# 6. Portfolio final iterations

Intro

Spending a lot of time creating my portfolio and designing different functions for it and its layout, I didn't pay that much attention to how the documentation itself was going to look. In my previous portfolios, the documentation was usually integrated into the experience. For example, I used an old parchment-style document with a specific font for the Asian castle portfolio, or a NASA-style technical document for the space portfolio.

This time, I wanted to keep the documentation as a simple PDF that would open in a new page. The portfolio itself was already quite complex and heavy, and I didn't want to add more load or visual noise to it.
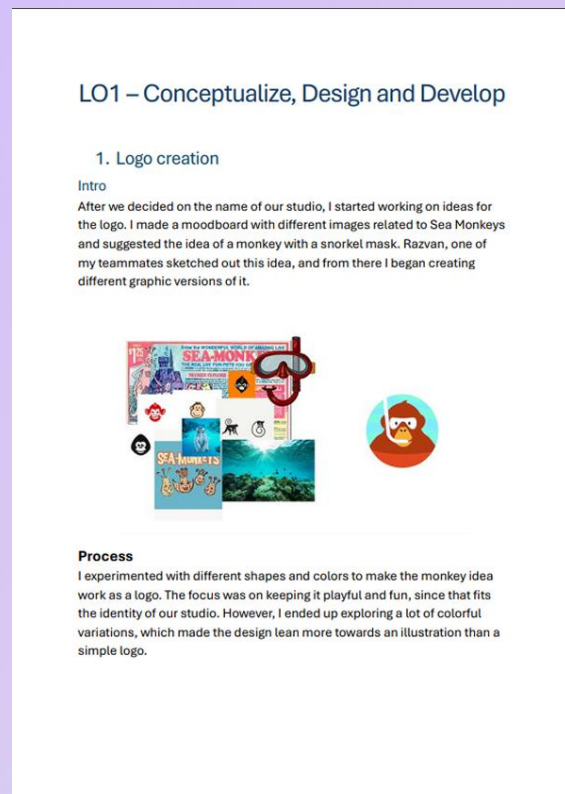
By doing this, I managed to create a cool experience and an interesting platform to visualise my work. However, the downside was that the documentation itself became very bland, even though documentation is one of the main purposes of having a portfolio.

Process & Feedback

Checkpoint 10 05-11-2025

Tomescu, Luca L.Ş. 2 months ago

Today's feedback emphasized a lot about how creating a good-looking platform and making it interactive is a good start, but I could also be able to also improve the way I showcase my documentation and even work on possibly creating a layout for the PDF, combining some of the purple colors with other tones of my portfolio, like the medieval sci-fi dividers I'm using for the location discovery notifications. While also I could work a bit more on improving the way I showcase the learning outcomes, making it stand out more.

Some of the feedback I received during the mid stages of development confirmed this issue. It was pointed out that switching from the immersive portfolio to a plain white PDF with text broke the experience and made the documentation feel disconnected from the rest of the project.

Using this feedback, I decided to create a visual template for the PDFs that could maintain part of the portfolio's atmosphere. I started iterating on several template versions and reached a state where I personally liked how it looked and felt that this could be the right visual direction. Before applying it everywhere, I asked for feedback to make sure I wasn't overcomplicating things.

As expected, the feedback showed that I had gone a bit too far. The large white bar on the left side, stretching across the entire document, was not recommended and didn't add real value. Based on this, I removed it and simplified the layout while keeping the visual identity consistent with the portfolio.
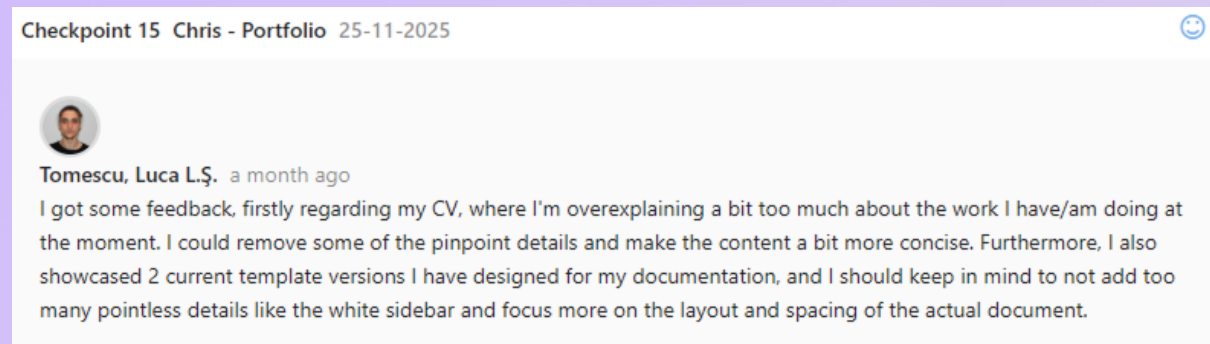
I also received feedback from Lody suggesting that I should experiment more with background colors, since they could improve the overall feel, and to create a character for one of my teachers. I applied these suggestions and adjusted the color usage to make the documentation feel more alive and visually balanced.
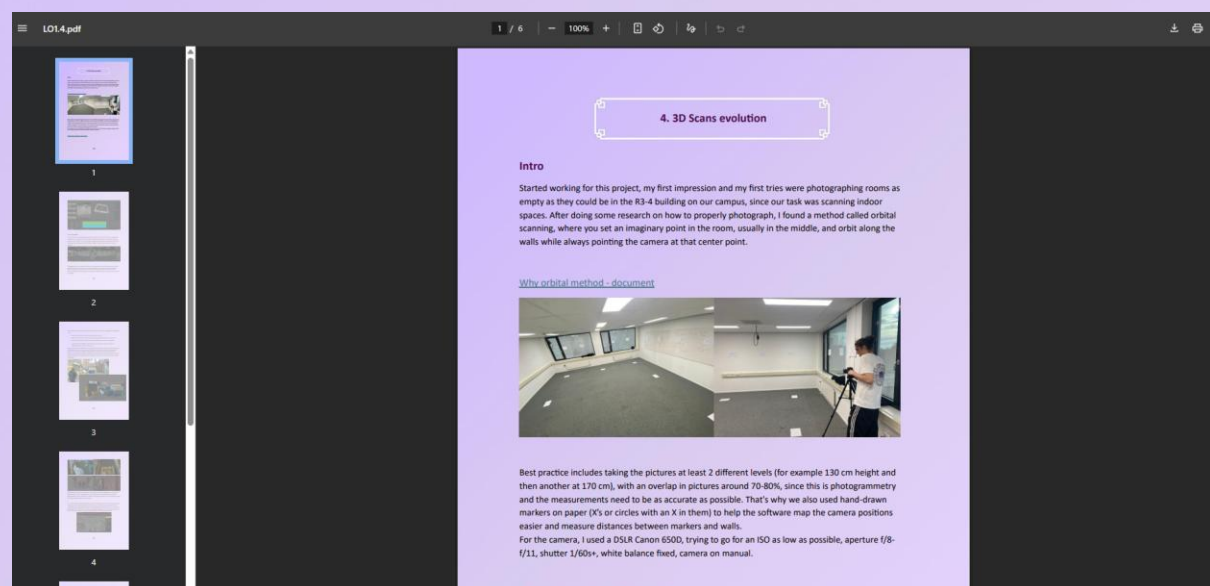
After applying these changes, I went back for feedback again. At this point, I reached a kind of endpoint in terms of adding more functionality to the documentation itself. The new PDF layout made the experience more immersive, but the portfolio still felt static overall, apart from the moving character.

Checkpoint 17 Isoportfolio Check in with Jan 08-12-2025

Tomescu, Luca L.Ş. a month ago

Today I showcased the latest additions to my portfolio and changes. Applying the feedback from the last times, I created a template for the PDF's to keep consistency when moving from my portfolio to reading documentation. Created a texture for the Woody playable character and improved on the background colors as my teacher Lody's feedback suggested. And finally showcased the newly implemented GSplat viewer and the full control you can have across navigation just by dragging the scene around and clicking on slabs, which works great. At this point the portfolio reached a very complex state and improvements should be focused on adding "life" to it by designing and implementing interactive elements like the character doing some animation while the content is opened or background moving stuff.

I spent time thinking about how to bring more life into the portfolio. One idea was implementing a game mechanic, like a small parkour minigame, but this didn't really solve the core issue. The second idea was creating a train system: an actual train with multiple wagons that would take the user on a short trip around the map, making all locations more visible and adding background motion while the user interacted with other elements.

I decided to go with the train system. I first created the train tracks by hardcoding values so the track would form a complete loop around the layout and include a train stop. Then I added the train itself and implemented a riding system so users could interact with it. This iteration received positive feedback and was seen as a strong improvement and a good solution to the earlier problem of the portfolio feeling static.

Checkpoint 20 Paul: Update progress 08-01-2026

Tomescu, Luca L.Ş. in a few seconds

First feedback after the holidays: I showcased the newly train system implemented that now you can also ride (firstly, you have to wait at the train stop for it), bringing more life and interaction to the portfolio. The newly revised readme file I have made for my portfolio on Git, where I just have to also add my portfolio link, and it's 100% complete. I also received some positive feedback about me being a good professional regarding how I treat my current team progress, and I'm still trying to work some stuff out for our final presentation even though there isn't much help going on from the teammates.

Reflection

Going through these phases and receiving feedback on a regular basis helped me understand how important structured iteration is. Instead of making one big change and moving on, I learned to pause, reflect, test, and validate each decision before continuing. This helped me avoid adding unnecessary features and focus on meaningful improvements.

I also became more aware of small details that I initially overlooked, such as visual consistency, transitions between sections, and how motion affects user engagement. Over time, I learned that even subtle changes can have a big impact on how professional and immersive a project feels.

This process strengthened my ability to listen to feedback translate it into concrete actions and iterate in a focused way. It showed me that strong creative outcomes are rarely the result of a single idea, but rather of continuous refinement based on observation, testing, and reflection.