evalution

The following apply to the entire page:

Powered by WebAIM

Address: https://lawrence-zheng.github.io/pui-hw-law/

Styles: OFF ON

Summary

Category	Count
Errors	0
Contrast Errors	0
Alerts	1
Features	7
Structural Elements	8
ARIA	0

Congratulations! No errors were detected!
Manual testing is still necessary to ensure accessibility.

View details >

The following apply to the entire page:

Powered by WebAIM

Address: https://lawrence-zheng.github.io/pui-hw-law/

Styles: OFF ON

Details

- Alerts**
 - 1 X Skipped heading level
- Features**
 - 6 X Alternative text
 - 1 X Language
- Structural Elements**
 - 1 X Heading level 1
 - 1 X Heading level 3

Previously Advanced UX Designer at 3M | M*Modal

Currently at </> Code

WAVE web accessibility evaluation tool

Address: <https://lawrence-zheng.github.io/pui-hw-law>

Styles: OFF ON

Summary

Category	Count	Description
Errors	0	
Contrast Errors	0	
Alerts	7	
Features	1	
Structural Elements	4	
ARIA	0	

View details

Congratulations! No errors were detected!
Manual testing is still necessary to ensure

Pixel art

The following apply to the entire page:

h2 Pixel art

Like many others, I was introduced to pixel art through retro/indie video games like *Mario*, *Pokémon* and *Cave Story*. I was captivated by its ability to tell a story with even just a small amount of pixels.

While creating pixel art, I enjoy how the constraints of the canvas size force me to think outside of the box about how to represent something, and how a difference in how an individual pixel is placed can make a noticeable impact on the completed art piece.

WAVE web accessibility evaluation tool

Address: <https://lawrence-zheng.github.io/pui-hw-law>

Styles: OFF ON

Details

- Alerts** (7)
 - 6 X Redundant alternative text
 - 1 X Missing first level heading
- Features** (1)
 - 1 X Language
- Structural Elements** (4)
 - 1 X Heading level 2
 - 1 X Header

<https://wave.webaim.org>

Pixel art

The following apply to the entire page:

h2 Pixel art

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