Desired screen sizes: 1200px width, 475 px width

# **Part 1: Website Description**

The purpose of my website is to display my projects as a personal portfolio and to market myself to recruiters, as well as serve as a general collective of all my past work. Because it is a compilation of my previous work, it includes information on the type of projects I have worked on as well as my process throughout some of these projects. It contains mostly UI/UX projects because that is what I want to apply for, but also includes a few animation and coding projects to display my range. For each project, it lists the skills I used or gained by partaking in the project. It also includes an about section for people to learn more about me, where I talk briefly about my current academic pursuits as well as hobbies and interests, and also include a link to my resume. As for interactivity, I added hover color changes, buttons, and hover animations (tilting) to make my website more interesting and engaging. I also added drawings to make the website more fun and cute to look at. The target audience is recruiters or people who want to learn more about me and my work.

## Part 2: Interactions

- Visit different project pages/descriptions
  - Navigating pages
  - Scroll to the desired project on the home page (same as the work page), and then click on the button under the project title
- Immediately being able to scroll to the final prototype
  - o Quick scroll
  - Click on the "Jump to Final Product" button at the top of the project description for projects with long descriptions, and see yourself get immediately scrolled to the final prototype of the project
- Going to an about page
  - Navigating pages
  - Click on the "about" button in the navigation bar to be transported to an about page (You can also click on Information Systems and Human-Computer Interaction) on the about page to be redirected to the official CMU descriptions of my majors
- Going back to the home page
  - Navigating pages
  - Click on either the "teresa yang" logo or the "work" button in the header to navigate back to the home page
- Logo animation
  - Hover interaction

• Hover your mouse over the "teresa yang" logo to watch it animate and tilt

#### Part 3: External Tools

- React.JS, Bootstrap, Anime.js
- I chose to use React because it is currently a popular framework commonly used in many companies, and I thought this final project would be a good opportunity for me to learn how to use it. Although it was difficult to learn, it was helpful to use the React components for repeated parts of my website (header, footer, etc) so I wouldn't have to copy paste the code to another file. I used Bootstrap because it made it more convenient to add certain styling decisions. I used anime.js as a way to make my website more interesting by adding some animation.
- I used React to reuse components throughout my website to make the codebase less confusing to go through, as well as route the pages without a ".html" at the end of each URL. I used Bootstrap to help me with resizing the website to make it responsive for different screen sizes. I used anime.js to make the title of the website (my name) tilt when the user hovers over it.
- What does it add to your website? (2-4 sentences max)

## Part 4: Prototype Iteration

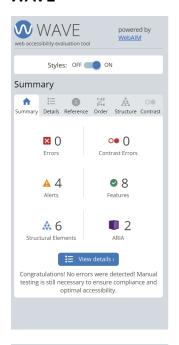
In my original design, I planned to have a drop down menu that separated the projects based on the type of project they were. However, since I have mainly UI/UX design projects, and only one coding and one animation project, I felt like it was unnecessary to do so since then the page would only be populated with one project. I also re-styled the way I did my "skills" section for each of the projects, since they looked like buttons in the original design and could be confusing for viewers. To make my website more interesting, I added some drawings of myself on the pages, which was another change from my original design. Once I finished most of the styling, I decided to add some tilting animations to my header title to make the website more interactive and fun.

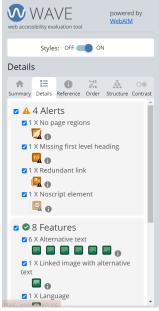
## Part 5: Challenges

Because I never used any sort of framework before, React had a really large learning curve and I needed to read up and figure out certain React concepts (ex: setting it up, using components and props) before I was able to get my website to work properly. I also struggled with being able to style parts of my code the way I wanted to, as it was difficult for me to get the margins or indentations to where I wanted them to be. I also had to figure out how to use a router to route pages to another page, which was also challenging

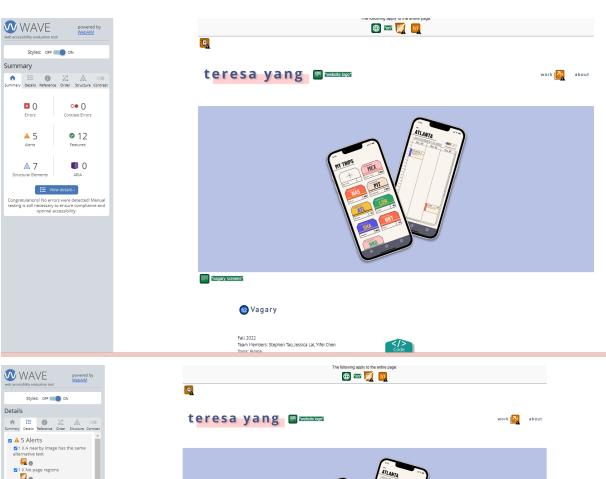
and took longer than I expected for me to get it to start working especially as it would randomly break. Writing out the project processes for some of the projects also took much longer than I thought it would, since I needed to write them thoughtfully and there was a lot of content to go through.

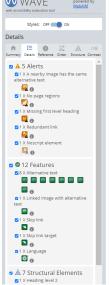
## **WAVE**

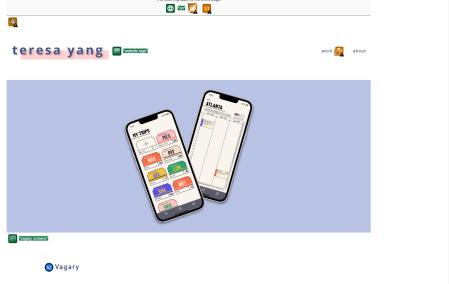


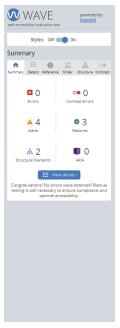


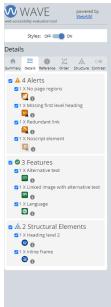




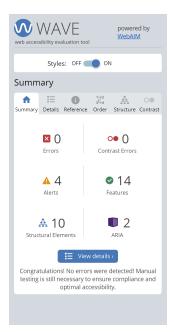


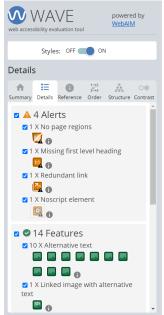


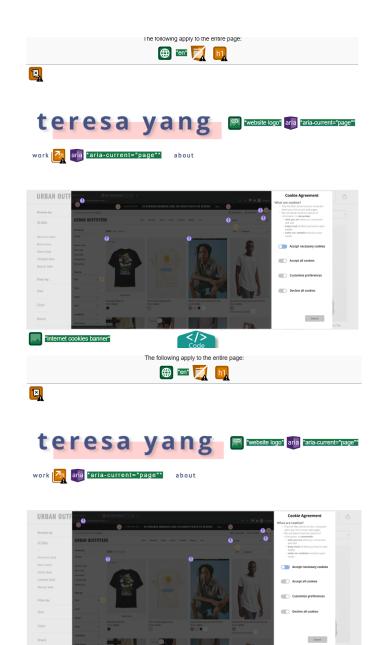




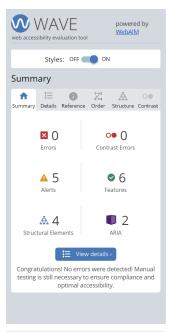


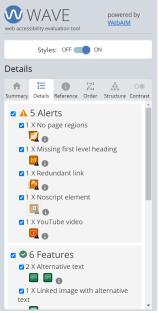




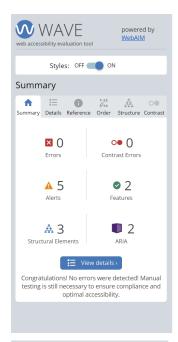


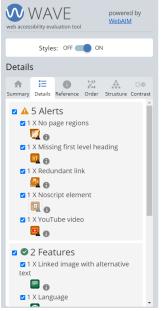
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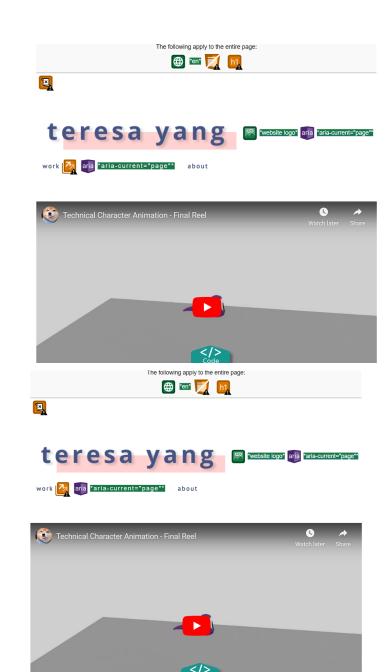


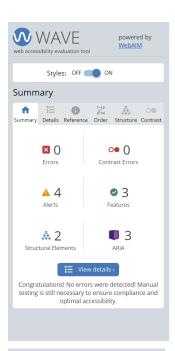


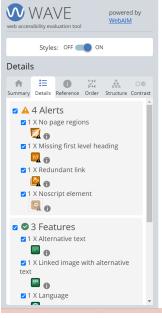


















#### Hi! I'm Teresa.

I am currently a junior studying Information Systems and Human-Computer Interaction at Carnegie Mellon University. I'm interested in connecting with audiences and creating meaningful work and joy, whether it be through designing interactions, building digital spaces, or my artwork.

In my free time, I like to draw and play mobile games.

Let's connect! Feel free to reach me at tyy@andrew.cmu.edu.

