Intro
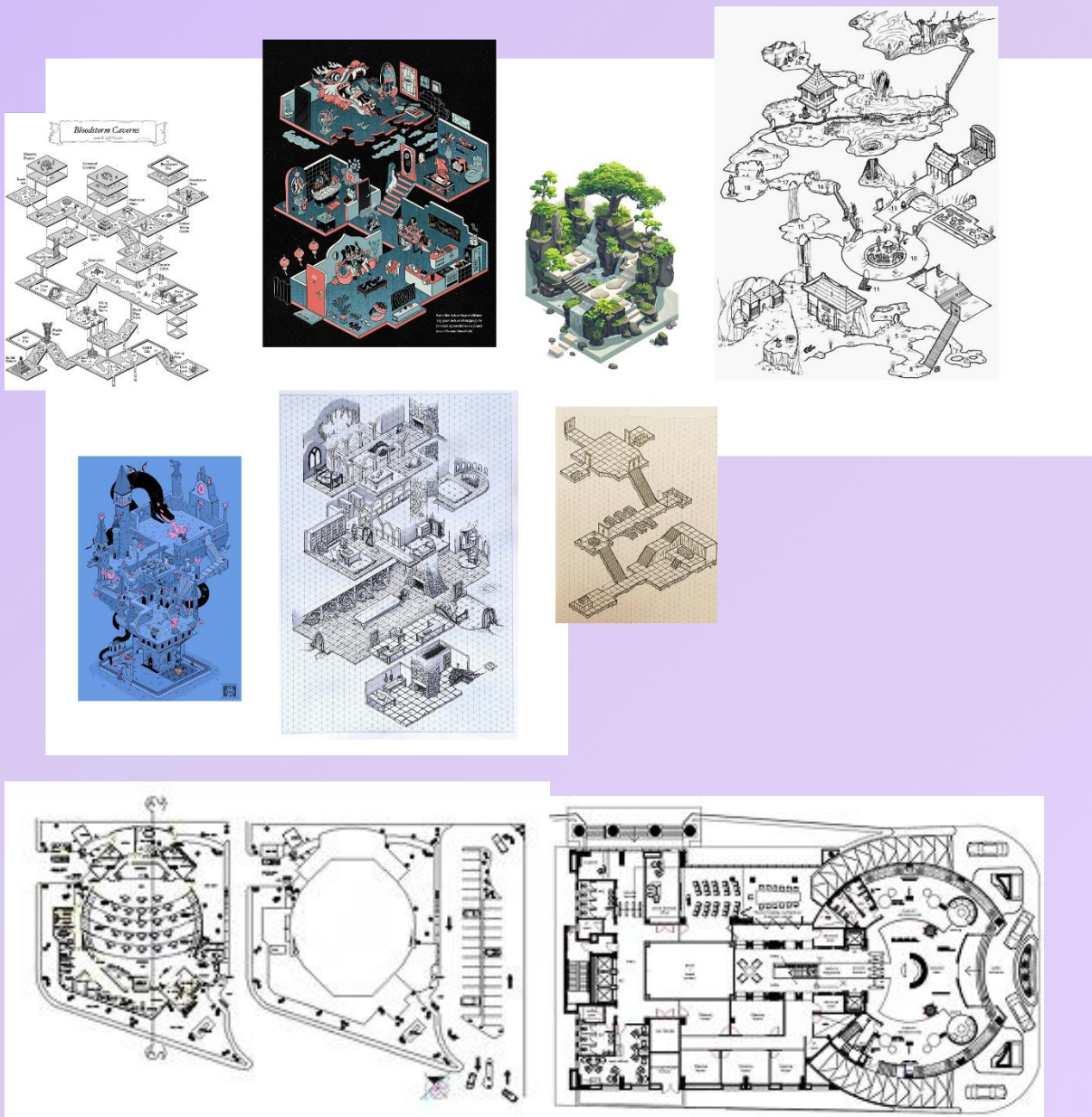
At the start of the semester, I needed an idea for my portfolio, something I could use both personally and for this semester's work. I began searching on Dribble and other websites for inspiration and eventually came across some isometric layouts on Pinterest. That gave me the idea to create a gamified portfolio with an isometric layout and character movement navigation.
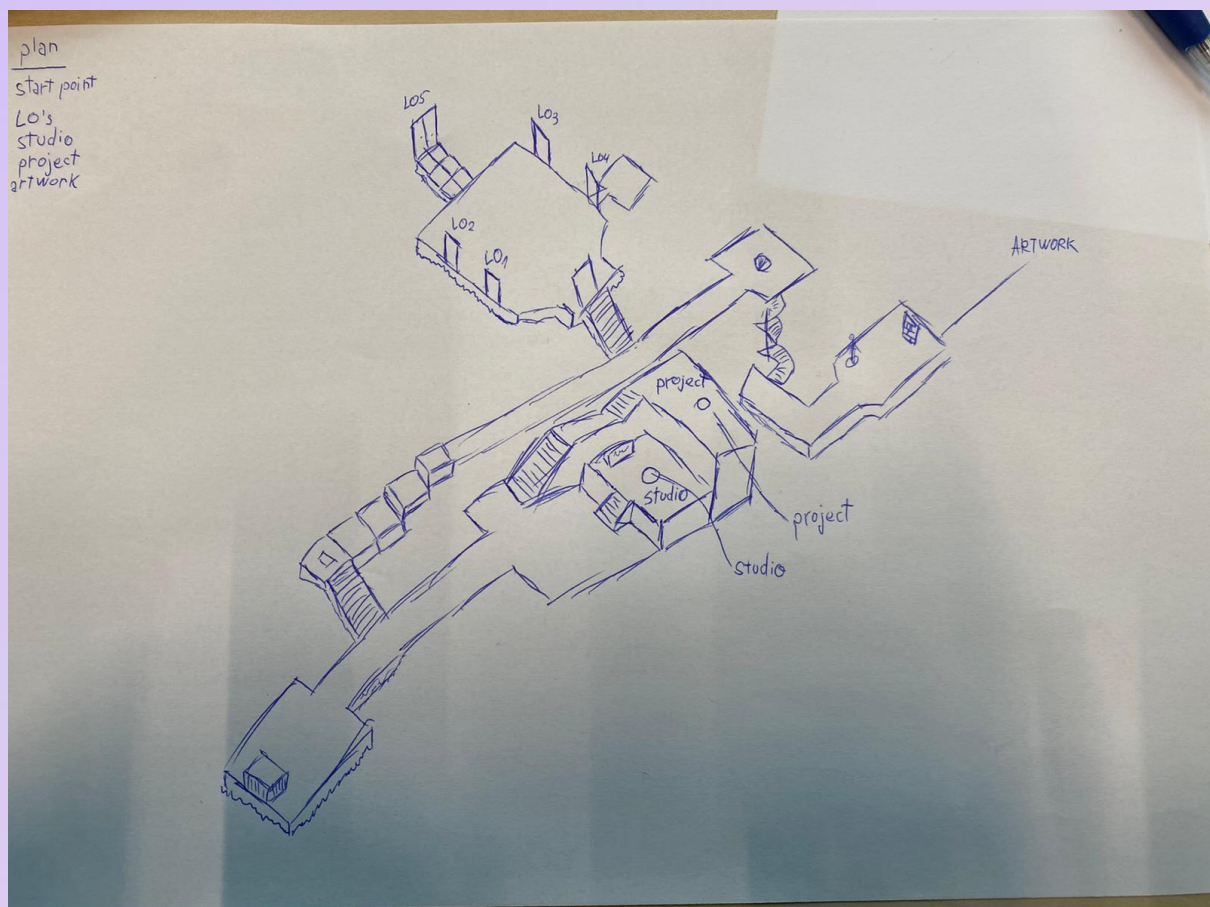
Process and Feedback

I started by prototyping and sketching possible layouts on paper. When I presented my first concept, an isometric landscape portfolio with point-and-click navigation, the idea was well received. The main feedback I got was to focus on UX to make sure the navigation feels smooth and enjoyable for any user.

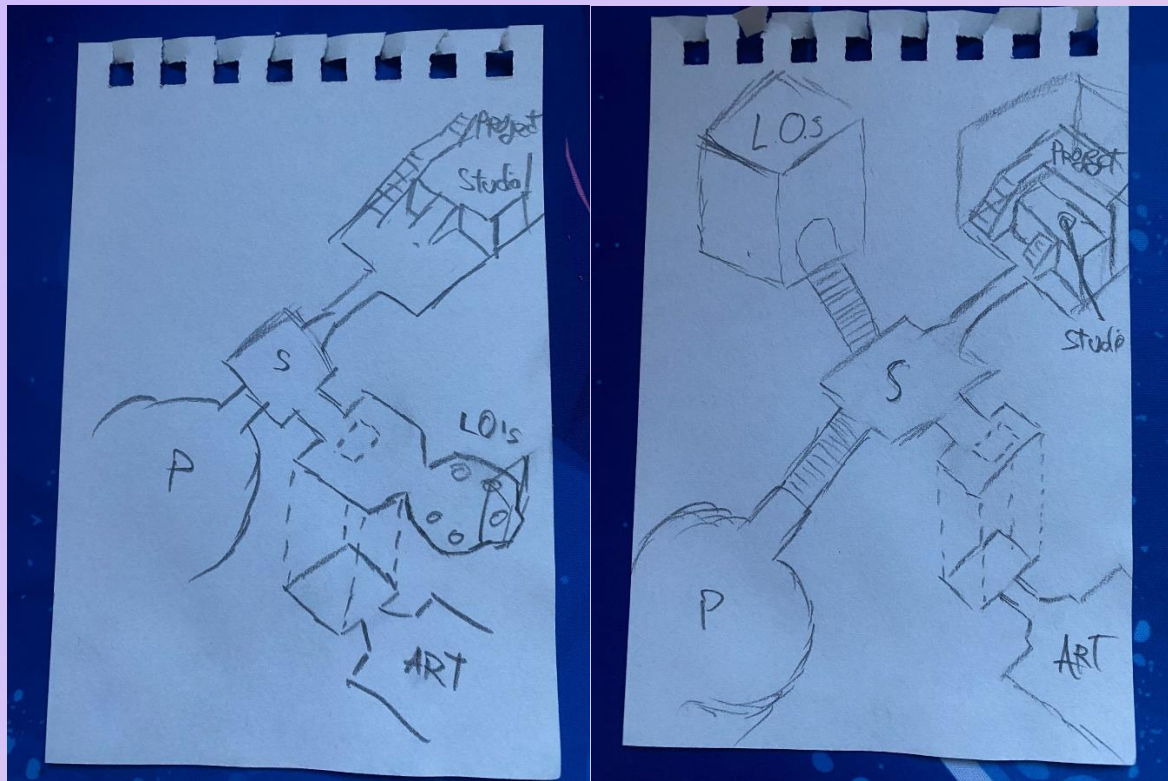**Checkpoint 1 Portfolio check in** 04-09-2025

Tomescu, Luca L.Ş. a month ago

I showcased my current idea and the first layout I did for my portfolio. This time I'm going for an isometric landscape portfolio with a point-and-click action for navigation. So far the idea is pretty good, but I have to focus on doing a good UX design and make sure it's easy to navigate, like going straight to the point the user wants to without taking too many steps or too much time.

After this, I went back to sketching and realized that my first idea wasn't very user-friendly. I decided to simplify the layout, making everything one click away. This new version was approved and fit my needs much better.
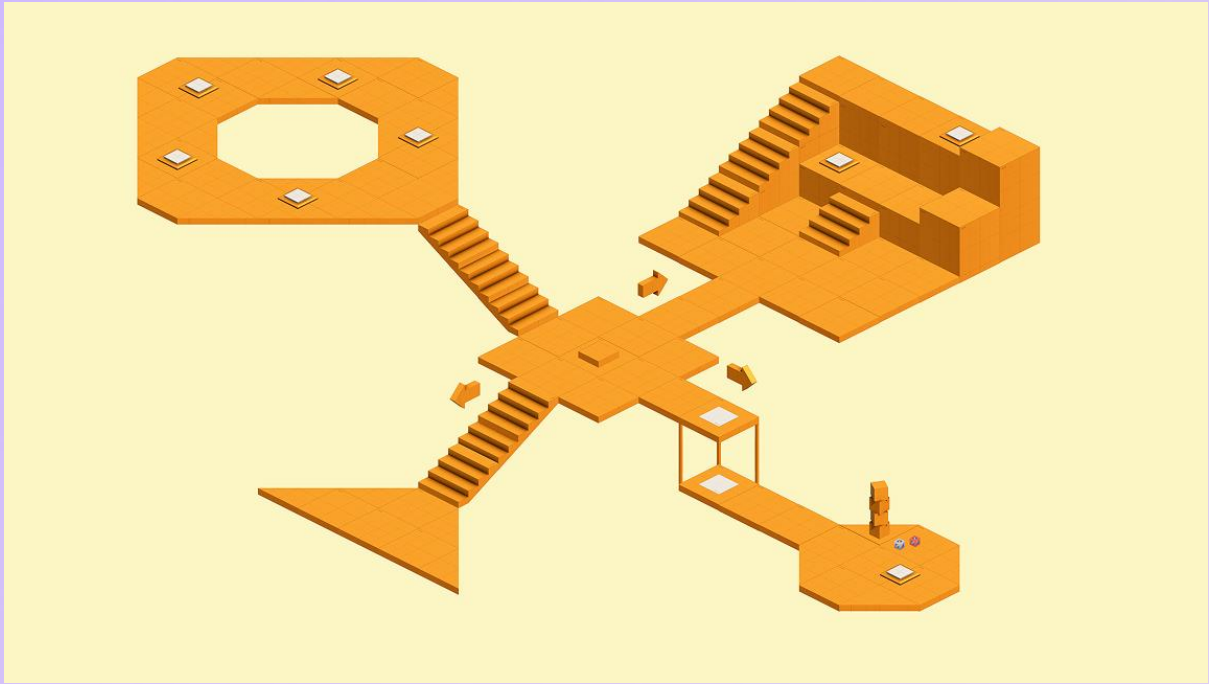

Checkpoint 2 Isometric Portfolio check in with Jan 08-09-2025
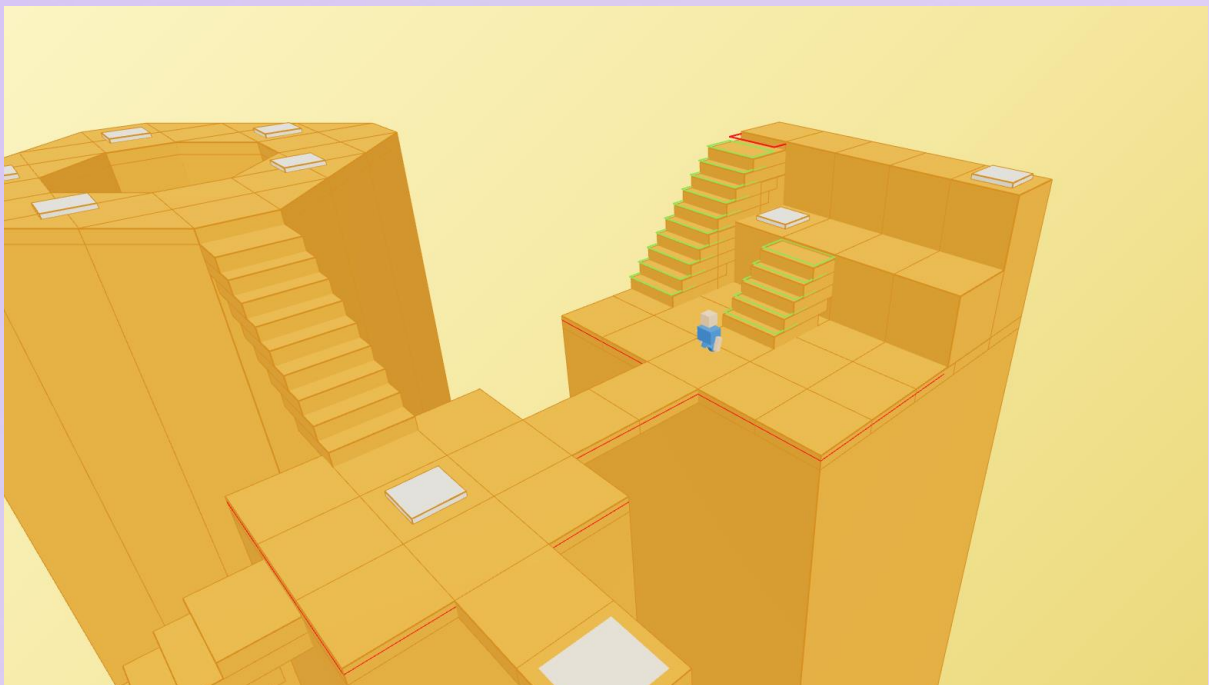
Tomescu, Luca L.Ș. a month ago
Today I got some feedback on the final iterations I had made for my portfolio prototype. After trying to draw some more complicated schemas of the layout, I realized that UX-wise I'm not really achieving much, so I just made the whole layout a lot simpler, making everything one click away. This new layout got approved, and it seems to fit my needs better. I also showcased some of the logo/sticker iterations I was working on and got some good feedback for them, like the idea of switching to the more animated monkey, not like the low-poly build one, or maybe not using gradients.

Once I got that feedback, I moved to Figma and started building the layout using PNGs of isometric floors and stairs. After finishing the basic layout, I began coding the website to user test whether the layout was actually viable.
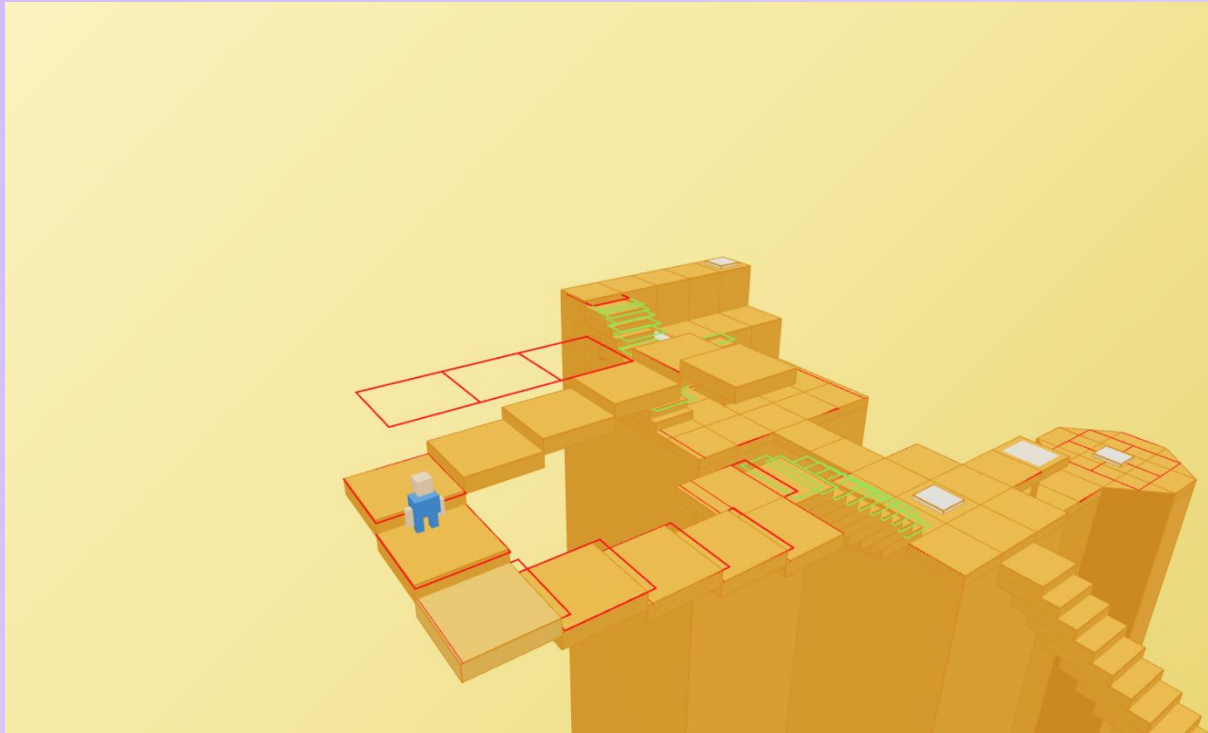
During the test, I realized it was almost impossible to walk on the learning outcomes platform it was shaped like an octagon, and because the character moved only on the X and Z axes, users had to hold two keys at once to move properly, which made navigation frustrating.

Result

I ended up changing the learning outcomes platform to a new concept, a ramp that allows much smoother and more intuitive navigation. This change greatly improved the user experience and made the layout feel more natural to explore.

Reflection

Through this process, I learned how important user testing and feedback are when it comes to designing an interactive experience. My first ideas looked nice visually, but only after testing them did I realize that good UX goes far beyond how something looks, it's about how it feels to use. Simplifying the layout and reworking the navigation taught me to prioritize usability over complexity.
This experience helped me understand how to approach design in a more practical way. Testing, getting feedback, and changing things fast when needed.

Checkpoint 6 Isofolio check in with Jan 09-10-2025

Tomescu, Luca L.Ş. 3 days ago

Showcased a better iterated version than the last time. Feedback was very positive. I still have to mainly focus on the UX part of it, having some text highlight above the slabs so it's apparent to the user where they are and what they are doing. Other than that, good progress.

Figma link:

https://www.figma.com/design/O1jNF2tEcP21UmmK7dNaeW/PortofliolS?node-id=0-1&p=f&t=B1VlYIxpPpGaBjKT-0

Website link:

https://isoportfolio.vercel.app/