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Assignment 8 Write Up

**Part 1**

The purpose of my website is to provide me a professional portfolio that I can use in future job interviews and job fairs to better communicate to recruiters the different projects I have worked on. Through the projects I present in my portfolio, I hope it represents me as both a UX Designer and Researcher, and the different design thinking processes I have when working on different projects. I also wish it conveys my designer capabilities to my employers.

There will be several information that will be conveyed in my portfolio website. First, it will have a brief information on who I am. I don’t have a “About Me” because I wanted the viewers to see who I was when they first entered my portfolio. Therefore, I have an introduction about myself with a picture of my CMU MHCI profile on the top of my website. Furthermore, I have a separate “Resume” page, where visitors can view and download my resume. Finally, I have a “Projects” section, in which I have 4 projects I worked on previously. I couldn’t add any new projects I worked on after I came to CMU because none of the projects are complete yet. In the projects, I have different texts and images of my design process. I wished to convey the different thinking processes and reasoning for certain design decisions.

The portfolio is engaging and interesting because of two reasons. First, I told my design process in a storytelling format to engage my readers as if they were reading a story. Second, I added interactions (explained later) to skip through different processes.

My target audiences are recruiters and other students who are looking at my portfolio to gain inspiration for their portfolio.

**Part 2**

* A jump to the top button. On every page, there will be a box on the bottom right corner that allows the viewer to press on it to skip back to the top of the page.
* A timeline of the design process that allows the user to skip to that part of the project. In every projects page, there is a timeline at the end of each section that allows the viewer to see the proceeding sections in the process and jump to that section.
* Carousel to look through different images. In between certain projects (i.e. Carnnect’s solution section), there are carousels that allows viewers to look through different images pertaining to that project.

**Part 3**

* JavaScript Library
* I chose to use JavaScript library because it allowed me to implement interactions that would’ve been a lot more difficult to implement had I hand coded these interactions. For example, the timeline that allows viewers to skip around different parts of the project would’ve been a lot more difficult to implement had I not used the JavaScript library.
* I used JavaScript library to implement several of my interactions. First is the timeline feature that I mentioned above. Second is a carousel to look through different images. Third is a button that allows the viewer to skip to the top of the screen from anywhere on the page.
* These features add great shortcut tools that allow viewers to skip to parts they want to see. Also, it allows users to amend for different errors they might have made. Finally, it adds fun interaction to a portfolio that might feel otherwise dull and information heavy.

**Part 4**

* I mostly kept all my designs from HW7. The only changes I made was to incorporate the feedback I received to have the description of the projects below the information on teammates, duration, etc (different level of information hierarchy).

**Part 5**

* I experienced a lot of challenges. Coding for me is a very difficult subject, especially when using a language that provides almost no feedback on why your code crashes or doesn’t work. Debugging was my greatest challenge for this assignment.