Vivian Young
12/5/22

# Final Project Write Up

## 1 Write-up

The goal of your write-up is to clearly convey the work you did on this project (i.e., make it VERY clear to your TAs how to evaluate your work). The following will also be useful to you when you showcase it. **In your write-up, please clearly mark each part (i.e., Part 1, Part 2 and so on).**

(1) **Part 1:** In 300 words (only!) describe your website (We will stop reading at 300 words, so please be concise). Include the following:

This is a prototype of my portfolio website, which showcases my projects in educational game design. ***The website can fit desktop and iPhone SE mobile screens. There are also no errors in the WAVE check as shown in the Appendix below.*** Education game design is a niche interest that I wanted to focus on for the scope of this project. I want to show that I am both a user experience designer and an artist. My target audience are recruiters and hiring managers in the game industry. There is a homepage that lists the projects I worked on this semester. These can be clicked on to see more details. Each project page provides detailed information of the overview, role, research and design that was done. There is also an "About" page that shares my story as a career changer from accountant to designer. This contains a timelapse video of me sketching to show that I have illustration skills. I thought this was important to convey due to the rise of the AI art generator. There is controversy over AI art because it takes the artist's work to produce images and makes it difficult to distinguish whether the human or machine is creating the work. I wanted to explore how artists can adapt to this new environment and find ways to express myself without being confused with a machine. I also created a "Resume" page that shows a copy of my resume. The website is engaging because there are captioned videos that are activated on hover and play music. For example, the project page contains fun game trailers and the project detail pages contain time lapses of my prototyping and artwork. I also used motion for my titles and descriptions in my website to make the transition to pages more elegant.

(2) **Part 2:** Use a bulleted list to describe how a user would interact with your website. For each item in your list, state
- the interaction type you implemented
- how we should reproduce it (e.g., click on X on page Y, or scroll on page X, etc.)

- I created a hover feature for videos. To reproduce it, simply hover your mouse over the screen and the video should play when the mouse enters the screen.

- Faded animation for the header of each page. To reproduce it, refresh the browser or enter the link in a new browser and the header should fade in.

- Toggle animation for the descriptions of each page. To reproduce it, refresh the browser or enter the link in a new browser and the header should fade in.

- Bold the "See Project" links on the Projects page. To reproduce it, simply hover your mouse over the screen and the font should turn bold when the mouse hovers over the link.

- I added a web responsive navigation bar for the “project”, “about”, and “resume” pages. To reproduce it, go to the top of the page and click on the buttons on the navigation bar in a “responsive” and “iPhone SE” screen size.

(3) **Part 3:** Describe what external tool you used (JavaScript library, Web API, animations, or other). Following the bulleted list format below, reply to each of the prompts. (We will stop reading at the 4th sentence, so please be concise)

- I used JQUERY and CSS Bootstrap as external tools.
- I used these because these tools were user friendly and they were easy to understand how to use.
- I used JQUERY to create the animations and hover features, while I used CSS Bootstrap to create a web responsive navigation bar.
- These created animations that increased engagement with the user and made it easier to navigate in different screen sizes.

(4) **Part 4:** Describe how you iterated on your prototypes, if at all, including any changes you made to your original design while you were implementing your website. (4-8 sentences max)

I originally planned on designing the “About” page only. However, I realized that was not enough information to convey in a portfolio website. Based on feedback from my TA and classmates, I added project pages and a resume page to make the website feel more complete. It worked out because I had already been working on the content of my portfolio outside of this class, so I had the information ready to put in my coding files. I also did portfolio reviews with professional user experience designers which helped me update the project information in a more professional manner.

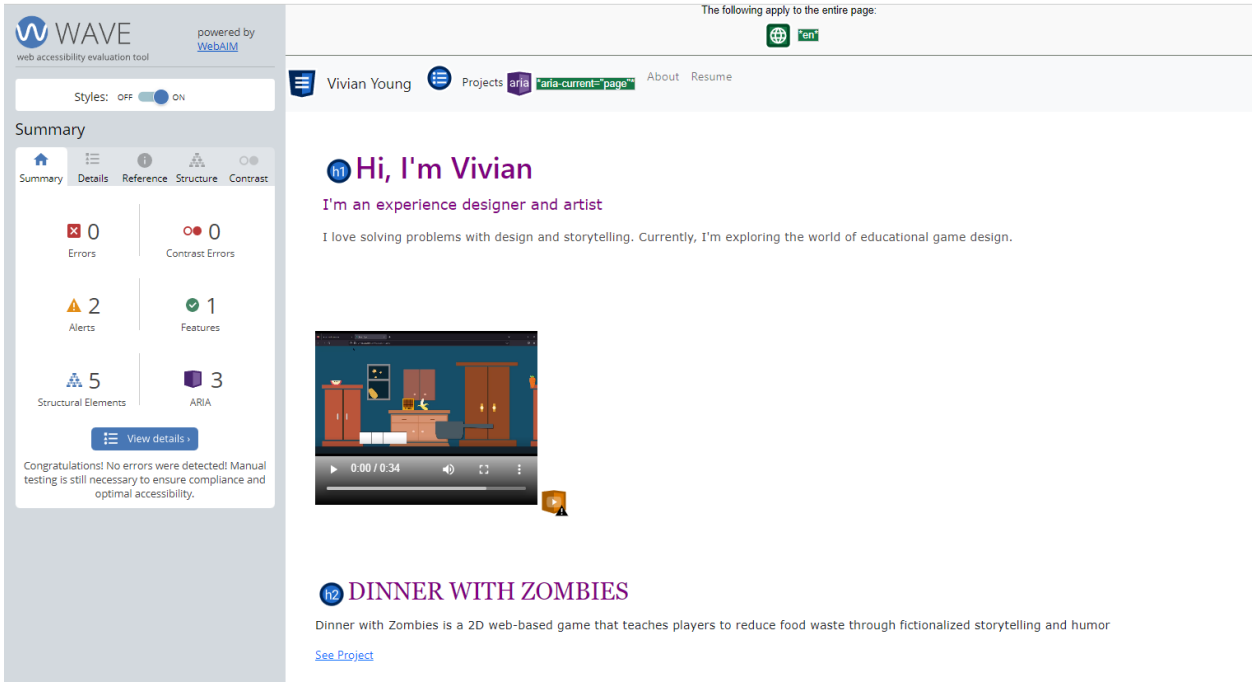
(5) **Part 5:** What challenges did you experience in implementing your website? (2-4 sentences max)

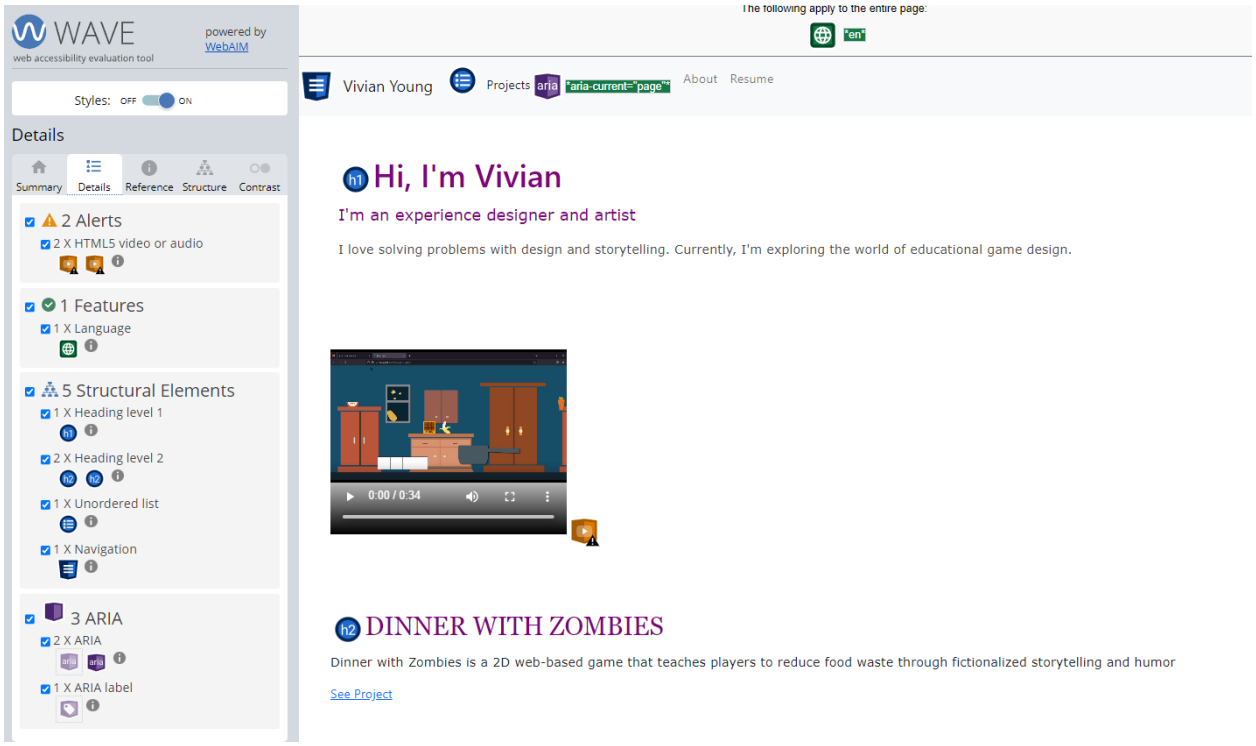
I experienced challenges in creating consistent designs across multiple web pages. There was also a lot of information I was trying to convey, so it took a while to organize the information in a clear and visually appealing way. I also had difficulty making each page web responsive in both the iPhone SE and desktop screen.

# Appendix

## WAVE Check Screenshots- No Errors

Projects Page



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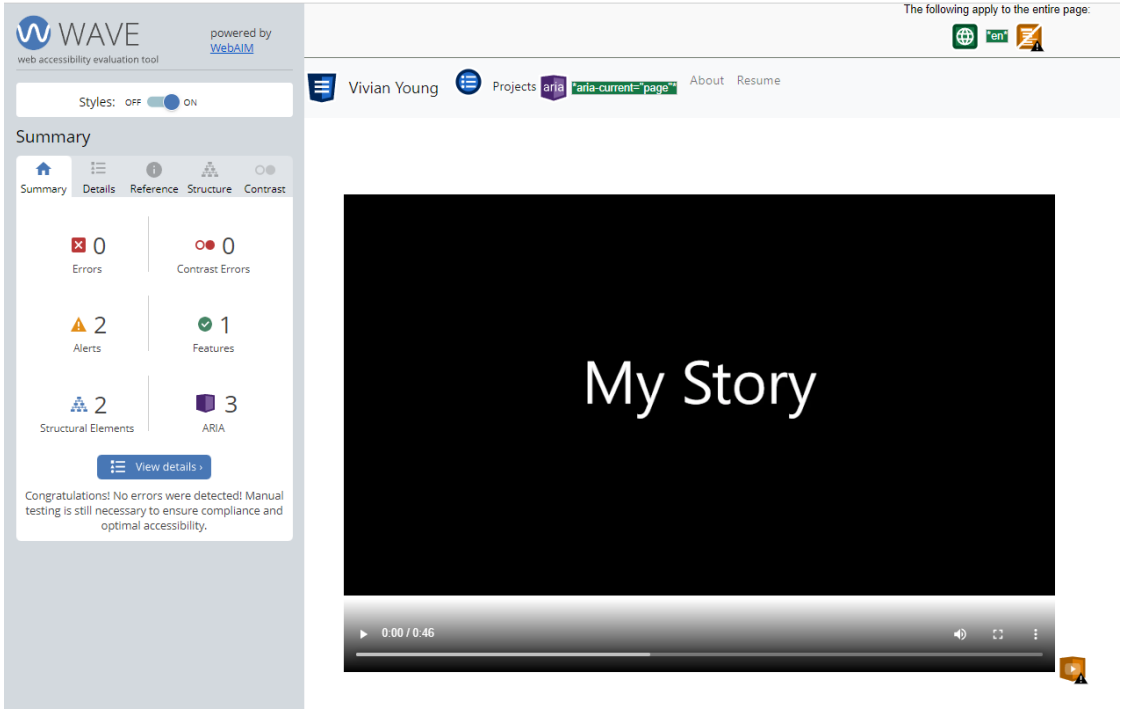
About Me Page



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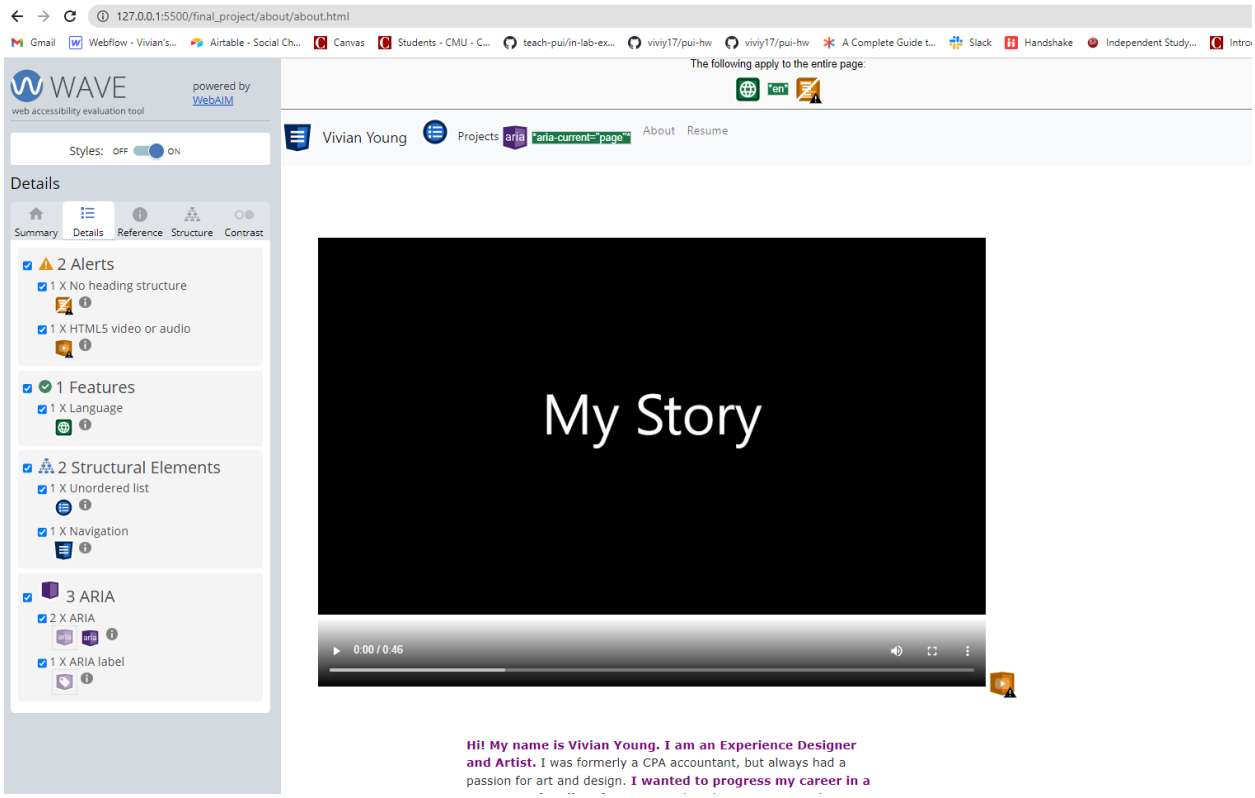
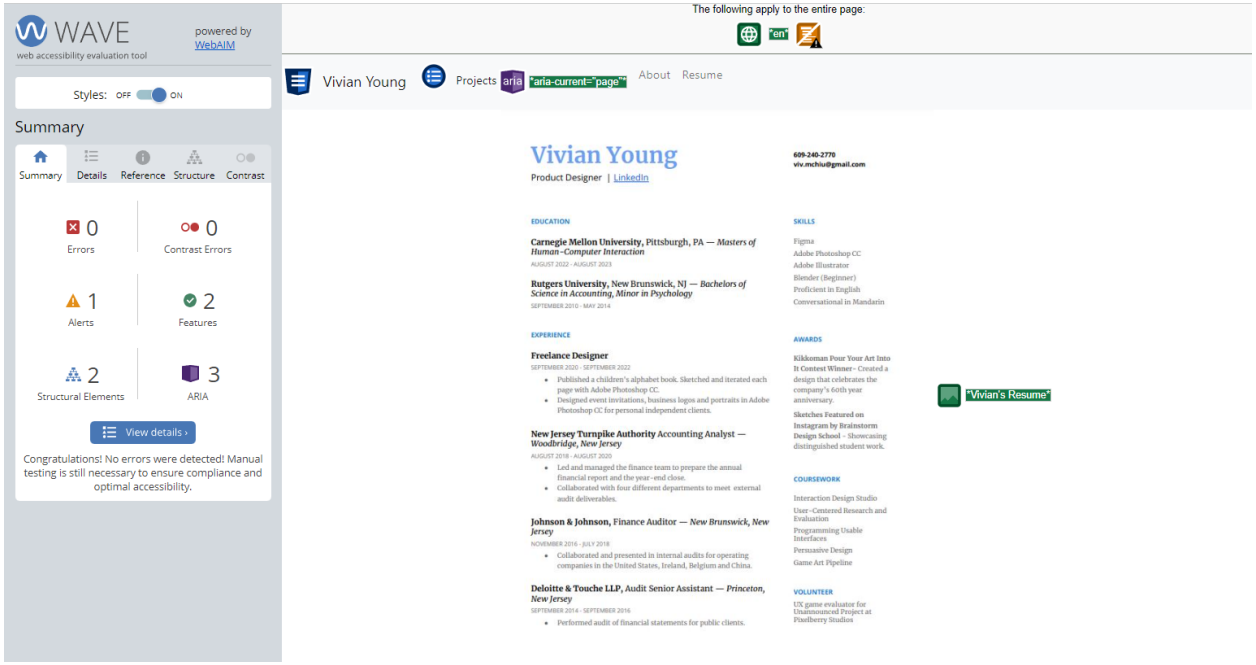
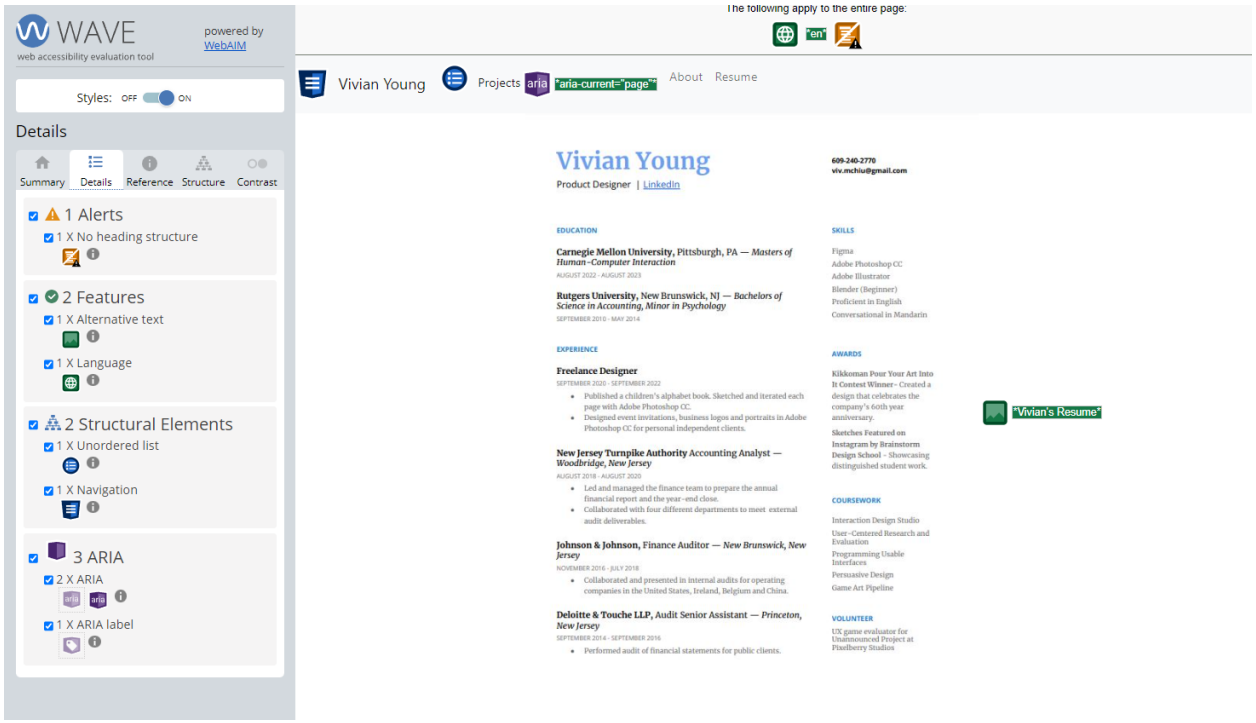


# Resume Page


WAVE
web accessibility evaluation tool
powered by WebAIM
Styles: OFF ON
Summary
Summary Details Reference Structure Contrast
0 Errors
0 Contrast Errors
1 Alerts
2 Features
2 Structural Elements
3 ARIA
View details ›
Congratulations! No errors were detected! Manual testing is still necessary to ensure compliance and optimal accessibility.
The following apply to the entire page:
"en"
Vivian Young
Projects
aria
"aria-current="page""
About
Resume
Vivian Young
Product Designer | LinkedIn
609-240-2770
viv.mchiu@gmail.com
EDUCATION
Carnegie Mellon University, Pittsburgh, PA — Masters of Human-Computer Interaction
AUGUST 2022 - AUGUST 2023
Rutgers University, New Brunswick, NJ — Bachelors of Science in Accounting, Minor in Psychology
SEPTEMBER 2010 - MAY 2014
EXPERIENCE
Freelance Designer
SEPTEMBER 2020 - SEPTEMBER 2022
Published a children's alphabet book. Sketched and iterated each page with Adobe Photoshop CC.
Designed event invitations, business logos and portraits in Adobe Photoshop CC for personal independent clients.
New Jersey Turnpike Authority Accounting Analyst — Woodbridge, New Jersey
AUGUST 2018 - AUGUST 2020
Led and managed the finance team to prepare the annual financial report and the year-end close.
Collaborated with four different departments to meet external audit deliverables.
Johnson & Johnson, Finance Auditor — New Brunswick, New Jersey
NOVEMBER 2016 - JULY 2018
Collaborated and presented in internal audits for operating companies in the United States, Ireland, Belgium and China.
Deloitte & Touche LLP, Audit Senior Assistant — Princeton, New Jersey
SEPTEMBER 2014 - SEPTEMBER 2016
Performed audit of financial statements for public clients.
SKILLS
Figma
Adobe Photoshop CC
Adobe Illustrator
Blender (Beginner)
Proficient in English
Conversational in Mandarin
AWARDS
Kikkoman Pour Your Art Into It Contest Winner - Created a design that celebrates the company's 60th year anniversary.
Sketches Featured on Instagram by Brainstorm Design School - Showcasing distinguished student work.
COURSEWORK
Interaction Design Studio
User-Centered Research and Evaluation
Programming Usable Interfaces
Persuasive Design
Game Art Pipeline
VOLUNTEER
UX game evaluator for Unannounced Project at Pixelberry Studios
"Vivian's Resume"


WAVE
web accessibility evaluation tool
powered by WebAIM
Styles: OFF ON
Details
Summary Details Reference Structure Contrast
1 Alerts
1 X No heading structure
2 Features
1 X Alternative text
1 X Language
2 Structural Elements
1 X Unordered list
1 X Navigation
3 ARIA
2 X ARIA
1 X ARIA label
The following apply to the entire page:
"en"
Vivian Young
Projects
aria
"aria-current="page""
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Vivian Young
Product Designer | LinkedIn
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viv.mchiu@gmail.com
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Persuasive Design
Game Art Pipeline
VOLUNTEER
UX game evaluator for Unannounced Project at Pixelberry Studios
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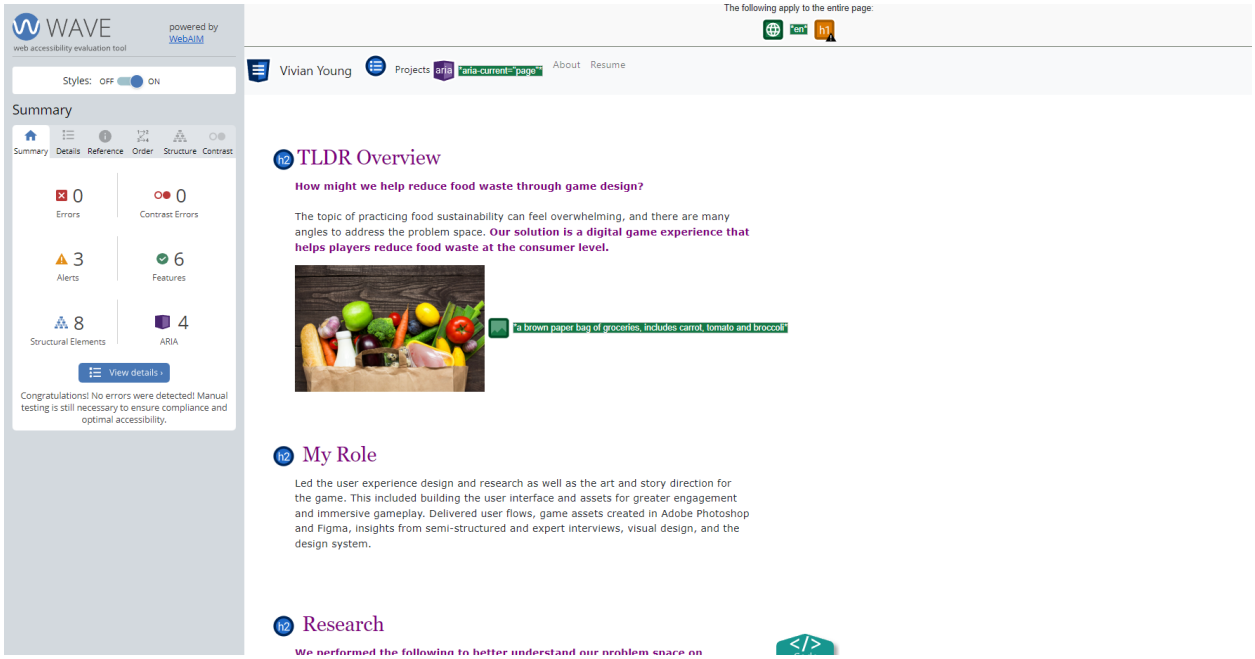
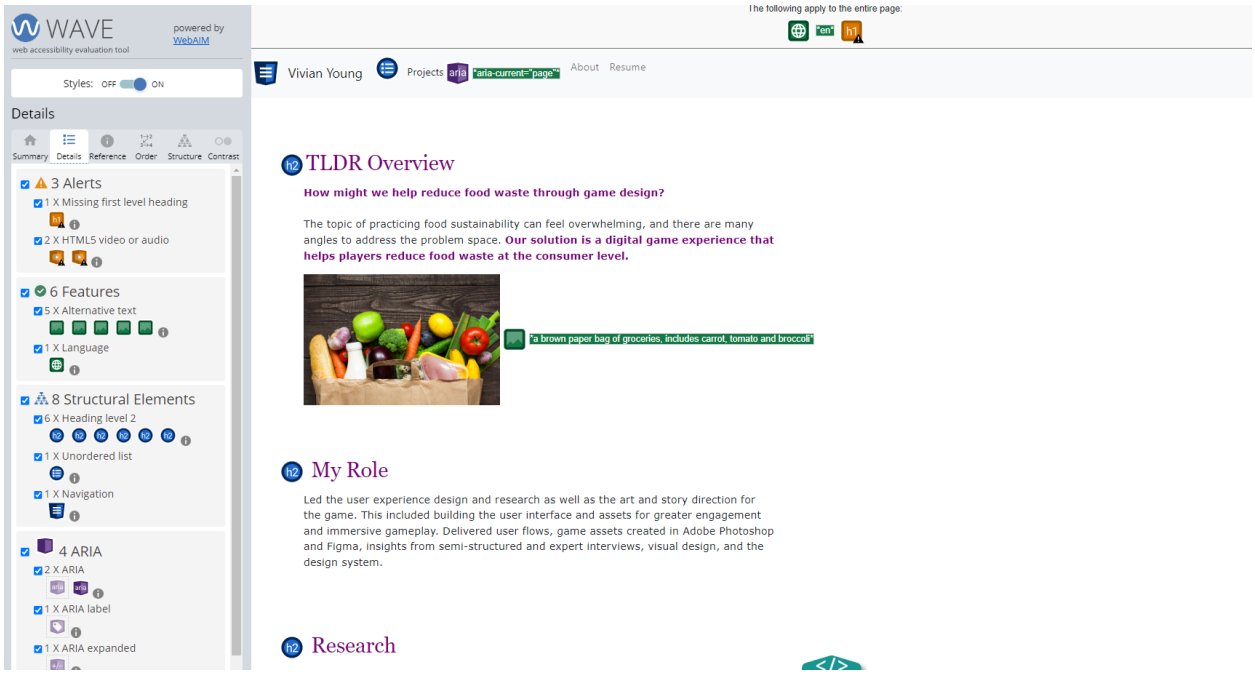
# Dinner with Zombies Project Page



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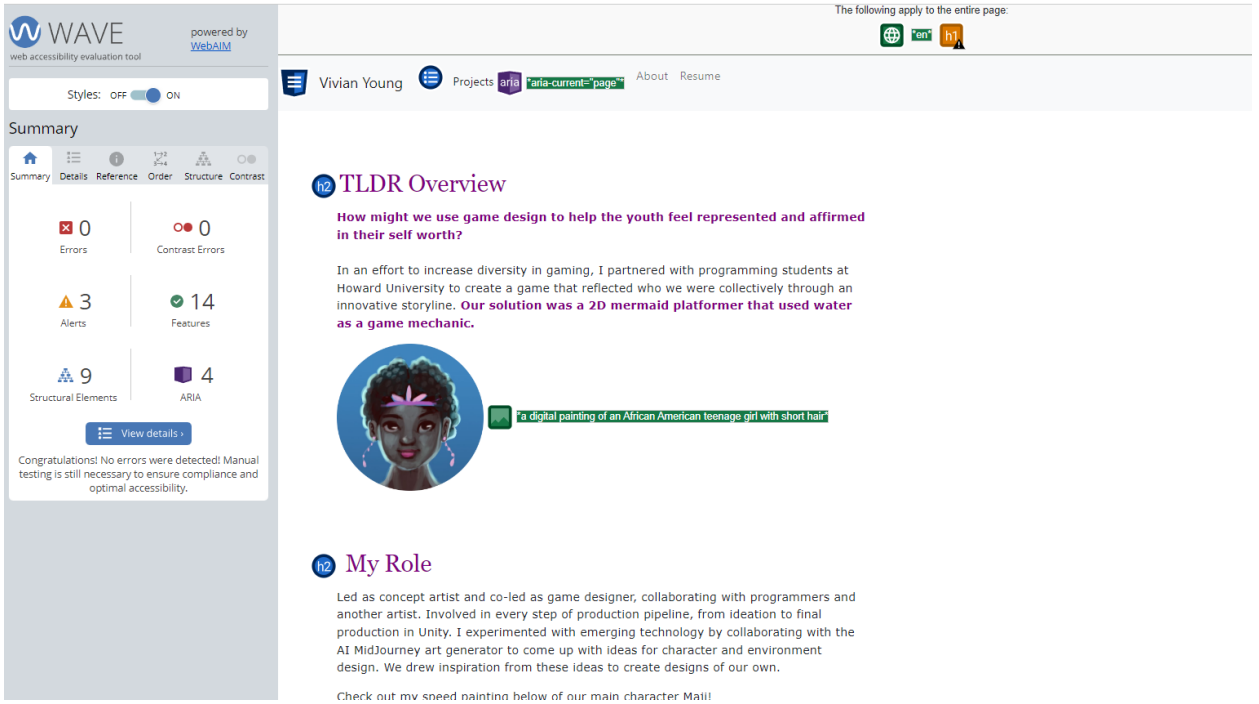
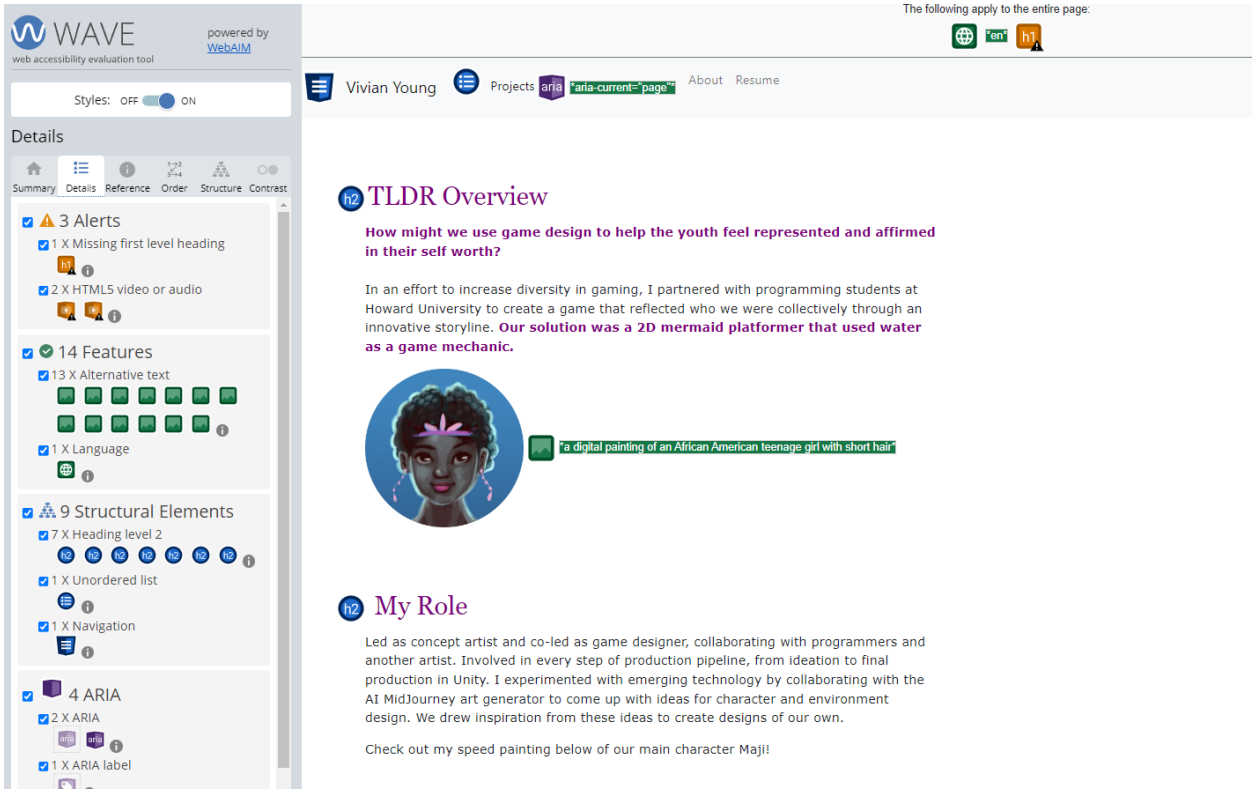
# Maji Project Page



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