CMST 495

Prof. Shannon Jones

Kevin Mezu

Portfolio Items:

Goal: Front End Software Develop – I want to use this portfolio to display my proficiency as a front-end software developer.

**Technologies:** EcmaScript6(JavaScript) HTML/Bootstrap, THREE.js Motion Graphics, React and Node, Image Editing

Link to Portfolio : <https://uzomezu.github.io/L-etudient-qui-se-Promene/etudiant>

**About:** The title of this portfolio is called *l’Étudiant qui se Promene*. This literally means the student who walks, in French. The meaning of the title comes from the fact that most of this work is school based and I wanted to make a portfolio centered around my schoolwork, progression in software development, and image editing. I came up with the title, since as a student who takes most classes online, I found myself reading, writing, or sometimes even coding things while I was out and about, with just my phone. This experience taught me that you can learn more outside of the classroom, and that just because we do digital media, does not mean we have to sit at a computer all day. A good student is one who can walk and talk about what they do.

**Themes/Design Theory:** The theme of this portfolio is motion, and thus I included pieces that involve motion techniques like motion blur, gradient blending, gradient layer masks, and even a mobile phone project. The design is meant to follow the Bauhaus movement, as I used black and white contrast to make for a simple clean look. The 3d grainy text I made helps to contrast the very blank feeling of the black and white background. I used CSS animations and animation frames to ensure the page moved very snappy and smooth. This way its full capabilities are seen on newer devices. But the dialed back layout and theme of the page, makes for something viewable on older, low end mobile phones.

1. My Nursing Story
   1. Year: 2020
   2. Personal/Paid Project
   3. Non-Collaborative
   4. Media Used: JavaScript, HTML, CSS, Bootstrap Libraries, Node.js

Synopsis: This project is a blog and information hub for Covid-19 information and Nurse connections. The homepage is made using JavaScript, CSS (bootstrap), and HTML. Some of the digital media concepts used were animation, or CSS transitions to give some extra interactive play to the site. The main features are the navigation bar, and the image gallery. Later, I hope to connect this page to a backend server and allow users to communicate about COVID information or funding. The backend portion will use basic node.js fundamentals. This is a good example of my Full Stack progress and will show employers what I can do design wise, but also with application software development.

1. Upper Echelon
   1. Year 2020
   2. Personal/Paid Project
   3. Collaborative
   4. Media: JavaScript, Web API’s, CSS

Synopsis: This is an ecommerce site, using only front-end JavaScript technology and HTML. Users can log on, add items to cart, checkout with PayPal, and receive confirmation, all using the built in Web API’s. I collaborated with the artist/brand to embody their image and bring to life their aesthetic. They gave me some examples, and I used that for the CSS design. The rest of the code, I simply came up with on the fly and then refactored it later, as I knew little JavaScript when I initially made this project. The best part is that you can check out with PayPal, and do not need to use credit card or other sensitive information.

1. 60 Days Full Stack
   1. 2020
   2. Personal/Portfolio Item
   3. Non-Collaborative; Personal development
   4. Media: HTML, XML, AJAX, JavaScript,3D renders, CSS, Vue.js, Node.js

Synopsis: This is a blog that I created to track my progress of a beginner developer to a full stack engineer. I started the challenge in 2020 and plan to complete it during the rest of the year. I want to see how many different programs I can create, using specific technologies. Some of the programs include, a THREE.js renderer, a calculator, a voice recorder, a budget maker, and a student loan calculator. The website itself is based on the design of the Nintendo Wii user interface. I used HTML audio features to add background music, and CSS gradients to match the colors as close to the Nintendo Wii Color Scheme. Hopefully, I will make visuals later, and perhaps document my progress in vlog format and post tutorials to video site like YouTube.

1. 2D JavaScript Game
   1. 2020
   2. Personal Project
   3. Non-Collaborative
   4. Media: JavaScript, HTML Canvas, CSS

Synopsis: This is a remake of the 2D Atari game, breakout, using only JavaScript and the HTML canvas. This was a good challenge in learning the 2d canvas feature of HTML, and I fell in love with the final product so much I plan to really personalize it later and perhaps add a high score or 3D element using backend technology. It was initially difficult to get the ball to move randomly, however using the “requestAnimationFrame” method helped keep the scene moving at 60 frames per second so that the ball appears to move smoothly and at random when it hits the paddle. Other additions I have considered are levels, sound effects, velocity change on paddle contact, and powerups (lasers, bomb, infinite lives).

1. Ticket Purchasing App
   1. 2020
   2. School Project, CMST 388 Fundamentals of JavaScript
   3. Personal Class Project
   4. Media: JavaScript, HTML, CSS

Synopsis: This was a school project for The Fundamentals of JavaScript (CMST 388). The purpose is to create a timed ticket app, that gives the user a time limit, and then allows them to purchase a graduation ticket, using input validations. The main features were the HTML Form, Regular Expressions, and The Time features of Web Browser. The professor gave us some great learning resources to complete the project, but using CSS, and other web API’s is how I made it my own. I added color changes for when the user puts in the wrong number, or types invalid amount of tickets. This was a great project as it has real world application. Much like my ecommerce store, I could add PayPal API into this and easily perform payment processing, or HTTP requests to further involve more information and user interface.

1. React App: To Do List
   1. 2020
   2. Personal
   3. Collaborative – Part of Course/Tutoring Service
   4. Media – React.js a JavaScript Front end Library, Bootstrap – CSS library

Synopsis: This is a To Do app that I created React which is an open source library for User interface. This is a simple project but is meant to show my ability and comprehension of React which is fast becoming the standard in User Interface. React has a steep learning curve, and it is good to show employers that you are well beyond that curve. This app combined Bootstrap CDN and React CDN links. This means I did not have to download any server side manipulation, I simply run the app from the client side using JavaScript links. My other projects will run on the server, using Node, but I wanted this in the portfolio to show a quick snippet of my growth as a UI developer that knows React.js.

1. Movie Poster
   1. 2020
   2. School Project CMST 325
   3. Non-Collaborative
   4. A picture containing sitting, motorcycle, street, parked

      Description automatically generatedMedia – Photoshop CC, Gradient Tools, Layer Masks

Synopsis: This project is a photoshop Movie poster made during my CMST 325 (Image editing) course. This poster is meant to mimic the way Hollywood movie posters include the movie elements using gradient tools, and layer masks in photoshop. I chose to recreate the story of Metroid Prime: Samus Aran into a live action movie starring Charlize Theron. The movie poster uses several images over a Space background blended into a forest and moon photo. The project did not take exceedingly long to complete however, the planning and overall theme was quite challenging. I had to find something that was believable, yet at the same time not dull or simplistic. I chose to use video game characters because finding royalty free images was easier, and the fact that they were cartoons, made it easier to blend, then real human images.

1. Motion Blur
   1. 2020
   2. School Project CMST 325
   3. Non-Collaborative
   4. Media – Photoshop CC, Motion Blur, Filters

A close up of a car

Description automatically generatedSynopsis: This project was a motion blur of a race car, using Photoshop CC. This is another project from Image Editing CMST 325. The purpose of the project was to use the motion blur tool and add pathways of motion to an image. I chose to use a stock car drifting on a track because the paths of motion were noticeably clear. The was non-collaborative and we had a lot of freedom to do what we wanted. I wanted to make mine look like an album cover or something that could be used in a promotion of a show or musical artist. I therefore changed the color intensity and inverted some colors to give it a starker look. The motion blur itself was quite simple and thus did not take up much of the time. The main part is making the image have a separate character from the original, so you understand the motion pathways in the new image.

1. Motion Logo
   1. 2020
   2. Personal Project
   3. Non-Collaborative
   4. A picture containing clock

      Description automatically generatedMedia – Illustrator CC, Shading and Motion Gradients

Synopsis: This is a personal project, that I made in 2020 as well, to advance upon the motion blur project. I used a gradient tool in Illustrator CC and blended two pieces of text together. After that I increased the steps between the images so that it looked like an infinite gradient. I changed the background to be the same color as the back text so that it looks like the letters are protruding from the page. I choose to use this as the Favicon for my portfolio, and I would also like to use this image perhaps as a formal piece. I feel the gradient tool in photoshop is useful in blending images, but the gradient tools in Illustrator are much more powerful, since they can blend negative space, and even alter the final product in terms of filters or even perspective.

1. Nokia 3310 ACRO\*
   1. 2019
   2. Personal Project – T-shirt Design
   3. Non-Collaborative
   4. Screen of a cell phone

      Description automatically generatedMedia – Photoshop CC, Match Font, Layer Masks

Synopsis: This is a personal project from 2019, that is essentially a T-shirt design that I made using the font match tool and layer masks in Photoshop. ACRO\* is an imprint I use. It means above the minimal and is something I stand for in terms of creating and collaborating with others. The image is that of the Nokia 3310 which is the famed brick phone from the late 90’s. This device is very well known for its battery life, and pop culture relevancy as the first phone with text messaging. I input my logo as a way of creating some nostalgia. The piece represents how simple and blunt the older technology was and how this is the approach we need to take towards creating and designing media today. Blunt. Direct. Simple. I like the older Nokia phones, and mobile devices as they do not muddy themselves with excessive technical ability and have bold design that is hard to replicate.