


## Part 1 : UCD & Site Planning (50 pts)

1. A short summary of the purpose of the site. (4 pts)

The purpose is to serve as a more personalized version of my resume for recruiters and interviewers to get to know who I am better. I want them when first entering the page, to firstly show them that I can make good design choices for a website, then I want to show who I am as a person since projects and experiences are already thoroughly discussed in the resume. Thus, they should see some things that tell them about me first, then they can be directed to my resume contents to show them what I can offer.

2. A section on audience considerations, consisting of at least one persona diagram. While it should be convincingly realistic, you SHOULD make up the persona (i.e. you shouldn't have to find someone in real life to complete this part). Here is a link [Links to an external site.](#) that might help. Examples and an explanation of persona diagrams can also be found [here](#) [Links to an external site.](#), and [here's](#) [Links to an external site.](#) a tool that you can use to create one. (6 pts)



### About

5 years of experience in technical recruiting for entry level software engineers. Bachelor's in Computer Science with a minor in Psychology. Founder of open source personality testing programs.

### Hobbies

1. Watching historical dramas
2. Cycling
3. Finding new lunch spots.

### Goals & Needs

1. Create efficient strategies to hasten the recruiting process.
2. Promote Tower Softwares as a topic pick among promising graduating students.
3. Fill positions with the highest quality candidates.
4. Create a fair Interview process for all candidates.


### Frustrations


- Many offers or interviews get canceled with little to no clarifications.
- High volume of similar resumes for entry level positions
- Candidate qualifications don't align with job requirements leading to wasted efforts


### Motivations


Identifying and hiring the most promising candidates maintains the pace of the project. Mentoring new hires allows me to develop a larger professional network. Accurately and effectively bringing in new people improves my personal records and statistics of how well I am doing.

### Olivia Jones

**Age**  
26 years

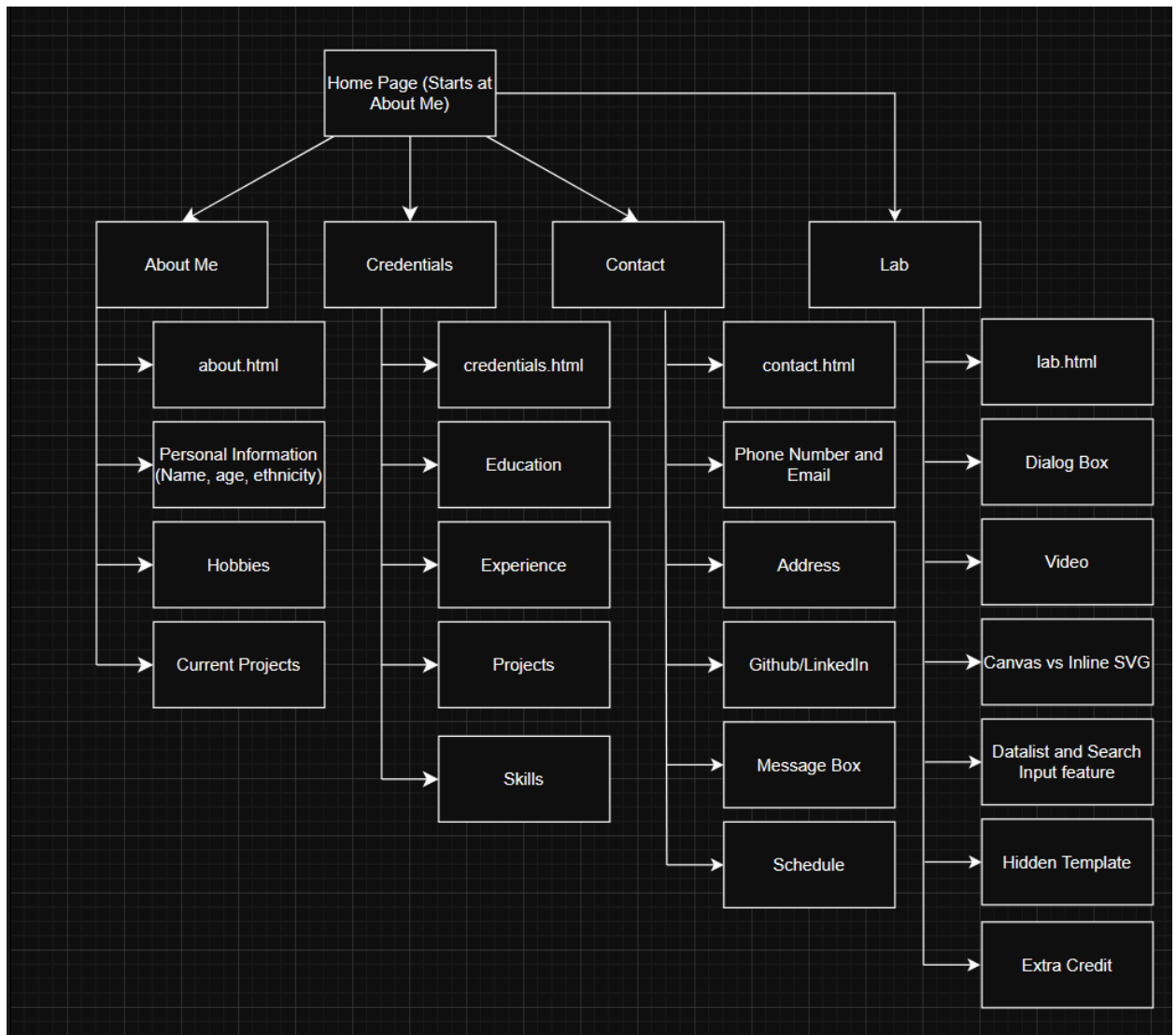
**Location**  
2321 Office Street,  
San Mateo 95232

**Occupation**  
Recruiter/  
Interviewer for  
Tower  
Softwares

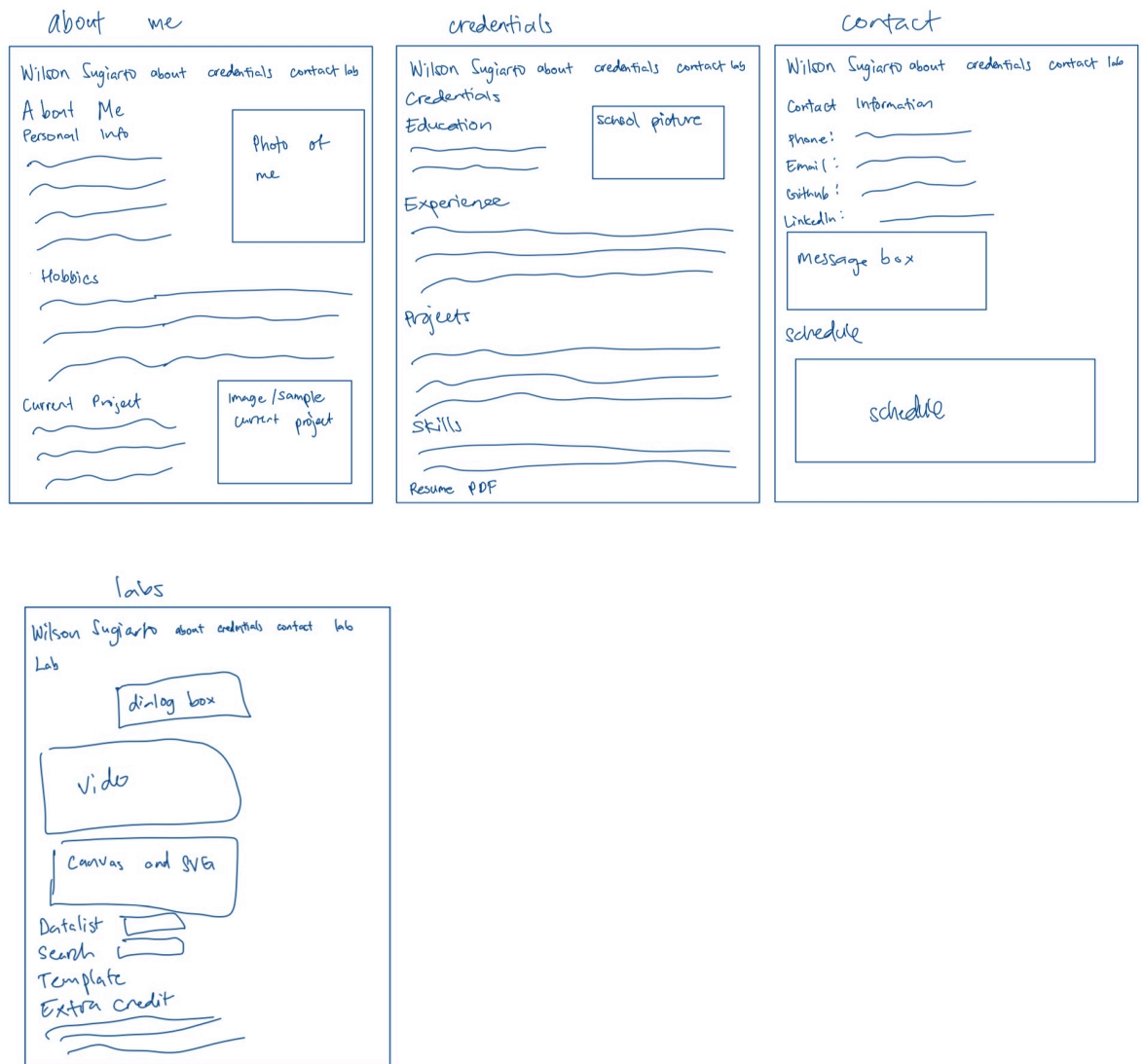
**Marital Status**  
Married

3. A site diagram that shows individual pages, navigation titles, and file names. You may decide to annotate the diagram with more information about page purpose if you see fit. Examples and an explanation of site diagrams can be found [here](#) [Links to an external](#)

site., and here'sLinks to an external site. a tool that you can use to create one. (10 pts)



4. Wireframe(s) that detail the various pages in your site. Your wireframe(s) shouldn't be high-fidelity. Examples and an explanation of wireframes can be found hereLinks to an external site., and here'sLinks to an external site. a tool that you can use. (10 pts)



5. Technical requirements - some details about what you plan on doing in execution, where it will be hosted, etc. Technical requirements might include things like technologies possible to use, target browser and device profiles, page delivery targets in bytes, etc. (6 pts)

In Visual Studio Code, develop the HTML (for this HW) by creating all the sections/blocks shown in the wireframe, followed by CSS then JavaScript (in following HWs). Target browser will be Chrome and chromium browsers, but ensure it will work on Firefox and Safari too. The website should be fast and responsive on most current desktops, phones and tablets. I hope to have a limit of 2 MB per page for informational pages, but for pages that include more creative aspects such as videos I would expect more bytes to be required.

6. Content requirements - details about type of content you will need to gather or write, this may include any media assets you need. You will not need all this content on the initial

build of phase 1. However, by HW3, most content should be in place atleast visually (moving from low fidelity to high fidelity wireframes), so plan accordingly. (6 pts)

- a. About me content should have:
  - i. Name, age, ethnicity, current position/education, current location, interests, current project information, photo of myself, photo/sample of current projects
- b. Credentials should have all resume related information:
  - i. Education, experiences, projects, skills , photo of university
- c. Contact page should have:
  - i. Phone number, email, github, linkedin, contact me, schedule

List of Tags:

|         |          |           |            |
|---------|----------|-----------|------------|
| html    | br       | form      | col        |
| head    | b        | label     | colgroup   |
| title   | i        | fieldset  | figure     |
| meta    | strong   | legend    | figcaption |
| link    | em       | input     | blockquote |
| script* | code     | textarea  | cite       |
| style*  | pre      | datalist  | ins        |
| body    | hr       | select    | del        |
| main    | a        | option    | search     |
| h1      | img      | details   | dialog     |
| h2      | picture  | summary   | address    |
| h3      | iframe   | article   | hgroup     |
| p       | audio    | progress  | dd         |
| section | video    | button*   | dt         |
| header  | canvas*  | template* | dl         |
| footer  | svg*     | table     | abbr       |
| aside   | ul       | tr        | dfn        |
| nav     | ol       | td        | kbd        |
| div     | optgroup | th        | source     |
| span    | li       | caption   | noscript   |

Netlify link: <https://wilson-sugiarto.netlify.app/about>