

11/12

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Performance

Best Practices

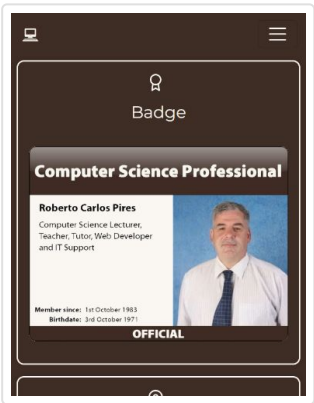
11/12

Performance

 0–49

50–89

90–100



METRICS

Expand view

Total Blocking Time

0 ms

Cumulative Layout Shift

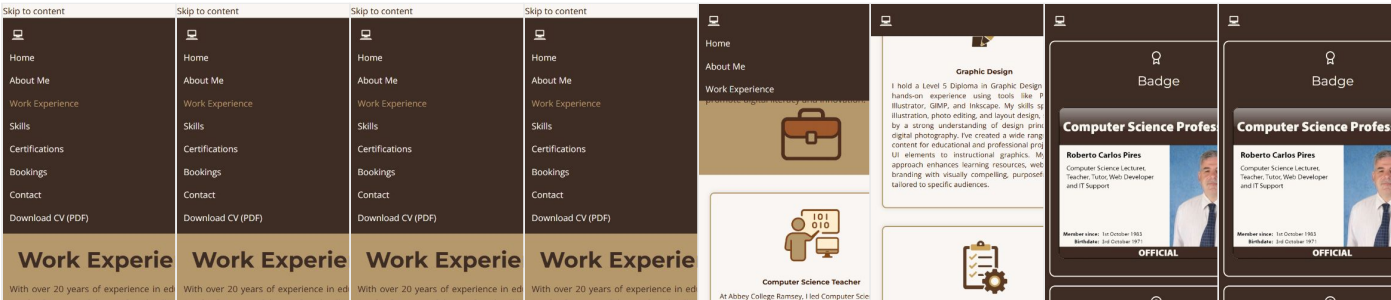
0.026

Interaction to Next Paint

40 ms

View Treemap

View Trace



Later this year, insights will replace performance audits. [Learn more and provide feedback here.](#)

Try insights

Show audits relevant to: All CLS INP

DIAGNOSTICS

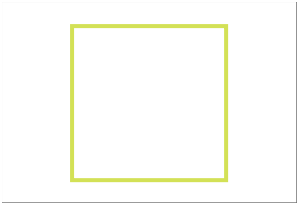
Image elements do not have explicit width and height



Set an explicit width and height on image elements to reduce layout shifts and improve CLS. [Learn how to set image dimensions](#) CLS

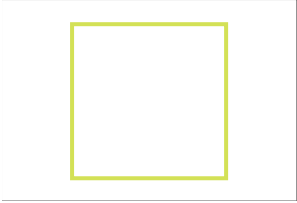
URL		
	img.section-icon	...images/languages-logo2.webp (rpires71.github.io)
	img.logo.logo-navbar	...images/logodbg2.webp (rpires71.github.io)
	img.section-icon	...images/computer-science-teacher-logov3.webp (rpires71.github.io)
	img.section-icon	...images/itcstutor-logo2.webp (rpires71.github.io)
	img.section-icon	...images/itSupport2-logo.webp (rpires71.github.io)
	img.section-icon	...images/programmer-logo2.webp (rpires71.github.io)

URL



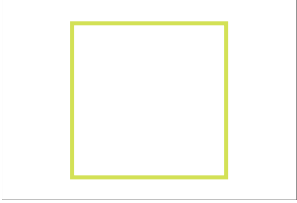
img.section-icon

...images/computer-science-teacher-logov3.webp (rpires71.github.io)



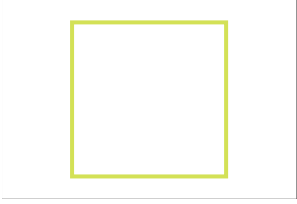
img.section-icon

...images/programmer-logo2.webp (rpires71.github.io)



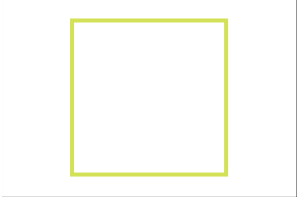
img.section-icon

...images/networks-logo2.webp (rpires71.github.io)



img.section-icon

...images/graphic-design-logo2.webp (rpires71.github.io)



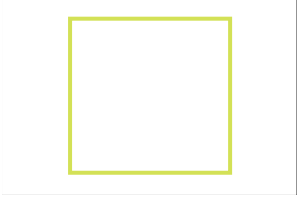
img.section-icon

...images/project-management-logo2.webp (rpires71.github.io)



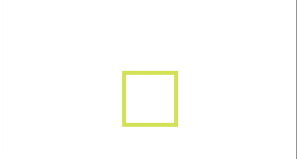
img.img-fluid

...images/badgev2.webp (rpires71.github.io)



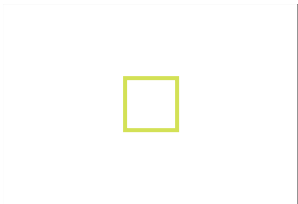
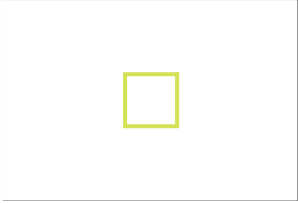
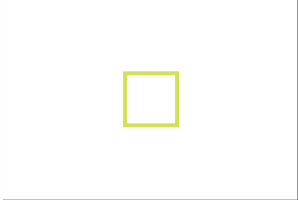
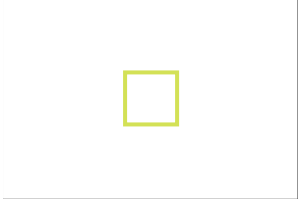
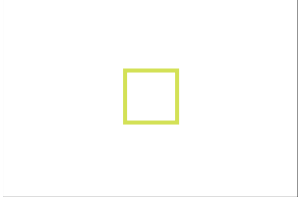
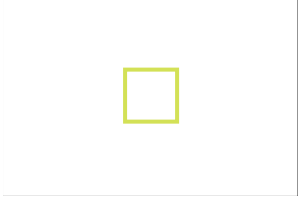
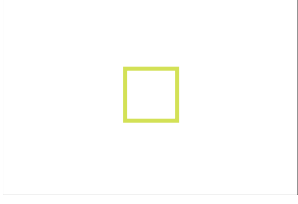
...images/skills-logo2.webp (rpires71.github.io)

img.logo.logo-header.img-fluid

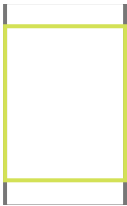
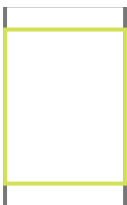
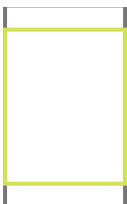



img.footer-icon.me-2

...icons/award.svg (rpires71.github.io)


URL		
	img.footer-icon.me-2	...icons/map-pin.svg (rpires71.github.io)
	img.footer-icon.me-2	...icons/send.svg (rpires71.github.io)
	img.footer-icon.me-2	...icons/phone.svg (rpires71.github.io)
	img.footer-icon.me-2	...icons/message-circle.svg (rpires71.github.io)
	img.social-icon.me-2	...icons/linkedin.svg (rpires71.github.io)
	img.social-icon.me-2	...icons/facebook.svg (rpires71.github.io)
	img.social-icon	...icons/instagram.svg (rpires71.github.io)

These are the largest layout shifts observed on the page. Each table item represents a single layout shift, and shows the element that shifted the most. Below each item are possible root causes that led to the layout shift. Some of these layout shifts may not be included in the CLS metric value due to [windowing](#). [Learn how to improve CLS](#) CLS


Element		Layout shift score
	header.header-background.py-4	0.007
	header.header-background.py-4	0.006
	header.header-background.py-4	0.005
	header.header-background.py-4	0.004
	header.header-background.py-4	0.003
	header.header-background.py-4	0.002



Avoid non-composited animations — 5 animated elements found



Animations which are not composited can be janky and increase CLS. [Learn how to avoid non-composited animations](#) CLS

Element	Name
a#nav-contact.nav-link	
Unsupported CSS Property: color	color
<div></div> button.navbar-toggler.collapsed	
Unsupported CSS Property: box-shadow	box-shadow
div#navbarNav.navbar-collapse.collapse	
Unsupported CSS Property: height	height
a.nav-link.active	
Unsupported CSS Property: color	color
a#nav-skills.nav-link	
Unsupported CSS Property: color	color

Minimizes work during key interaction — 40 ms spent on event 'mousedown'

This is the thread-blocking work occurring during the Interaction to Next Paint measurement. [Learn more about the Interaction to Next Paint metric.](#) INP

Event target
a#nav-contact.nav-link

Phase	Total time	Script evaluation	Style & Layout	Rendering
Input delay	18 ms			
/milestone1/certifications.html ( rpires71.github.io)	11 ms	0 ms	1 ms	4 ms
Unattributable	4 ms	0 ms	0 ms	0 ms
Processing duration	0 ms			
Presentation delay	20 ms			

Phase	Total time	Script evaluation	Style & Layout	Rendering
/milestone1/certifications.html (rpires71.github.io)	11 ms	0 ms	2 ms	2 ms
/milestone1/work-experience.html (rpires71.github.io)	7 ms	5 ms	2 ms	0 ms
... js/bootstrap.bundle.min.js (cdn.jsdelivr.net)	1 ms	1 ms	0 ms	0 ms

More information about the performance of your application. These numbers don't [directly affect](#) the Performance score.

PASSED AUDITS (21)

Hide

- Properly size images

^
- Serve images that are appropriately-sized to save cellular data and improve load time. [Learn how to size images.](#)
- Minify CSS

^
- Minifying CSS files can reduce network payload sizes. [Learn how to minify CSS.](#)
- Minify JavaScript

^
- Minifying JavaScript files can reduce payload sizes and script parse time. [Learn how to minify JavaScript.](#)
- Reduce unused JavaScript

^
- Reduce unused JavaScript and defer loading scripts until they are required to decrease bytes consumed by network activity. [Learn how to reduce unused JavaScript.](#)
- Efficiently encode images

^
- Optimized images load faster and consume less cellular data. [Learn how to efficiently encode images.](#)
- Serve images in next-gen formats

^
- Image formats like WebP and AVIF often provide better compression than PNG or JPEG, which means faster downloads and less data consumption. [Learn more about modern image formats.](#)
- Enable text compression

^

Text-based resources should be served with compression (gzip, deflate or brotli) to minimize total network bytes. [Learn more about text compression.](#)

#### Use HTTP/2



HTTP/2 offers many benefits over HTTP/1.1, including binary headers and multiplexing. [Learn more about HTTP/2.](#)

#### ☐ Use video formats for animated content



Large GIFs are inefficient for delivering animated content. Consider using MPEG4/WebM videos for animations and PNG/WebP for static images instead of GIF to save network bytes. [Learn more about efficient video formats](#)

#### ☐ Remove duplicate modules in JavaScript bundles



Remove large, duplicate JavaScript modules from bundles to reduce unnecessary bytes consumed by network activity.

#### ☐ Avoid serving legacy JavaScript to modern browsers



Polyfills and transforms enable legacy browsers to use new JavaScript features. However, many aren't necessary for modern browsers. Consider modifying your JavaScript build process to not transpile [Baseline](#) features, unless you know you must support legacy browsers. [Learn why most sites can deploy ES6+ code without transpiling.](#)

Avoids enormous network payloads — Total size was 0 KiB



Large network payloads cost users real money and are highly correlated with long load times. [Learn how to reduce payload sizes.](#)

Uses efficient cache policy on static assets — 0 resources found



A long cache lifetime can speed up repeat visits to your page. [Learn more about efficient cache policies.](#)

#### ☐ User Timing marks and measures



Consider instrumenting your app with the User Timing API to measure your app's real-world performance during key user experiences. [Learn more about User Timing marks.](#)

JavaScript execution time — 0.0 s



Consider reducing the time spent parsing, compiling, and executing JS. You may find delivering smaller JS payloads helps with this. [Learn how to reduce Javascript execution time.](#) TBT



URL	Total CPU Time	Script Evaluation	Script Parse
/milestone1/certifications.html (rpires71.github.io)	361 ms	13 ms	0 ms
Unattributable	243 ms	3 ms	0 ms

Minimizes main-thread work — 0.6 s



Consider reducing the time spent parsing, compiling and executing JS. You may find delivering smaller JS payloads helps with this. [Learn how to minimize main-thread work](#) TBT

Category	Time Spent
Other	322 ms
Rendering	230 ms
Style & Layout	49 ms
Script Evaluation	28 ms

○ Minimize third-party usage



Third-party code can significantly impact load performance. Limit the number of redundant third-party providers and try to load third-party code after your page has primarily finished loading. [Learn how to minimize third-party impact](#) TBT

Uses passive listeners to improve scrolling performance



Consider marking your touch and wheel event listeners as passive to improve your page's scroll performance. [Learn more about adopting passive event listeners](#).

Avoids `document.write()`



For users on slow connections, external scripts dynamically injected via `document.write()` can delay page load by tens of seconds. [Learn how to avoid document.write\(\)](#).

○ Avoid long main-thread tasks



Lists the longest tasks on the main thread, useful for identifying worst contributors to input delay. [Learn how to avoid long main-thread tasks](#) TBT

Page didn't prevent back/forward cache restoration



Many navigations are performed by going back to a previous page, or forwards again. The back/forward cache (bfcache) can speed up these return navigations. [Learn more about the bfcache](#)

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## Best Practices

PASSED AUDITS (8)

Hide

Uses HTTPS



All sites should be protected with HTTPS, even ones that don't handle sensitive data. This includes avoiding [mixed content](#), where some resources are loaded over HTTP despite the initial request being served over HTTPS. HTTPS prevents intruders from tampering with or passively listening in on the communications between your app and your users, and is a prerequisite for HTTP/2 and many new web platform APIs. [Learn more about HTTPS](#).

Avoids deprecated APIs



Deprecated APIs will eventually be removed from the browser. [Learn more about deprecated APIs](#).

Avoids third-party cookies



Third-party cookies may be blocked in some contexts. [Learn more about preparing for third-party cookie restrictions](#).

Displays images with correct aspect ratio



Image display dimensions should match natural aspect ratio. [Learn more about image aspect ratio](#).

Serves images with appropriate resolution



Image natural dimensions should be proportional to the display size and the pixel ratio to maximize image clarity. [Learn how to provide responsive images](#).

No browser errors logged to the console



Errors logged to the console indicate unresolved problems. They can come from network request failures and other browser concerns. [Learn more about this errors in console diagnostic audit](#)

No issues in the **Issues** panel in Chrome Devtools



Issues logged to the Issues panel in Chrome Devtools indicate unresolved problems. They can come from network request failures, insufficient security controls, and other browser concerns. Open up the Issues panel in Chrome DevTools for more

details on each issue.

Page has valid source maps



Source maps translate minified code to the original source code. This helps developers debug in production. In addition, Lighthouse is able to provide further insights. Consider deploying source maps to take advantage of these benefits. [Learn more about source maps.](#)

Captured at Aug 20, 2025, 1:07  
AM GMT  
User interactions timespan

Emulated Moto G Power with  
Lighthouse 12.6.1  
Slow 4G throttling

Single page session  
Using Chromium 139.0.0.0 with  
devtools

Generated by **Lighthouse** 12.6.1 | [File an issue](#)