Portfolio Website
CS595 – Termination Project

Pranjal Kamlesh Parekh
B00751906

1) Introduction

A portfolio is a living and changing collection of records that reflect your accomplishments, skills, experiences, and attributes. It highlights and showcases samples of some of your best work, along with life experiences, values and achievements. The personal information that you incorporate into your portfolio can greatly reflect on your abilities as an individual as well as become a useful tool in marketing yourself to employers, corporations, colleges and universities. A portfolio does not take the place of a resume, but it can accentuate your abilities and what you can offer in the chosen field. I have developed this portfolio with the skills I wanted to showcase. **HTML** provides the basic structure of sites, which is enhanced and modified by other technologies like **CSS** and **JavaScript**. **CSS** is used to control presentation, formatting, and layout. **JavaScript** is used to control the behavior of different elements. **Bootstrap** is library written in HTML, CSS, and JavaScript and **jQuery** is written using JavaScript. **Bootstrap** is intended to focus toward on appearance of a website whereas **jQuery** is aimed toward, to ease the JavaScript-call process by making it less verbose.

2) Purpose

A portfolio assessment is often deemed an authentic form of assessment because it includes authentic samples of an individual's work. The portfolio may be used to show growth over time, it may be used to promote an individual's abilities, or it may be used to evaluate an individual's learning within a specific course. Its purpose may also be a combination of all three areas.

3) Motivation

My area of interest is to be a front-end developer. Showcasing my front-end developer skills with this portfolio was a great opportunity as it allows me to combine design and business logic to achieve a user-facing product. With my experience and learning I can:

- Create responsive websites that work on a wide range of devices
- Assist with production of clean and functional design
- Bridge communication gap between designers and developers
- Integrate the website into an easy to use content management system

4) DESIGN & IMPLEMENTATION

There are many different technologies with which you can choose to build your portfolio. My area of interest is to focus on Front end developer so keeping in mind and to showcase my front-end developer skills. For building up my portfolio I have used

- HTML5
- CSS3
- Javascript
- Bootstrap
- Jquerry
- Slick sliders

Basic layout was given with the help of HTML5 and CSS3.

Slick Sliders

I have used **slick sliders** which is a fresh new jQuery plugin for creating fully customizable, responsive and mobile friendly carousels/sliders that work with any html elements.

Include the core and theme CSS in the head section of the web page.

```
<link rel="stylesheet" href="/path/to/slick.css">
<link rel="stylesheet" href="/path/to/slick-theme.css">
```

Include latest version of jQuery library and slick.js at the bottom of the page.

```
<script src="/path/to/jquery.min.js"></script>
<script src="/path/to/slick.js"></script>
```

Responsive meta tag

Bootstrap is developed *mobile first*, a strategy in which we optimize code for mobile devices first and then scale up components as necessary using CSS media queries. To ensure proper rendering and touch zooming for all devices, **add the responsive viewport meta tag** to your <head>.

```
<meta name="viewport" content="width=device-width, initial-scale=1, shrink-to-fit=no">
```

Bootstrap

Bootstrap is a popular CSS Framework for developing responsive and mobile-first websites. Bootstrap requires a containing element to wrap site contents.

Containers are used to pad the content inside of them, and there are two container classes available:

- The .container class provides a responsive **fixed width container**
- The .container-fluid class provides a **full width container**, spanning the entire width of the viewport

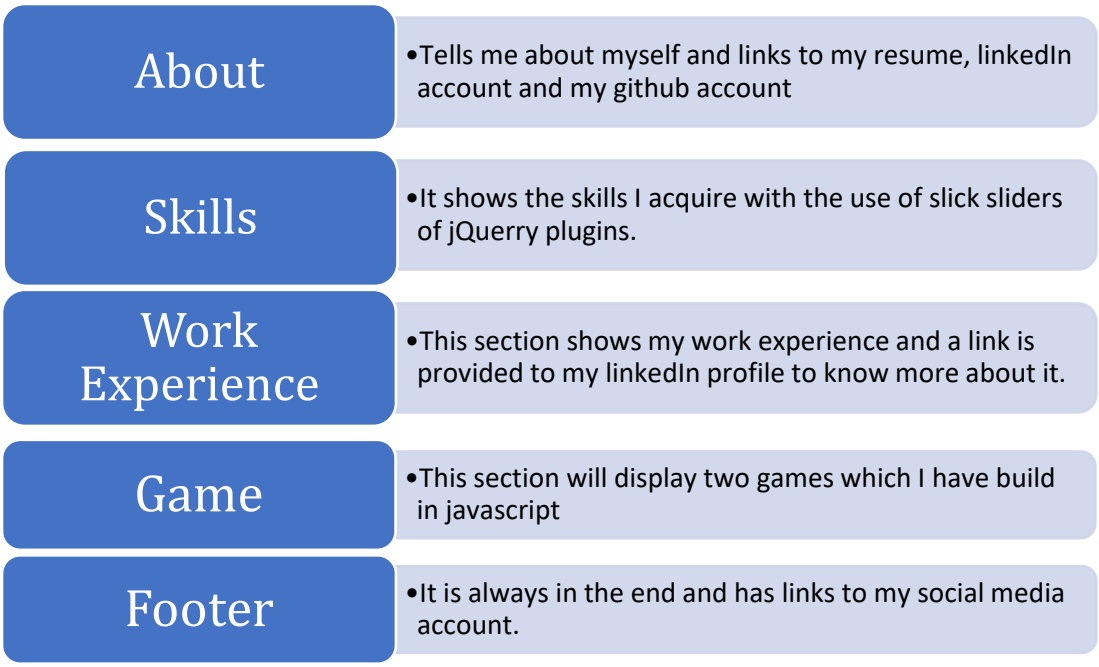
Media queries

I have used media queries which are a feature of CSS that enable webpage content to adapt to different screen sizes and resolutions. They are a fundamental part of responsive web design and are used to customize the appearance of websites for multiple devices

Media queries can be used to check many things, such as:

- width and height of the viewport
- width and height of the device
- orientation (is the tablet/phone in landscape or portrait mode?)
- resolution

5) Flow of the Portfolio



6) Future Scope

The scope of this portfolio is to meet the short-term goals of the website. Future scope of this project can be defined in two terms od this project that is Functionality and Content.

Functionality

Functionality refers to *what you want your website to do* in other words, how will the features on your website function.

- **Data Requirements**
  Data requirements include the type of information you want to collect from different website and how that information will be used.
  For example, in my portfolio currently to showcase my work experience and projects I am providing with my LinkedIn and GitHub account. But as to show my projects I can use GitHub API to directly link my repositories which will extract my **repo_url** and will display my projects.
- **Usability Requirements**
  Web usability is the ease of use of a website. Some broad goals of usability are the presentation of information and choices in a clear and concise way, a lack of ambiguity and the placement of important items in appropriate areas. Another important element of web usability is ensuring that the content works on various devices and browsers.

Content

Another piece of website scope is content. Content comes in a variety of shapes and sizes – from large photographs to PDFs to a video gallery.
Content should do two things:

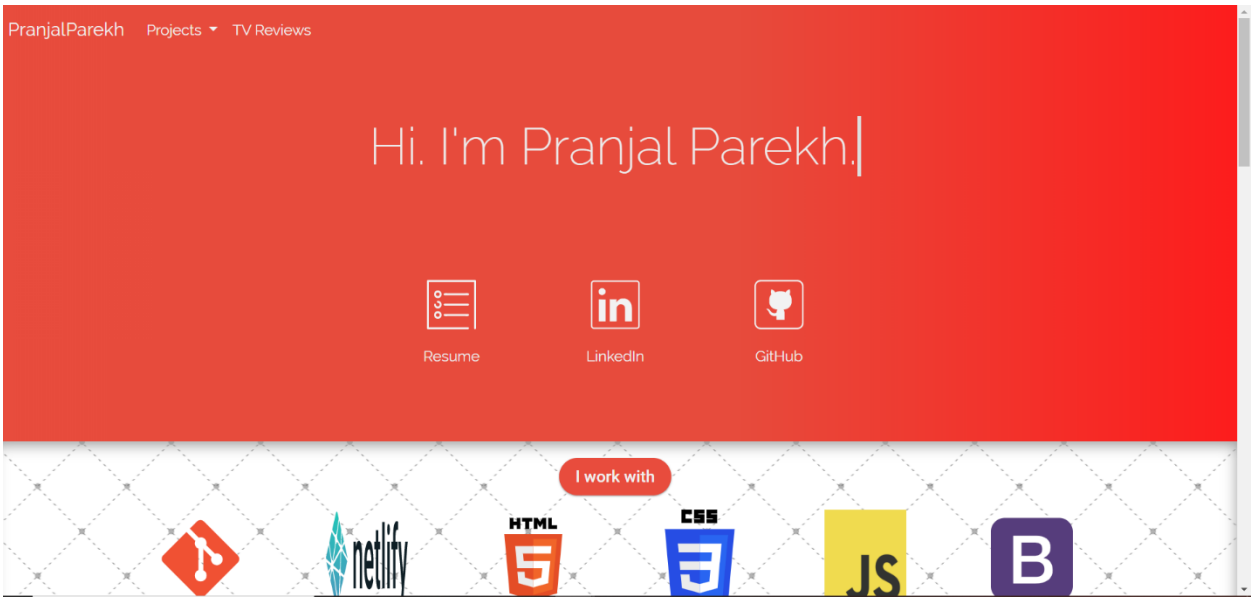
(1) help achieve website goals
(2) give users the information they're looking for.

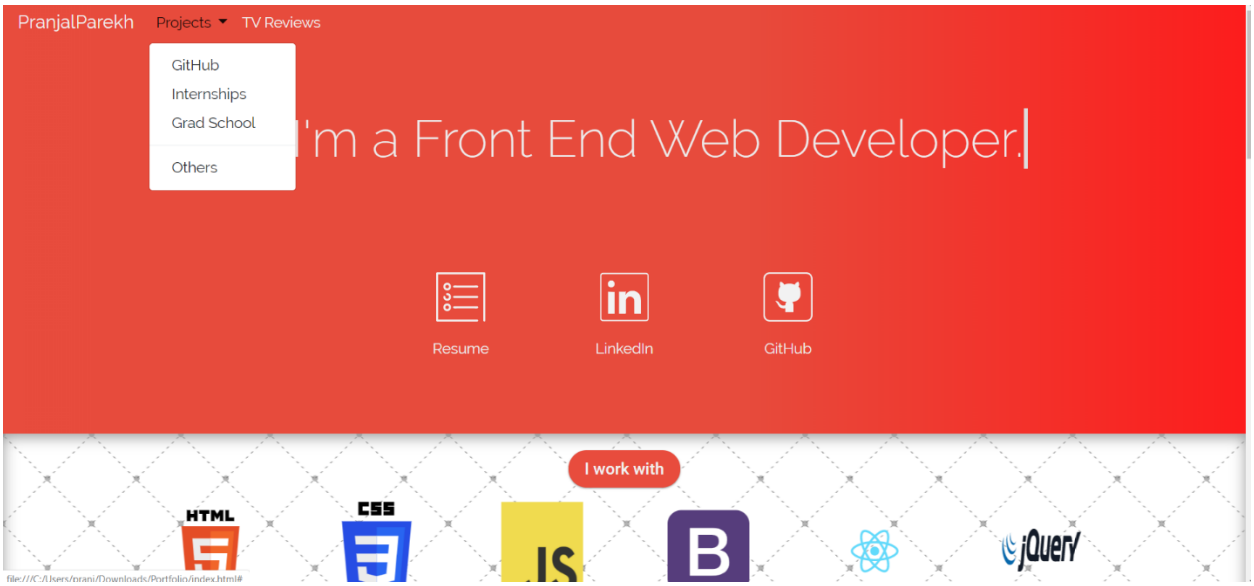
As in my portfolio I can add testimonials and video of A game I will host in future.

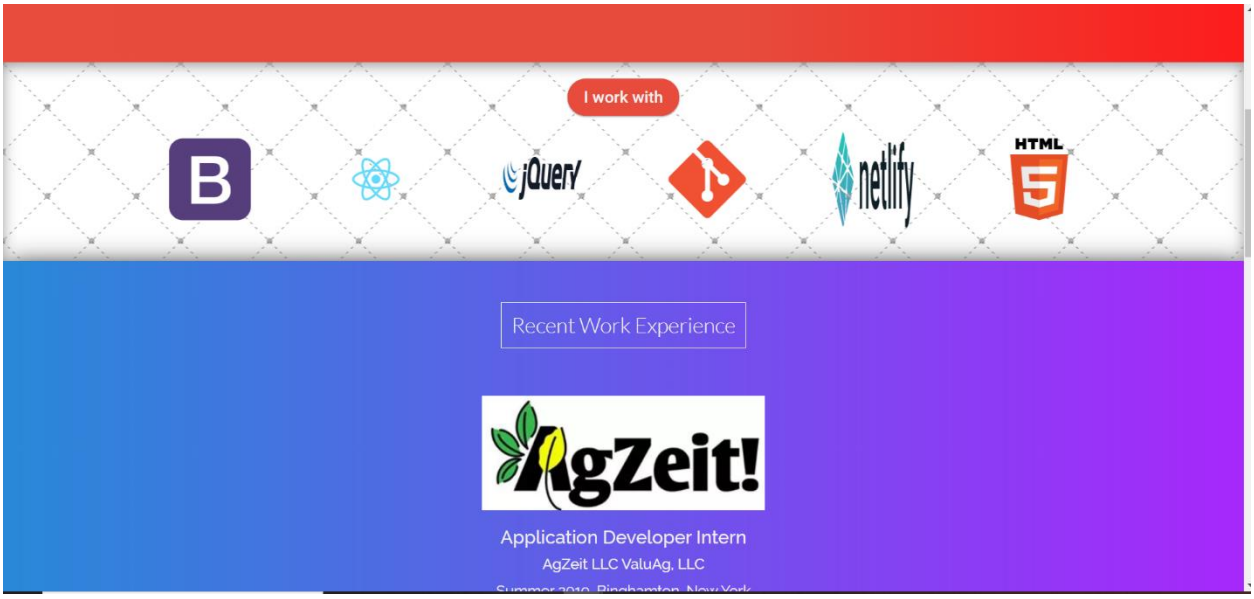
7) References

- https://html.com/tags/doctype/
- https://htmlcolorcodes.com/tutorials/css-background-color/
- https://developer.mozilla.org/en-US/docs/Web/CSS/Reference
- https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference
- https://www.jqueryscript.net/slider/Fully-Responsive-Flexible-jQuery-Carousel-Plugin-slick.html
- https://getbootstrap.com/docs/4.4/getting-started/introduction/
- http://www.developphp.com/video/JavaScript/Memory-Game-Programming-Tutorial

8) Screenshots of my Work







Recent Work Experience

AgZeit!

Application Developer Intern

AgZeit LLC ValuAg, LLC

Summer 2019, Binghamton, New York

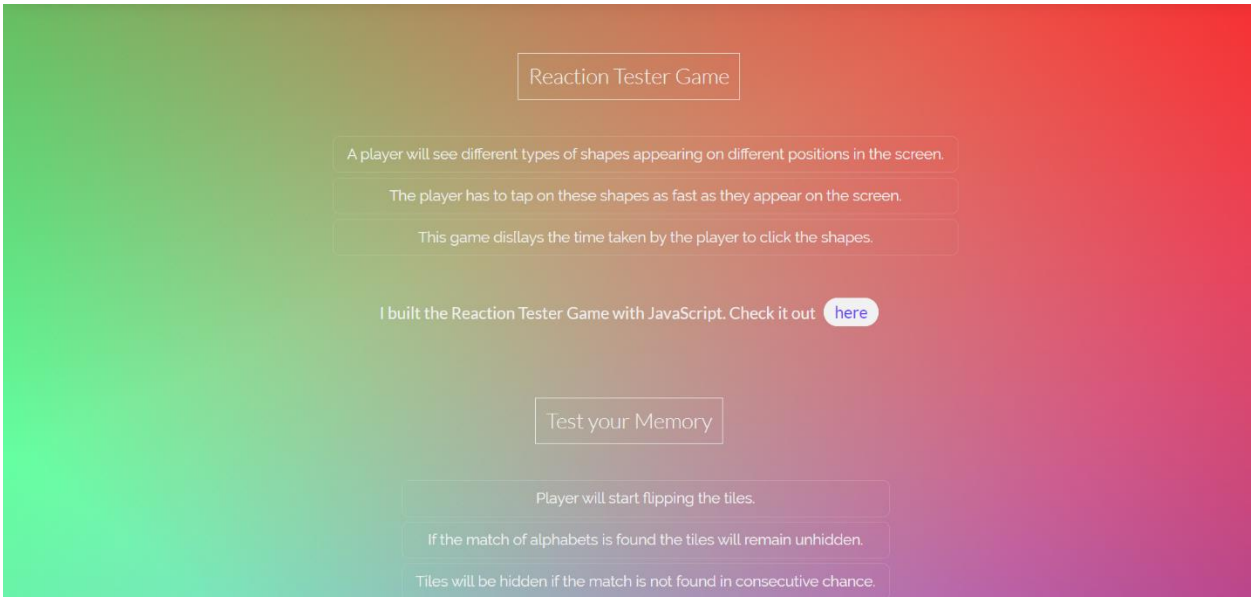
Job Description:

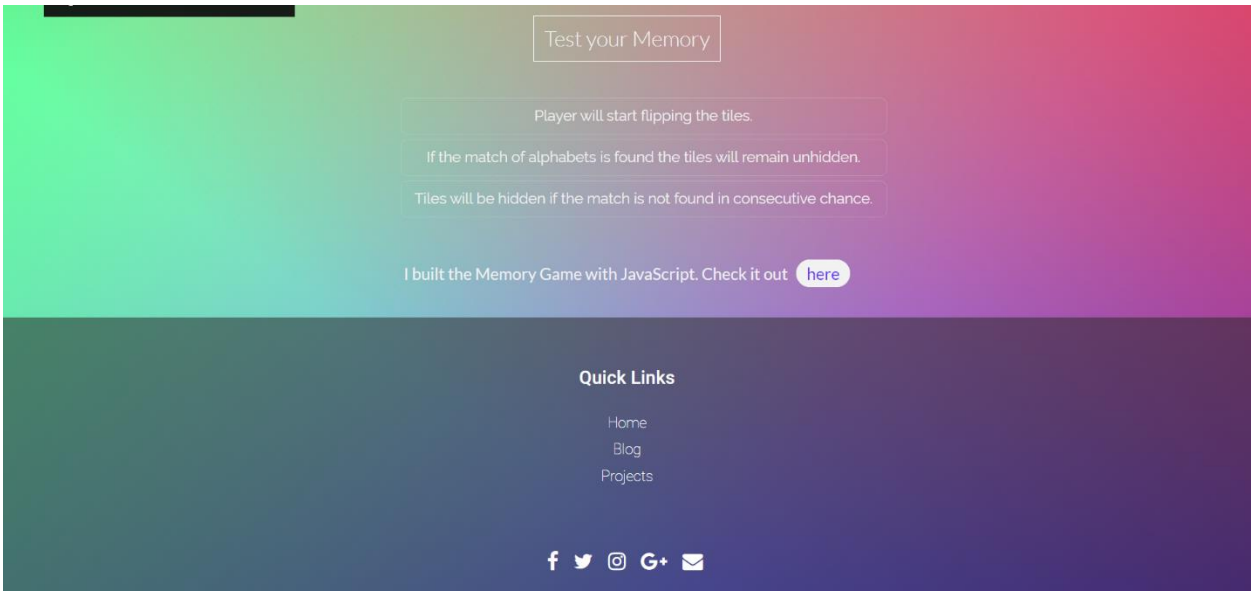
Built an app named Talks Tours Travel for a local startup company which directly connects locals to travelers

Optimized, maintained and enhanced app's UI and art style guide using Unity software

Implemented a CI/CD pipeline to allow one-step builds and deployments with integration testing of software

For my other work experience, visit my LinkedIn profile here


Reaction Tester Game
A player will see different types of shapes appearing on different positions in the screen.
The player has to tap on these shapes as fast as they appear on the screen.
This game disllays the time taken by the player to click the shapes.
I built the Reaction Tester Game with JavaScript. Check it out here
Test your Memory
Player will start flipping the tiles.
If the match of alphabets is found the tiles will remain unhidden.
Tiles will be hidden if the match is not found in consecutive chance.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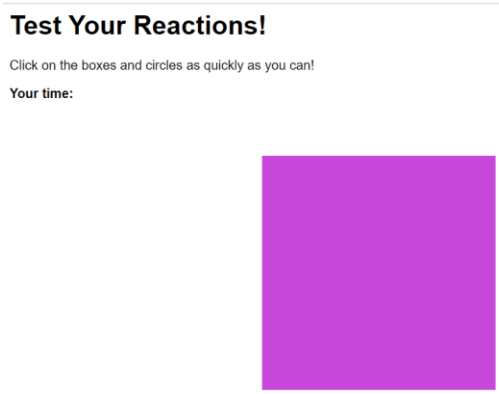
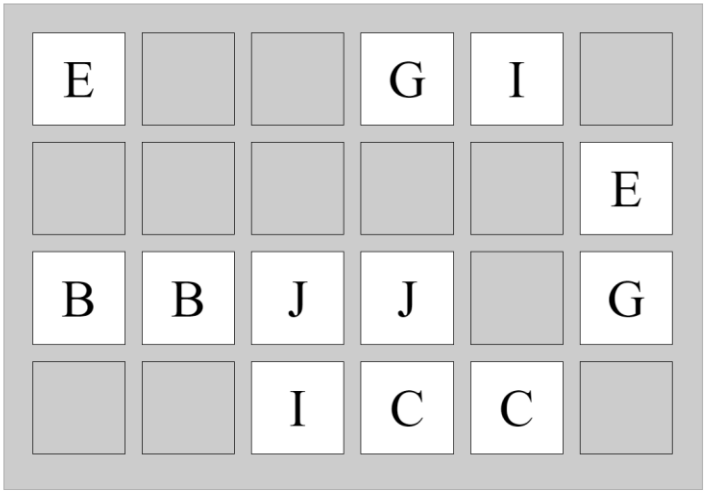
Quick Links
Home
Blog
Projects

Reaction Tester Game Screenshot



Test your Memory game Screenshot