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PUI HW 8

Write-Up

Part 1

For HW 8 I decided to do a portfolio website. As I will be applying to jobs (for after graduation) pretty soon, I thought it was best that I take advantage of this opportunity and construct a website that I can send in with my resume and application (most design and UX jobs require a portfolio).

On my website, I hope to primarily showcase the UX and design projects that I have done and explain my process for each project. I also want people to know who I am and my background and get a sense of my professional skillset and interests.

To make the website interesting and engaging, I incorporated multiple elements. First, I decided to go with a clean and minimal look so that the details and information about myself and my projects would be the focus. I created project tiles that were colorful and visually appealing so that people would be interested in clicking on them to learn more about the project. I also added interactivity, in the forms of simple animations so that the website felt more dynamic. I added a typewriter effect with the help of some code snippets from css-tricks.com (cited in the html file) to display the different roles that I've worked as. I also added a loading bar animation at the top of the screen that plays whenever a page is being loaded. The content on the project pages, homepage, and about page also display using a scroll animation. Additionally, the project tiles on the homepage have a slight resizing animation when you hover over them.

My target audience, recruiters, only spend a couple minutes (at most) on a portfolio. Therefore, I opted for less noticeable animations that would add interactivity but wouldn't take the focus away from the content.

Part 2

- Typewriter effect that switches between "UX Researcher" and "Product designer": The animation starts working as soon as the page is loaded, there is no need to do anything else.

- Display on Scroll effect: I implemented this animation on multiple parts of the website. On the homepage, the project tiles will display once you scroll to the element starting point. (On Desktop, as the starting point for most of the sections is immediately in view after the page loads, the scroll animation starts by itself.). For the project pages themselves, the display on scroll is only implemented for the first section (I didn't want it to get too repetitive, especially for a recruiter quickly scrolling through). The scroll animation is also implemented on the about page (on page load).

- Loading bar animation: A blue loading bar will be animated across the top of the screen to correspond to how much of the page has loaded. This can be viewed by refreshing the page or clicking on a new page (and on the initial website load).

- Tile resizing animation: On the homepage, if you hover over the project tiles, the tiles will resize slightly and display a further description of the project.

Part 3

- AOS.js (Animate on Scroll): I chose aos.js because it was one of the scroll libraries that I found when I was looking for different potential libraries that I could incorporate. The implementation also seemed pretty straightforward and didn't seem to take up too much space. I used it for all my display on scroll effects. This can be seen in my homepage, about page, and individual project pages. I think it adds interactivity to my website without being imposing. It makes the pages feel a bit more dynamic.

- Material-Kit: I chose material-kit because it has a lot of preset styling that I could use to give the website a minimal aesthetic. It also seemed pretty straightforward to use. I used it for pretty much most of the styling on the website. This includes the tiles, navigation, element positions, etc. It adds the entire aesthetic of the website. It makes it feel more like a professional portfolio (It is similar to the Squarespace aesthetic, but I don't want to pay for Squarespace).

- Bootstrap: I used Bootstrap to implement responsiveness. It seemed like it was the most used to implement web resizing for different screen sizes. I used it for the resizing and re-positioning of the elements on the website. Elements got smaller and stacked on top of each other as the screen size decreased. It makes sure my website is accessible and looks good at any screen size. This way, I don't have to worry about people having to view my portfolio at a specific webpage size.

- Nanobar.js: I used Nanobar to implement the loading bar at the top of the pages. I wanted to add more interactivity that wasn't part of the main content, and this seemed like a good way to do so. I used it on all the pages except the resume page (since it directly opens a pdf). It should play the loading bar animation when a page is clicked on refreshed. When someone is waiting for the page to load, they will know the timeframe. It fills up the space they are waiting (even if it for less than a second) and makes the site more dynamic.

- JQuery: I used JQuery for some additional interactivity with the navigation and responsiveness. I used it in conjunction with Bootstrap for the hamburger menu. When the website resizes to the point where the navigation is condensed into a hamburger menu, JQuery adds the ability to click to dropdown. It's a minor part of the website, but I needed to add JQuery to get it to work. This allows the hamburger menu full functionality when the website is resized. It adds more options for a user on mobile.

- Typewriter Animation (css-tricks.com): During the lab showcase on Wednesday, I got some suggestions to make the introduction on the homepage more interactive because the text with my roles was blue (suggesting interactivity). I initially tried to make it so the text would appear and disappear but thought the typewriter effect was nicer. I used it to type out and delete the portion of the introduction. This animation is done on a continuous loop. This effect is the most visible animation on the site. I think it makes the website feel livelier and also draws the eye to my background.

Part 4

In terms of the overall display, there is not much of a difference between my final HW 8 version of my portfolio and the HW 7 prototype. I only changed the font to make it more minimal. The biggest changes would be the addition of all the interactive elements and animations that I couldn't capture in static prototype. I also changed the introduction on the homepage with the typewriter effect after receiving feedback during the lab showcase.

Part 5

Thankfully, I did not have any major bugs this time during the implementation. I think my biggest challenges were organizing all the correct class names in the elements so that the library effects would work. I also spent some time looking for libraries and different ways I could implement effects which took a bit of time.