Walter Pham Portfolio Slides

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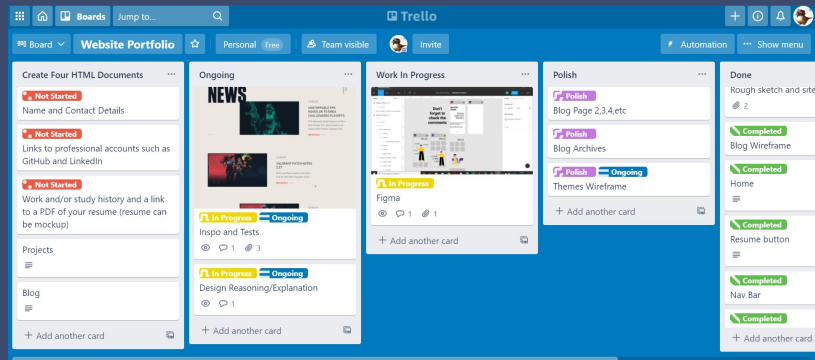
Junior Web Dev

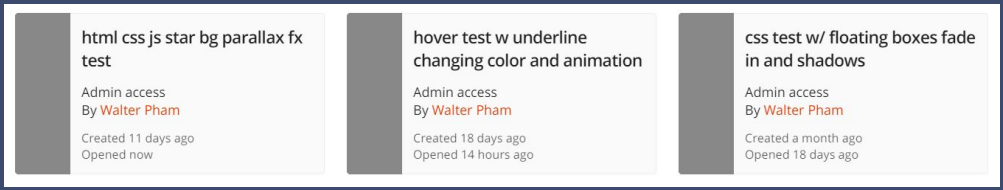
A LIST OF COMPONENTS

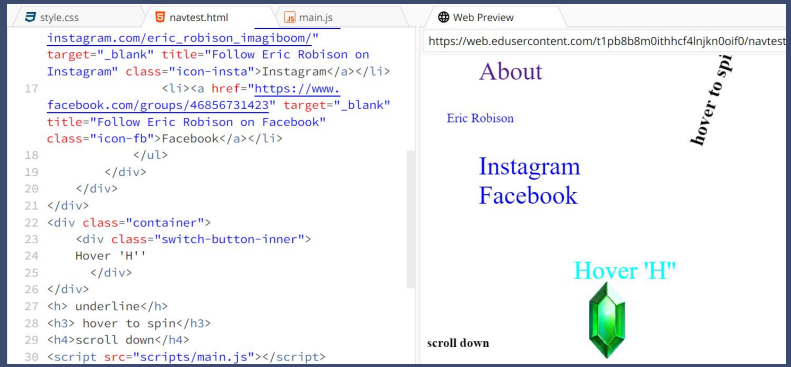
- HTML | CSS | SASS languages | 1 line of Javascript
- VSCode and Git Bash
- Fontawesome icons | Google Font
- GIT for Version Control
- Trello for Project management
- Figma for wireframes
- Navbar



IN THE BEGINNING...

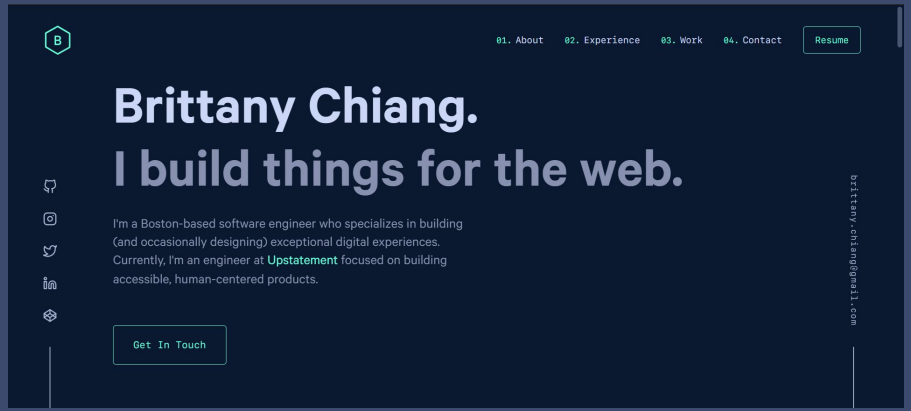
- Before the brief
- Lot of BIG ideas with no idea how (sort of)
- Lot of testing while learning | Ed/w3schools
- Inspecting interesting websites

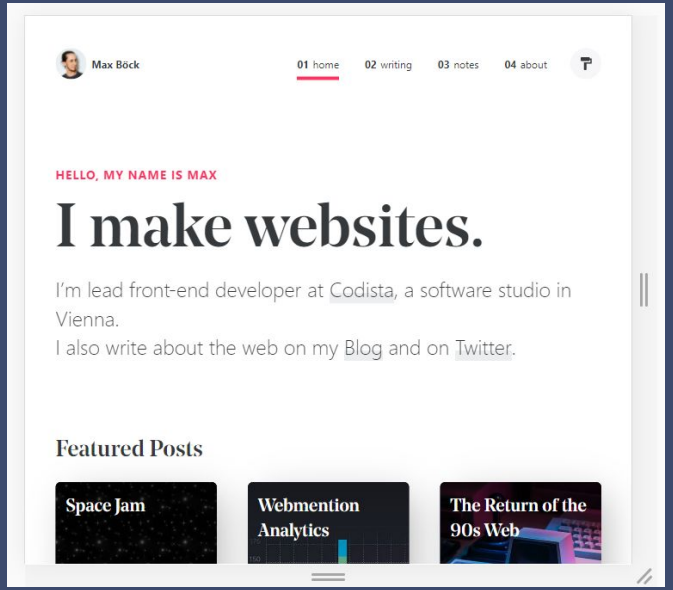




THE BRIEF.

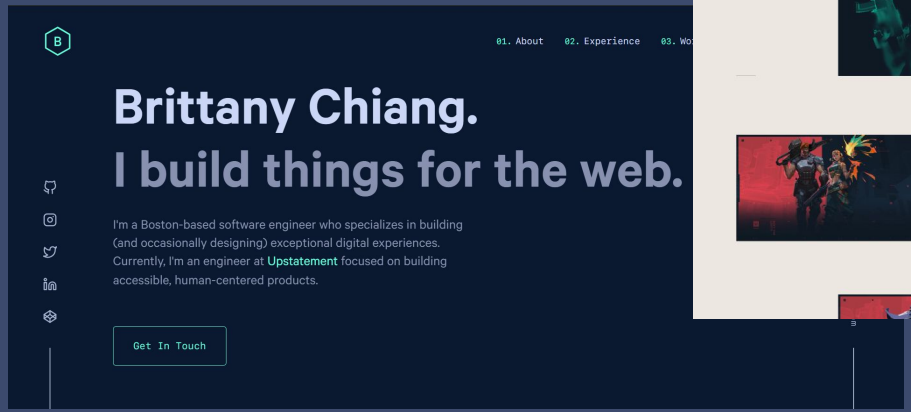
- Build around the necessities for scope
- Looked and found inspo
- Awwwards.com

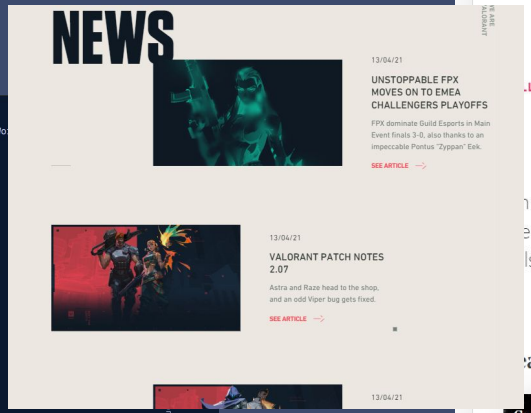


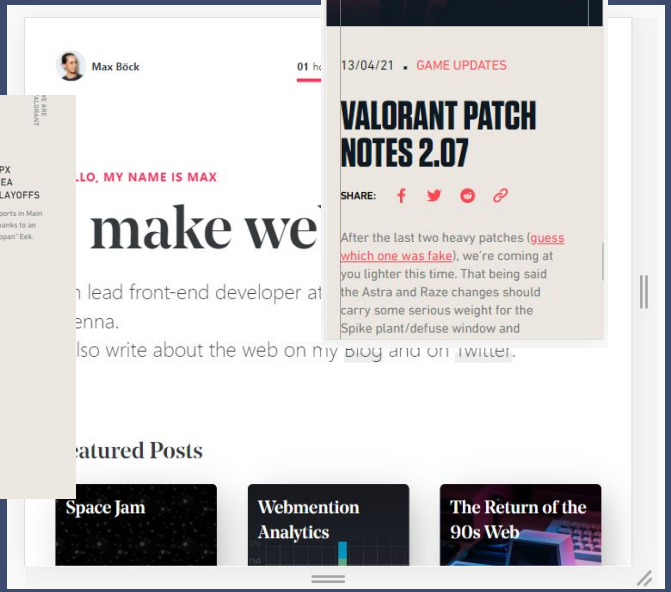


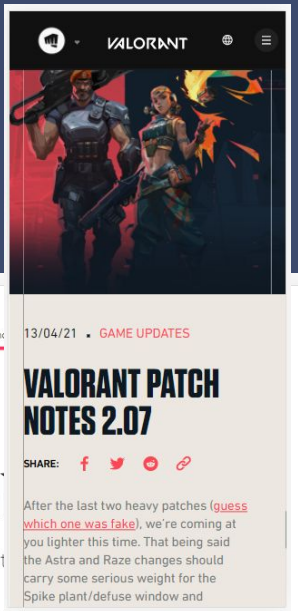
DIRECTION.

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





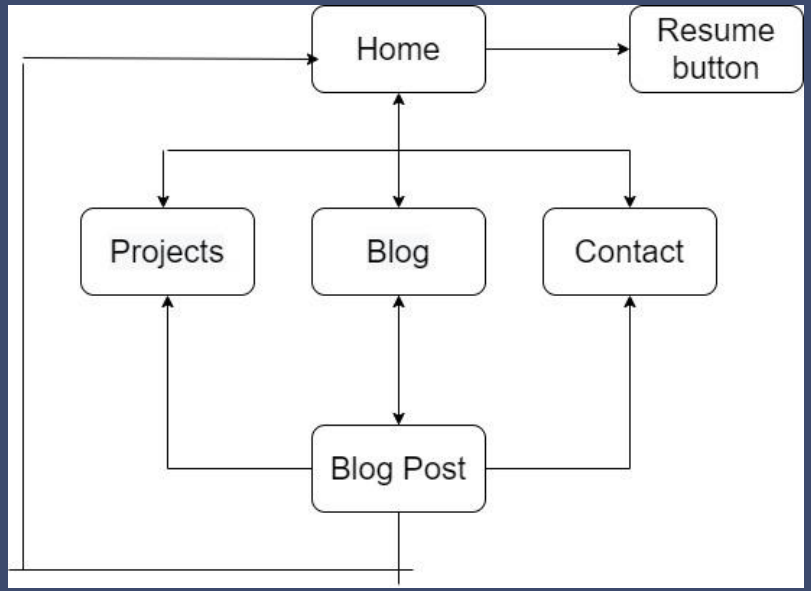




ARTIST? GAMEDEV?

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

SITEMAP



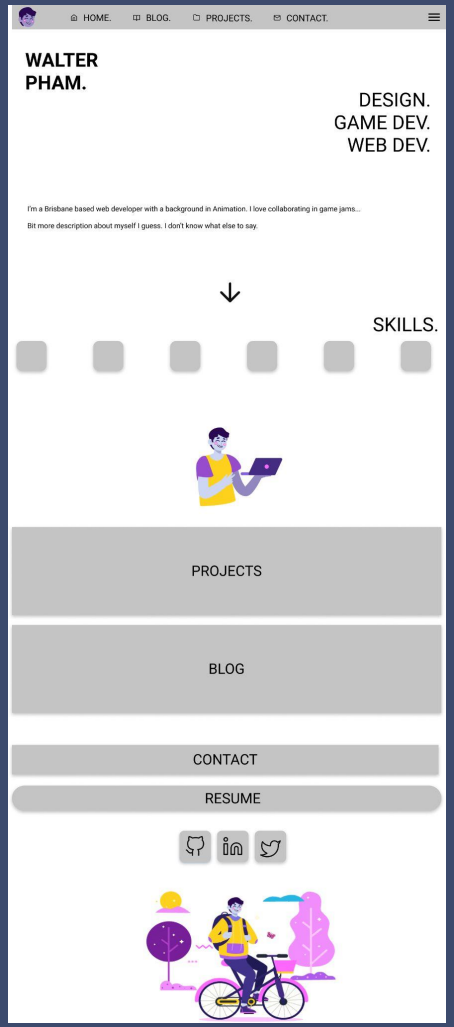
- Home - Short Intro | Interests/Skills
- Projects - Variety/Collaboration/Create
- Blog | Blog Article
- Contact Form
- Resume Button opens into PDF

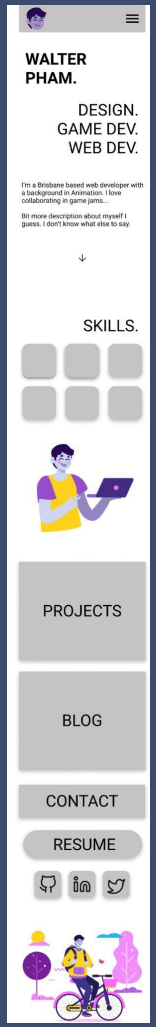
- Navbar/Hamburger 🍔

WIREFRAME VIDEO

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

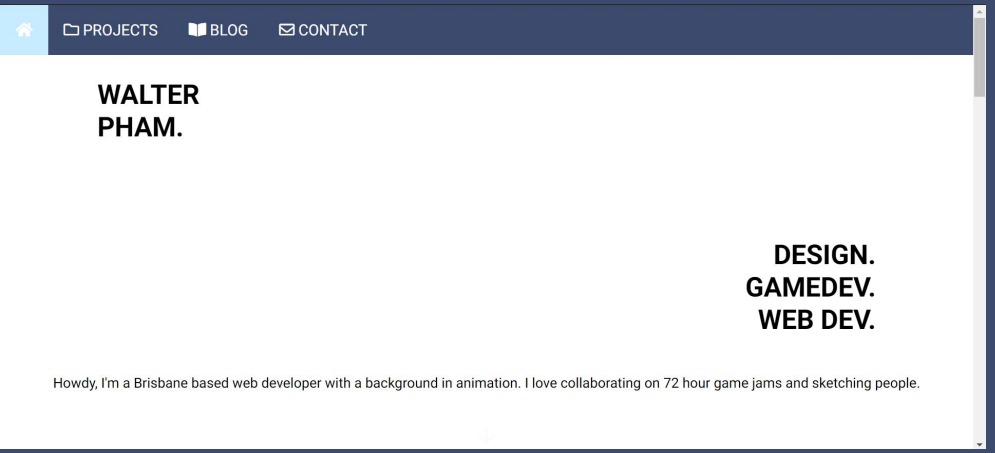
- Figma was really good
- Super easy mobile to desktop

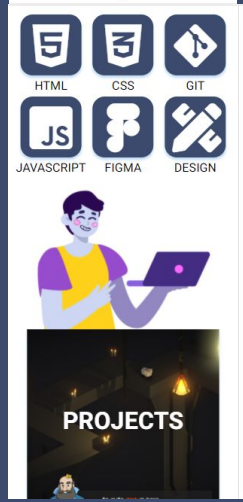


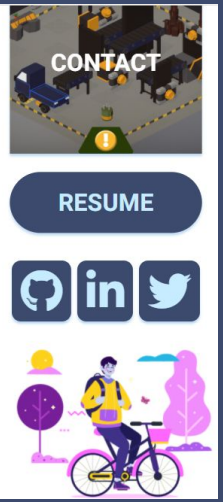


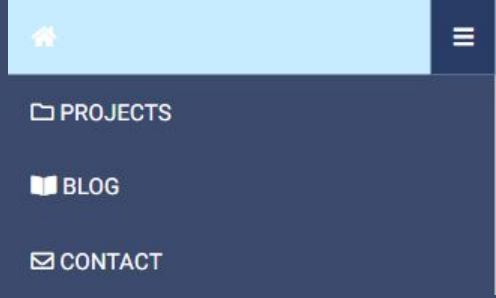
HOME & NAV BARS

& SOCIAL MEDIA WIREFRAME

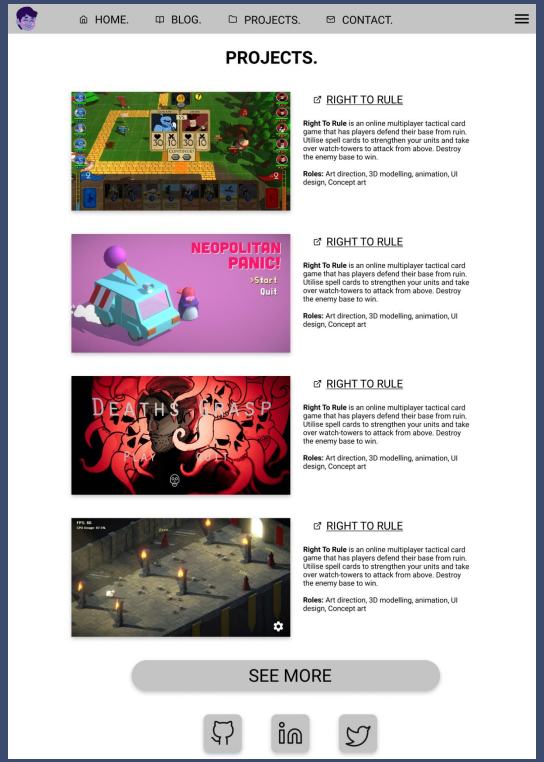


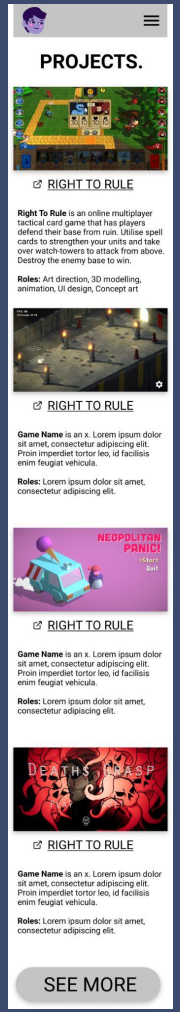






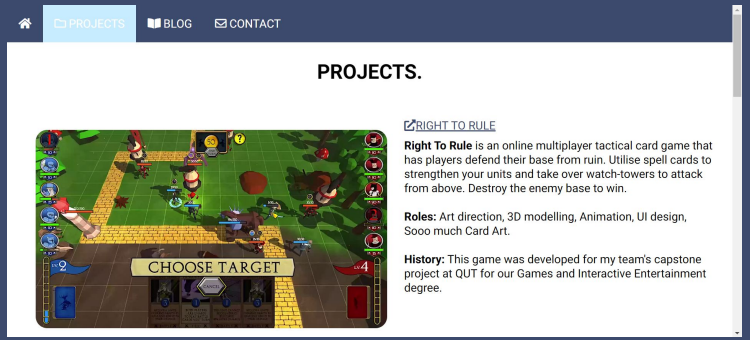
HOME & NAV BARS WEB

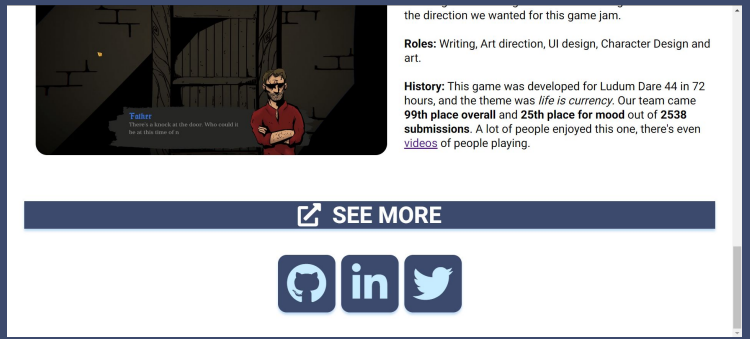




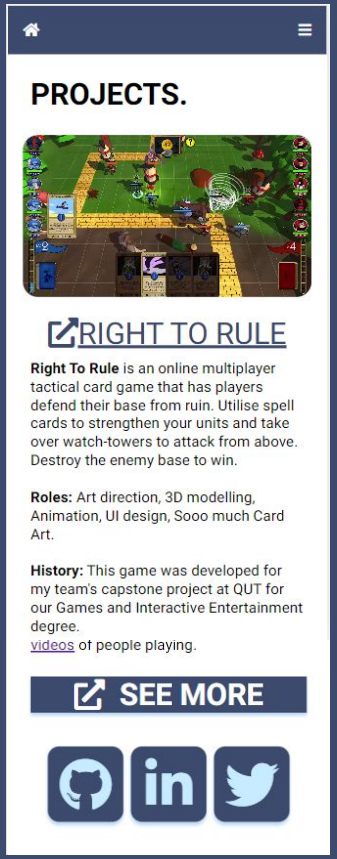
PROJECTS WIREFRAME

- “Thumbnail” videos for engagement
- Large scale/up in yo’ face

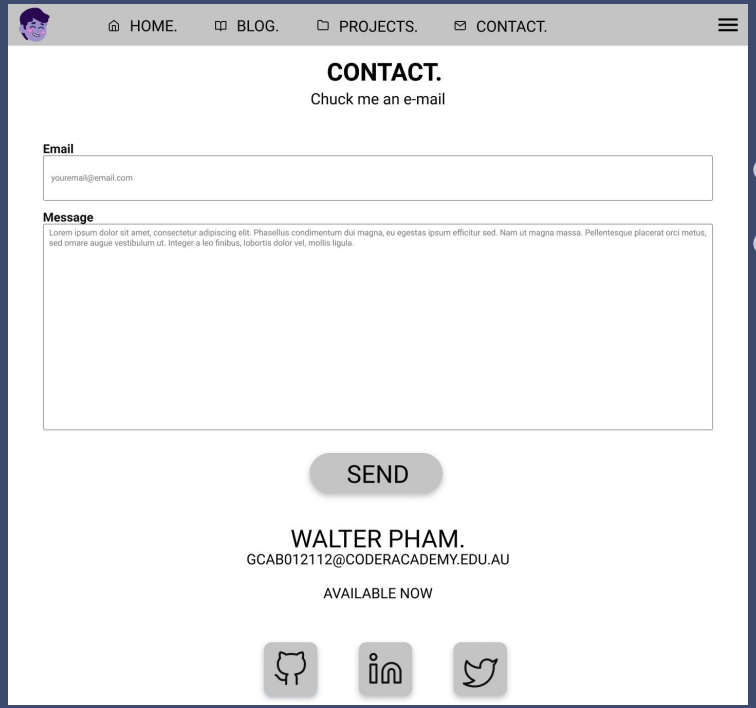




PROJECTS WEB



CONTACT WIREFRAME



- Form
- Easier than opening

E-mail apps

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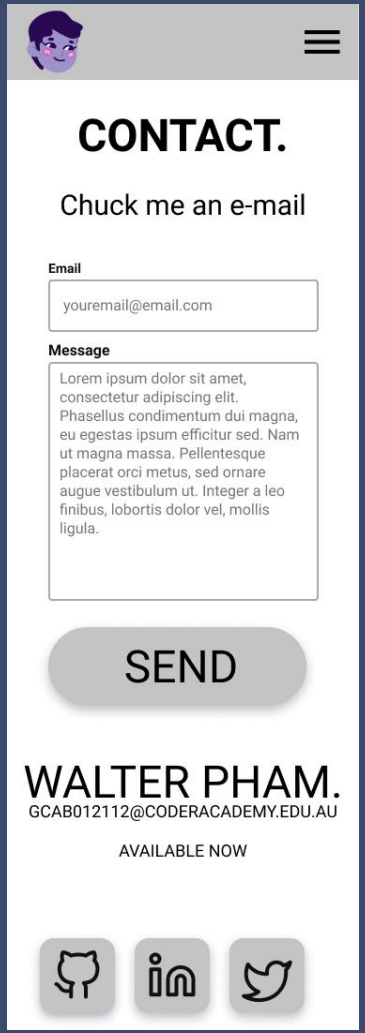
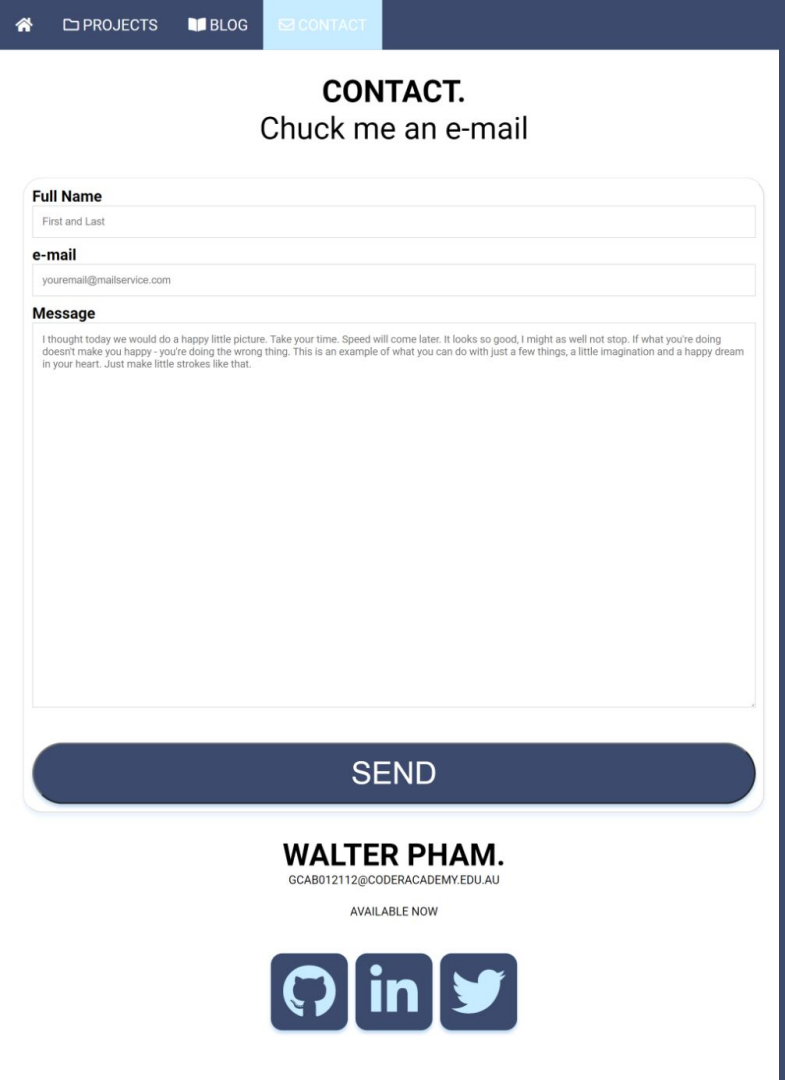
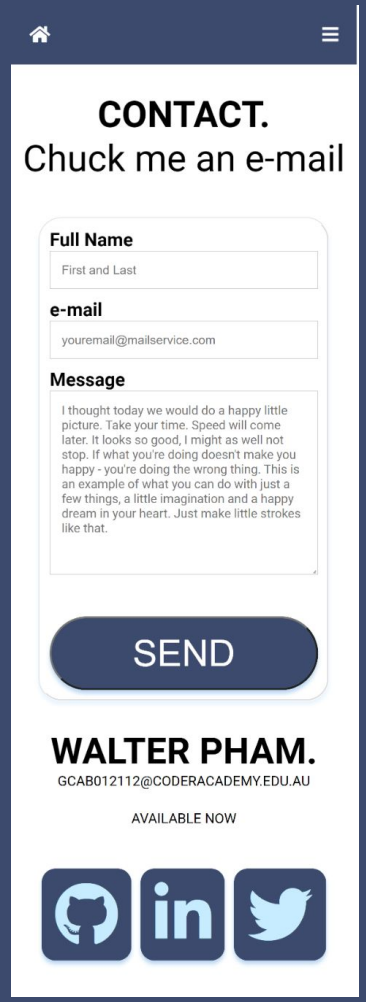
Formspree.io




PROJECTS
BLOG
CONTACT
CONTACT.
Chuck me an e-mail
Full Name
First and Last
e-mail
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 like that.
SEND
WALTER PHAM.
GCAB012112@CODERACADEMY.EDU.AU
AVAILABLE NOW

CONTACT WEB


CONTACT.
Chuck me an e-mail
Full Name
First and Last
e-mail
youremail@mailservice.com
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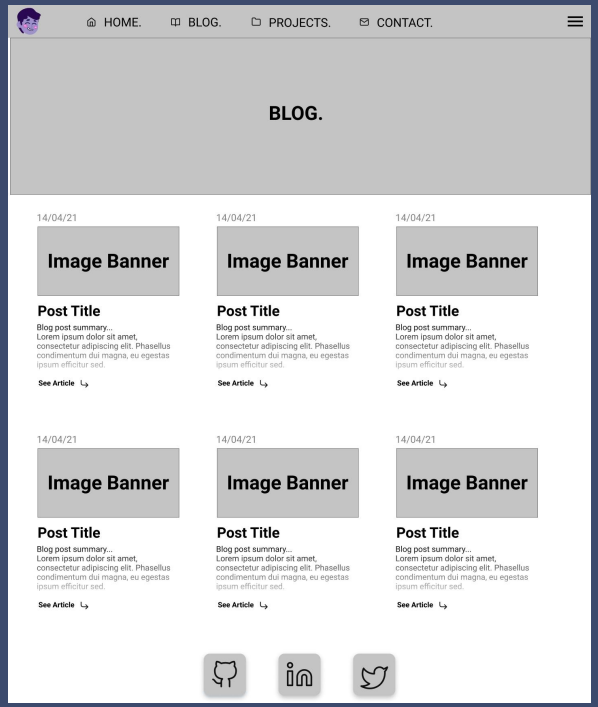

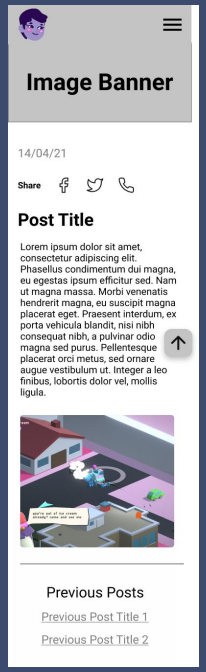

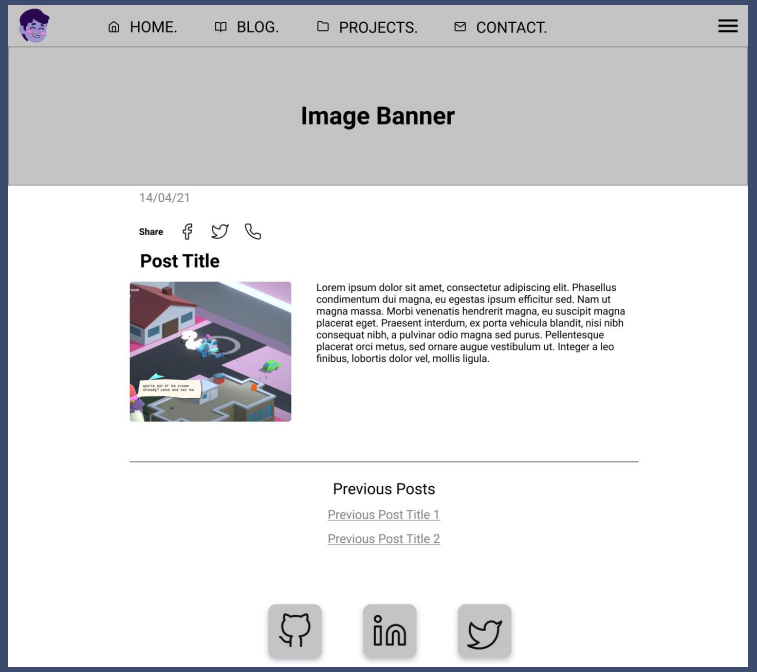

BLOG & BLOG ARTICLE WIREFRAME

PROJECTS BLOG CONTACT

Published on 21/04/21

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 →

Published on 20/04/21

Every Step Counts

"If I take one more step, I'll be the farthest away from home I've ever been..."

See article →

Published on 19/04/21

Enter the Spiderverse

Spiderman: Enter the Spiderverse is one of my favourite animated films...

See article →

Published on 18/04/21

Monster Hunting

I've recently been playing the new Monster Hunter Rise game on Nintendo Switch...

See article →

Published on 17/04/21

Recon Bolt

VALORANT is a competitive tactical shooter from the first-person perspective. It takes place on a near-future ...

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B L O G & P O S T W E B

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Share

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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?

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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