

I found this class very eye-opening when I was taking it. Despite hitting walls at points and getting stuck in some areas (even as I type this), the more I exposed myself to code, the more I realized how much I enjoyed the craft. I was originally a film major but after some time in working with code, I realized I wanted to pursue it as a major and learn more about coding. I am fairly new to code, so seeing things interact and connect in multiple languages, like HTML, CSS, and Javascript opened my eyes to the possibilities of web design. I thought I learned a rough synopsis of all of the web design from Web Development I, but I was sorely mistaken. I didn't know the specifics of responsive web design, making the components compatible with multiple sizes of screens, and cleaning up components to make them work easier. I also didn't know how much the process of making these components could be made outside of code and then brought back in. What I mean is that I thought a lot of buttons and stylization of the websites are just using premade icons and so on to make a generic website. However, a lot of the components I have made were from drawings I created or using some collage skills. I am an illustrator at heart and I enjoy that I can put my creative spin on how things would work on a website and try to make something different. I do not find illustration on its something I can do as a living, but mixing it with code and making something interesting that I could show the world makes me passionate about the craft. Along with film, I could take web design and tell a story with it, thinking outside the box on basic web design. In doing this I have already started to work on my capstone, hoping to incorporate illustration and web design to make an interesting user experience, wanting the user to find interest in the clues I leave behind for a bigger story I want to tell. I hope to find a company I can work for that allows me to be as creative as I am now, with my projects on the side. This capstone I am working on is something that I would love to continue after college, using my coding knowledge to make a game of sorts from a choose-your-own-adventure story. It was not going to be anything more than just a simple comic, but as I grow more with code, I am learning I can hide things on the website and create a fun experience for the user. If I am not working on my capstone, I hope to work with art in some sort of way, as I love design and illustration in any form. I am still really new and didn't pursue it a lot except for some Python in my senior year of college, so I am hoping that I can keep learning more as the years go on.