Intro
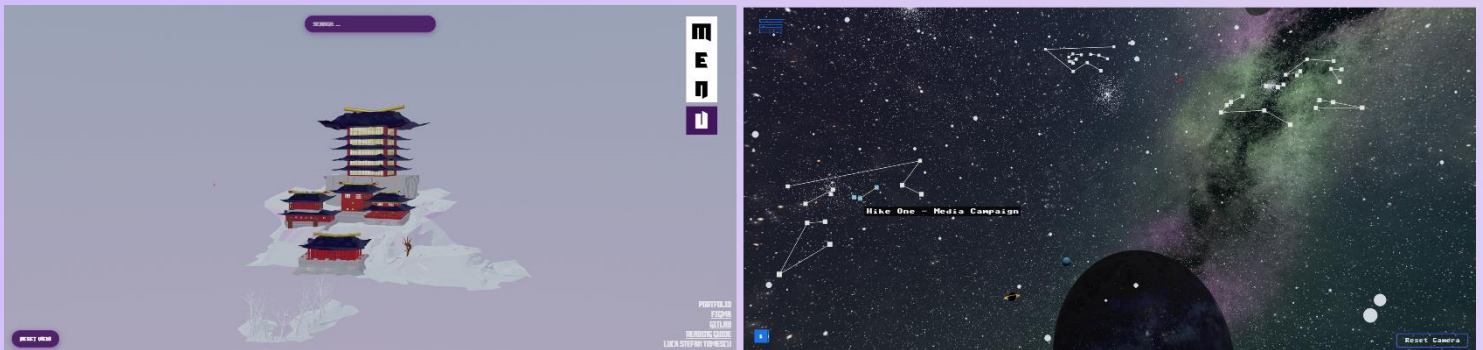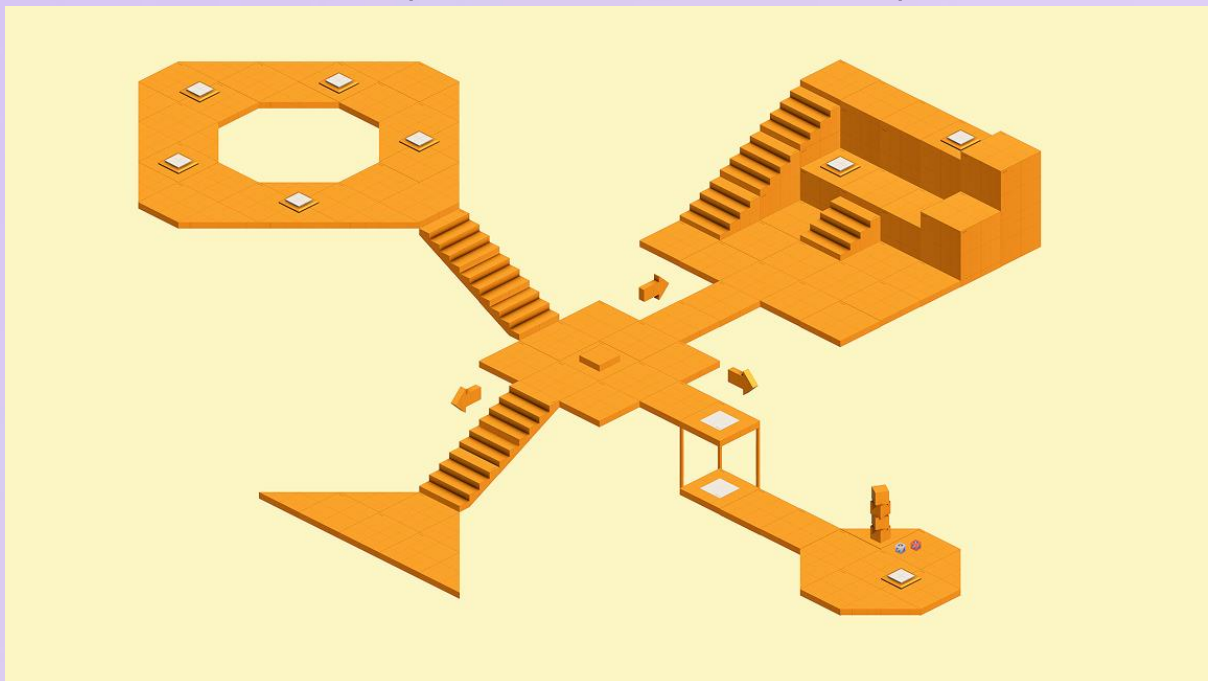
During this semester, I must search, find, and apply for an internship that I'll be doing during the next semester. Like every other semester, we also had to create a portfolio. This time, however, we were given complete freedom regarding how to approach it, we didn't have to follow the classic website portfolio structure.
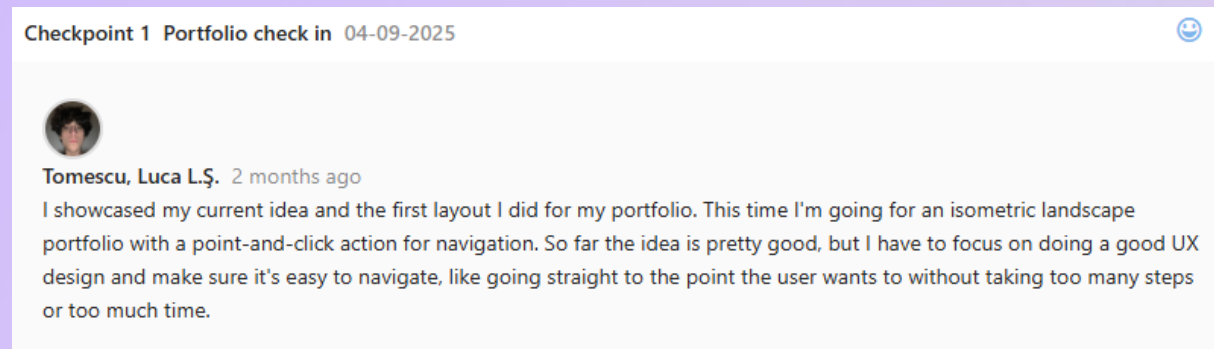

Since I'm going in a more 3D and game design direction, and my last two portfolios were built using Three.js, I decided to push myself to create my best portfolio so far, something that wouldn't just serve as a school project but could be used to apply for internships. My goal was to build a gamified, isometric-style portfolio using React and React Three Fiber, where users can walk around and explore my work and documentation interactively.

Process and Feedback

The idea was well-received from the start, and early feedback helped solidify it. Because the internship search also required me to act quickly and start applying as soon as possible, I organized myself to work efficiently and finish the project fast while still aiming for a high-quality result.

During the prototype phase, I decided to include not only sections for my learning outcomes, project, and artwork, but also a dedicated area for past work and freelance projects. This way, when pairing the portfolio with my CV, potential employers could directly view the projects I mentioned through the interactive billboards on the site.

Wesite link:

https://isoportfolio.vercel.app/

With daily commits and regular peer and teacher feedback, I was able to refine my work faster than ever, completing almost the entire website structure in less than three weeks. I'm now focused on filling it with content so I can soon use it to apply for internships.

To achieve this, I organized tasks using a Kanban board, which I updated daily to track progress and keep everything manageable. This structure helped me stay focused, prioritize efficiently, and move toward a clear goal.

Reflection

Having a clear goal and direction from the start gave me a strong sense of control and motivation throughout the project. I wanted to make something that reflected both my technical skills and creative identity something that would stand out when applying for internships.

Checkpoint 7 Dirk - Portfolio (WK7) 20-10-2025 ☺

Tomescu, Luca L.Ş. 12 hours ago
After the last feedback session, the main focus went on improving the UX/UI aspect of my portfolio. So I did by adding an interaction overlay that would specify the key you need to press and the action you do by pressing it. Created location discovery overlays to keep the user immersed. While I could also improve on this system and make it more engaging by adding quests to actually discover all locations. Except for some other minor changes like adding Q and E keys for the arrows in the content menu, the website is almost finalized, and it's a great step up from the last version.

Kanban Link:

https://figma.com/design/O1jNF2tEcP21UmmK7dNaeW/PortofliolS?node-id=335-377&p=f&t=Wb7rjOULn46ET0h4-0

Using a Kanban board and maintaining daily feedback sessions helped me stay accountable and manage my workload effectively. At the same time, it gave me a structured way to handle new ideas as they came in, without losing track of the overall vision. Through this process, I learned how to balance speed, quality, and organization, which strengthened my confidence in managing creative projects independently. In the end, I'm genuinely proud of what I achieved not just in terms of design and functionality, but also in how I led myself through the project from concept to near completion.