Portfolio Design System - Vite Setup Guide

File Structure

```
src/
  --- styles/
      globals.css # Main design system & variables
      components.css # Reusable component styles
      — layout.css # Layout & navigation styles

    terminal.css # Terminal component styles

    - components/
      Hero.jsx
     --- Skills.jsx
      Projects.jsx
      Experience.jsx
      Contact.jsx

Navigation.jsx

   L--- Terminal.jsx
   — hooks/
   useScrollAnimations.js
   – utils/
   animations.js
   — App.jsx
   — main.jsx
```

Quick Setup

1. Install Dependencies

```
# Create Vite project

npm create vite@latest portfolio -- --template react

cd portfolio

# Install additional dependencies (optional)

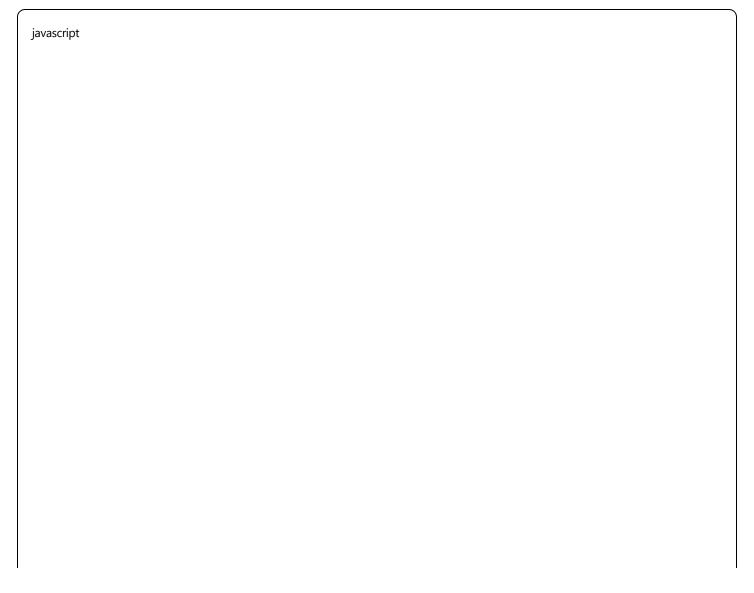
npm install lucide-react # For icons

npm install framer-motion # For advanced animations (optional)
```

2. Import Styles in main.jsx

javascript

3. Basic App Structure



```
// src/App.jsx
import { useEffect } from 'react'
import Navigation from './components/Navigation'
import Hero from './components/Hero'
import Skills from './components/Skills'
import Projects from './components/Projects'
import Experience from './components/Experience'
import Contact from './components/Contact'
import Terminal from './components/Terminal'
import { initScrollAnimations, updateScrollProgress } from './utils/animations'
function App() {
 useEffect(() => {
  // Initialize scroll animations
  initScrollAnimations()
  // Setup scroll progress
  const handleScroll = () => updateScrollProgress()
  window.addEventListener('scroll', handleScroll)
  return () => window.removeEventListener('scroll', handleScroll)
 }, [])
 return (
  <div className="App">
   <div className="scroll-progress" id="scrollProgress"></div>
   <Navigation />
   <Hero/>
   <Skills/>
   <Projects />
   <Experience />
   <Contact />
   <Terminal />
  </div>
export default App
```



Navigation Component

vascript		

```
// src/components/Navigation.jsx
import { useState } from 'react'
const Navigation = () => {
 const [mobileMenuOpen, setMobileMenuOpen] = useState(false)
 return (
  <nav className="navbar">
   <div className="container">
    <div className="nav-container">
     <div className="logo">shahid.dev</div>
     ul className="nav-links">
      <a href="#home">Home</a>
      <a href="#skills">Skills</a>
      <a href="#projects">Projects</a>
      <a href="#experience">Experience</a>
      <a href="#contact">Contact</a>
     <but
      className="mobile-menu-btn"
      onClick={() => setMobileMenuOpen(!mobileMenuOpen)}
      {mobileMenuOpen? 'X': '≡'}
     </button>
    </div>
   </div>
   <div className={'mobile-menu ${mobileMenuOpen ? 'open' : "}'}>
    <a href="#home" onClick={() => setMobileMenuOpen(false)}>Home</a>
     <a href="#skills" onClick={() => setMobileMenuOpen(false)}>Skills</a>
     <a href="#projects" onClick={() => setMobileMenuOpen(false)}>Projects</a>
     <a href="#experience" onClick={() => setMobileMenuOpen(false)}>Experience</a>
     <a href="#contact" onClick={() => setMobileMenuOpen(false)}>Contact</a>
    </div>
  </nav>
export default Navigation
```

Hero Component

javascript	

```
// src/components/Hero.jsx
const Hero = () => {
return (
  <section className="hero" id="home">
   <div className="container">
    <div className="hero-content">
     <div className="hero-text">
      <h1>Hi — I'm <span className="gradient-text">Shahid Parvez</span></h1>
      Support Engineer & React-focused Web Developer. I build and support
       Al-first products — from customer journeys to full-stack React apps.
      <div className="hero-buttons">
       <a href="#projects" className="btn btn-primary">See work</a>
       <a
        href="https://github.com/mrsnailo"
        target="_blank"
        rel="noopener"
        className="btn btn-secondary"
        View GitHub
       </a>
      </div>
     </div>
     <div className="hero-image">
      <div className="profile-container">
       <div className="profile-glow"> </div>
       <div className="profile-border"></div>
       <img
        src="/profile-image.jpg"
        alt="Shahid Parvez"
        className="profile-image"
       <div className="tech-orbit"> = </div>
       <div className="tech-orbit"> & </div>
       <div className="status-indicator">
        <div className="status-dot"></div>
        <span>Available for hire</span>
       </div>
      </div>
     </div>
```

```
</div>
</section>
)
}
export default Hero
```

Animation Utilities

javascript	

```
// src/utils/animations.js
export const initScrollAnimations = () => {
 const observerOptions = {
  threshold: 0.1,
  rootMargin: '0px 0px -50px 0px'
 const observer = new IntersectionObserver((entries) => {
  entries.forEach(entry => {
   if (entry.isIntersecting) {
     entry.target.classList.add('animate')
     // Handle skill bars
     if (entry.target.classList.contains('skill-category')) {
      animateSkillBars(entry.target)
     // Handle counters
     if (entry.target.classList.contains('stat-item')) {
      animateCounter(entry.target.querySelector('.counter'))
  })
 }, observerOptions)
 // Observe all animated elements
 const elements = document.querySelectorAll(
  '.fade-in, .slide-in-left, .slide-in-right, .scale-in, .rotate-in, ' +
  '.skill-category, .stat-item, .timeline-item, .magnetic-card'
 elements.forEach(el => observer.observe(el))
export const animateSkillBars = (container) => {
 const progressBars = container.querySelectorAll('.skill-progress')
 progressBars.forEach((bar, index) => {
  setTimeout(() => {
   const width = bar.getAttribute('data-width')
   bar.style.setProperty('--target-width', width + '%')
   bar.style.width = width + '%'
   bar.classList.add('animate')
  }, index * 200)
```

```
})
export const animateCounter = (counter) => {
 if (!counter) return
 const target = parseInt(counter.getAttribute('data-target'))
 const increment = target / 60
 let current = 0
 const updateCounter = () => {
  if (current < target) {</pre>
   current += increment
   counter.textContent = Math.ceil(current)
   requestAnimationFrame(updateCounter)
  } else {
   counter.textContent = target
 updateCounter()
export const updateScrollProgress = () => {
 const scrollTop = window.scrollY
 const docHeight = document.documentElement.scrollHeight - window.innerHeight
 const scrollPercent = (scrollTop / docHeight) * 100
 const progressBar = document.getElementById('scrollProgress')
 if (progressBar) {
  progressBar.style.width = scrollPercent + '%'
```

© Key Features

Design Tokens

- Centralized CSS variables for colors, spacing, typography
- Consistent design system across all components
- Easy theming and customization

Responsive Design

Mobile-first approach

- Flexible grid systems
- Touch-friendly interactions

Smooth Animations

- Scroll-triggered animations
- Intersection Observer API
- Hardware-accelerated transforms

Performance Optimized

- CSS-only animations where possible
- Efficient scroll handlers
- Minimal JavaScript footprint

Accessibility Ready

- Semantic HTML structure
- ARIA labels and roles
- Keyboard navigation support
- Focus management

Deployment

bash

Build for production
npm run build

Preview build locally npm run preview

Deploy to Vercel/Netlify

Just connect your GitHub repo!

Customization Tips

- 1. **Colors**: Modify CSS variables in (globals.css)
- 2. Animations: Adjust timing in keyframes
- 3. **Layout**: Change grid configurations in (layout.css)

- 4. **Typography**: Update font stacks and scales
- 5. **Components**: Mix and match as needed

Your portfolio is now production-ready! 💉