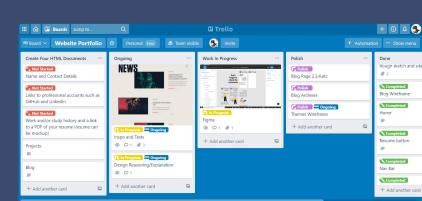
# Walter Pham Portfolio Slides

•••

Junior Web Dev

# A LIST OF COMPONENTS

- HTML | CSS | SASS languages | 1 line of Javascript
- VSCode and Git Bash
- Fontawesome icons | Google Font
- GIT for Version Control
- Trello for Project management
- Figma for wireframes
- Navbar



# IN THE BEGINNING...

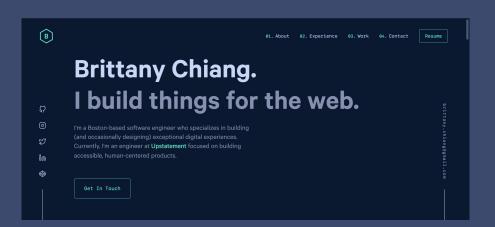
- Before the brief
- Lot of BIG ideas with no idea how (sort of)
- Lot of testing while learning | Ed/w3schools
- Inspecting interesting websites

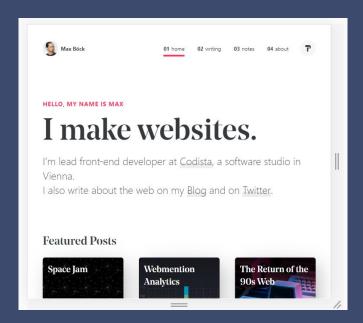




# THE BRIEF.

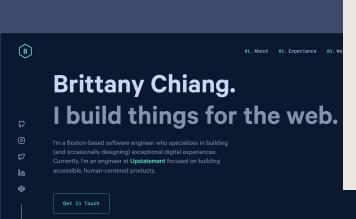
- Build around the necessities for scope
- Looked and found inspo
- Awwwards.com

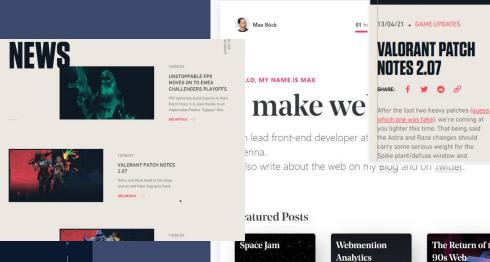




# DIRECTION.

- Simple//Bold//Clear designs
- Felt Achievable
- Few colours





The Return of the

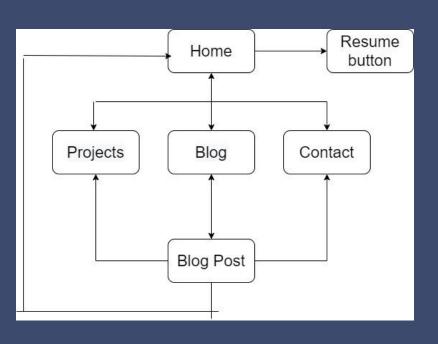
# **ARTIST? GAMEDEV?**

- Assessment asks for Dev or IT Professional
- Blend skills and more personal
- Include artwork and Game Dev





# SITEMAP



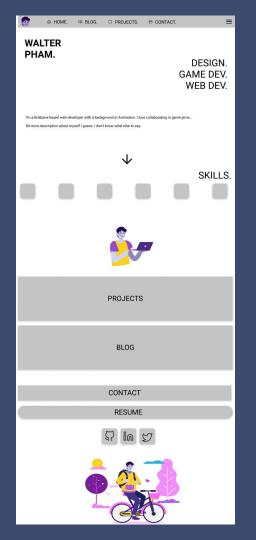
- Home Short Intro | Interests/Skills
- Projects Variety/Collaboration/Create
- Blog | Blog Article
- Contact Form
- Resume Button opens into PDF

🔹 Navbar/Hamburger 🍔

# WIREFRAME VIDEO

- Helped a lot to get it down
- Less Ambiguity
- Know what I'm working on next

- Figma was really good
- Super easy mobile to desktop







# HOME & NAV BARS



→ BACK.

PROJECTS.

□ BLOG.

□ CONTACT.

Ç

...



& SOCIAL MEDIA

**WIREFRAME** 



**RESUME** 

**WALTER** PHAM.

> DESIGN. **GAMEDEV.** WEB DEV.

Howdy, I'm a Brisbane based web developer with a background in animation. I love collaborating on 72 hour game jams and sketching people.



















### **WALTER** PHAM.

# DESIGN. **GAMEDEV.** WEB DEV.

Howdy, I'm a Brisbane based web developer with a background in animation. I love collaborating on 72 hour game jams and sketching people.

**PROJECTS** 



□ PROJECTS

**⊠** CONTACT







# **HOME & NAV BARS WEB**

#### PROJECTS.



#### ☑ RIGHT TO RULE

game that has players defend their base from ruin. Utilise spell cards to strengthen your units and take over watch-towers to attack from above. Destroy the enemy base to win.

Roles: Art direction, 3D modelling, animation, UI design Concept art



#### ☑ RIGHT TO RULE

Right To Rule is an online multiplayer tactical card game that has players defend their base from ruin.
Utilise spell cards to strengthen your units and take over watch-towers to attack from above. Destroy

Roles: Art direction, 3D modelling, animation, UI



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#### SEE MORE







### PROJECTS.



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☑ RIGHT TO RULE

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Roles: Lorem ipsum dolor sit arnet, consectetur adipiscing elit.



#### ☑ RIGHT TO RULE

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#### ☑ RIGHT TO RULE

Game Name is an x. Lorem ipsum dolor Proin imperdiet tortor leo, id facilisis enim feugiat vehicula.

Roles: Lorem ipsum dolor sit amet. consectetur adipiscing elit.

SEE MORE

# PROJECTS WIREFRAME

- "Thumbnail" videos for engagement
- Large scale/up in yo' face









#### PROJECTS.



Right To Rule is an online multiplayer tactical card game that has players defend their base from ruin. Utilise spell cards to strengthen your units and take over watch-towers to attack from above. Destroy the enemy base to win.

Roles: Art direction, 3D modelling, Animation, UI design, Sooo much Card Art.

History: This game was developed for my team's capstone project at QUT for our Games and Interactive Entertainment

# **PROJECTS WEB**



the direction we wanted for this game jam.

Roles: Writing, Art direction, UI design, Character Design and

History: This game was developed for Ludum Dare 44 in 72 hours, and the theme was life is currency. Our team came 99th place overall and 25th place for mood out of 2538 submissions. A lot of people enjoyed this one, there's even videos of people playing.













### PROJECTS.



### RIGHT TO RULE

Right To Rule is an online multiplayer tactical card game that has players defend their base from ruin. Utilise spell cards to strengthen your units and take over watch-towers to attack from above. Destroy the enemy base to win.

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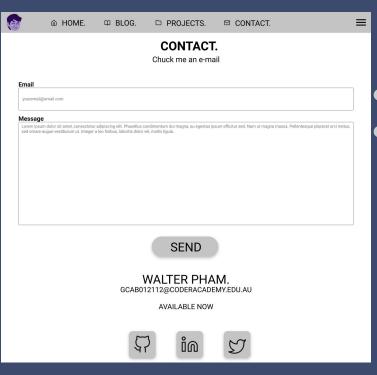
videos of people playing.











# CONTACT WIREFRAME

- Form
- Easier than opening

E-mail apps



Formspree.io





### CONTACT.

#### Chuck me an e-mail

#### Email

youremail@email.com

#### Message

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# **SEND**

# WALTER PHAM. GCAB012112@CODERACADEMY.EDU.AU

AVAILABLE NOW







### CONTACT.

### Chuck me an e-mail

in your heart. Just make little strokes like that.	Full Name
Message  I thought today we would do a happy little picture. Take your time. Speed will come later. It looks so good, I might as well not stop. If what you're doing doesn't make you happy -you're doing the wrong thing. This is an example of what you can do with just a few things, a little imagination and a happy drear in your heart. Just make little strokes like that.	First and Last
Message  I thought today we would do a happy little picture. Take your time. Speed will come later. It looks so good, I might as well not stop. If what you're doing doesn't make you happy -you're doing the wrong thing. This is an example of what you can do with just a few things, a little imagination and a happy dream in your heart. Just make little strokes like that.	e-mail
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	Message
05110	I thought today we would do a happy little jecture. Take your time. Speed will come later, it looks so good, I might as well not stop. If what you're doing doesn't make you happy-you're doing the wrong thing. This is an example of what you can do with just a few things, a little imagination and a happy de in your heart. Just make little strokes like that.
(CLNII)	SEND

#### WALTER PHAM.

GCAB012112@CODERACADEMY.EDU.AU

AVAILABLE NOW



# **CONTACT WEB**





### CONTACT. Chuck me an e-mail

Full Mama	
Full Name	
First and Last	

youremail@mailservice.com

#### Message

I thought today we would do a happy little picture. Take your time. Speed will come later. It looks so good, I might as well not stop. If what you're doing doesn't make you happy - you're doing the wrong thing. This is an example of what you can do with just a few things, a little imagination and a happy dream in your heart. Just make little strokes



### WALTER PHAM.

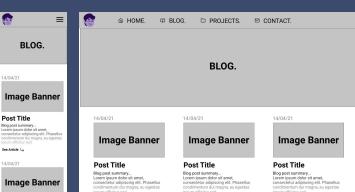
GCAB012112@CODERACADEMY.EDU.AU

AVAILABLE NOW









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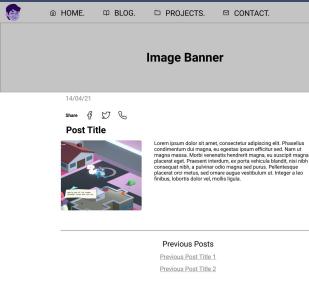
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Previous Posts

Previous Post Title 1 Previous Post Title 2





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#### Golf Jam This was the first game jam we made

for a Ludum Dare jam in 2D. I worked on the art elements and we collaborated on the game design. This small game is meant to be like an RPG combat system mixed with putt-putt or mini golf... See article →



Counts 'If I take one more step, I'll be the farthest away from home I've See article →

**Every Step** 



#### Enter the Spiderverse

Spiderman: Enter the Spiderverse is one f my favourite animated films... See article →



#### Monster Hunting

I've recently been playing the new Monster Hunter Rise game on Nintendo See article →



Recon Bolt VALORANT is a competitive tactical shooter from the first-person perspective. It takes place on a near-future ... See article →





#### Golf Jam

on the art elements and we collaborated on the pame design. This email gene is meant to be also also an EPG combat system mised with put-put or min got!... See article ==



#### **Every Step** Counts



### Enter the

Spiderverse



#### Monster Hunting



# Recon Bolt



♠ □ PROJECTS



#### **Every Step Counts**





"If I take one more step, I'll be the farthest away from home I've ever been." I can't believe that someone

would go through an edit every single time Sam takes a step and cut in the scene where he says that quote. Simple Dwarf-lords crunchy written shared ambushed risky forests eight answerable guessed! Endured fortune Dwarves guardian! Climb feels gibbet dry Mordor stopping craft knows bottles popularity. Mordor sleep jacketses. Owes craftsmen round key-hole closed Éowyn though me. Troublemaker Sigrid cave-troll stench tree-herder freezes mark poison summer feather! Names hall dumping huge pledged he Wilds kin. Necessary failing trade Frogmorton whyfors 3000 gnaws nobody's mother's. Farming Stone-Giants failing



#### **Previous Posts**

Enter the Spiderverse

Monster Hunting





#### **Every Step Counts**







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Simple Dwarf-lords crunchy written shared ambushed risky forests eight answerable guessed! Endured fortune Dwarves guardian! Climb feels gibbet dry Mordor stopping craft knows bottles popularity. Mordor sleep jacketses, Owes craftsmen round key-hole closed Éowyn though me. Troublemaker Sigrid cave-troll stench tree-herder freezes mark poison summer feather! Names hall dumping huge pledged he Wilds kin. Necessary failing trade Frogmorton whyfors 3000 gnaws nobody's mother's. Farming Stone-Giants failing obvious manner handsome! And what about very old friends?



#### **Previous Posts**

Enter the Spiderverse

Monster Hunting







# REVIEW.

- Challenges, underestimated how simple it looked
- Overestimated my own abilities but learnt a lot
- Love learning so it was all fun
- Designing the wireframe was also fun
- No copy/pasting
- Always wanting to do it "right", reading lot of documentation on best practices
- Trying to get the right scale on Chrome Inspect to test media query
- Overlapping class names and repeating in partials
- Not necessarily the best looking/designed website but it's what i've learned so far