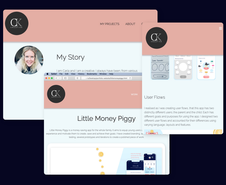
online portfolio website : a case study

my first taste of frontend development



overview

This project saw me diving into the world of frontend coding to create an online portfolio showcasing my UX/UI skills. To say I learned a lot is an understatement.

I am now equipped to make better design decisions due to my knowledge of development and also have create an online presence for my work.

background

There were two main purposes for this project. First, to create an online presence for my brand and showcase my work to the world. Second, to dive into frontend development of which I had ZERO knowledge. This was a barrier to my growth as a designer.

> "I had ZERO knowledge of frontend development before this project.

problems

I needed a way to present my creativity, projects and name to the rest of the world. Starting the process of building a professional network and presenting my work to the design world was key as I currently don't have an online presence.

I also wanted to understand the world of coding in order to become a better UX/UI designer. As my husband is a developer himself, he was always making suggestions for my designs that would be more time efficient and easier to develop. I had no understanding of why these suggestions were made or how I could make design choices that would make the development process simple.

goals

The goal of this project was to put myself and my work out there as a UX/UI designer and dip my toes into the world of frontend coding. While the perfectionist in me was nervous, how will anyone hire me if I am not willing to share my ideas and creativity?

As a secondary goal, I wanted to gain insight into how my designs turn into code so I can make better design choices armed with the basic knowledge of HTML, CSS and JavaScript.

research

I spent time researching other design portfolios. While I found some unimaginably beautiful work, I also had to be realistic. I was learning everything for the first

workflow

I based my designs off simple wireframes that made my transition into the frontend development easier.

A growing sense of excitement developed as I began to transform these wireframes into code which then produced layouts, styling and interactivity. I don't know how many times I hit 'save' and 'refresh' to see if it worked. I used a lot of trial and error and sort help from my friend Google, when I had a problem that I wasn't able to solve.

> "I don't know how many times I hit the 'save' and 'refresh' buttons to see if it worked."

iterations

After I had finished coding the first iteration of my website, I conducted user testing. This gave me some insight into how I could improve the usability and design of the site.

I produced a usability problem report and made changes based on my findings.

Desktop Screens

Tablet

Mobile

solutions

I wanted to create a simple, responsive and eye-catching website that I had coded myself.

I kept the navigation simple with the use of 3 links at the top to navigate around my site. This proved effective in my user testing as all users were able to navigate and find specific information easily.

I also wanted to show-off not just my final designs but also the process I took to get there. In each project page, I included initial sketches, user flow diagrams and low-high fidelity wireframes. This shows my understanding and skills throughout the design process from start to finish.

In my opinion, one of the most annoying things in the 'web world' is a non-responsive webpage. I worked hard to create a responsive experience for users and tested my website on all the popular browsers so that my website is both available and optimised for any device is it viewed on.

future growth

While I have learned A LOT during this process, I realise that this is just the beginning and that the world of coding is never-ending. I would like to continue to make iterations to my website and add more interactivity and animation as I continue to learn.