

My Portfolio

Yazan Sharawi

Project overview



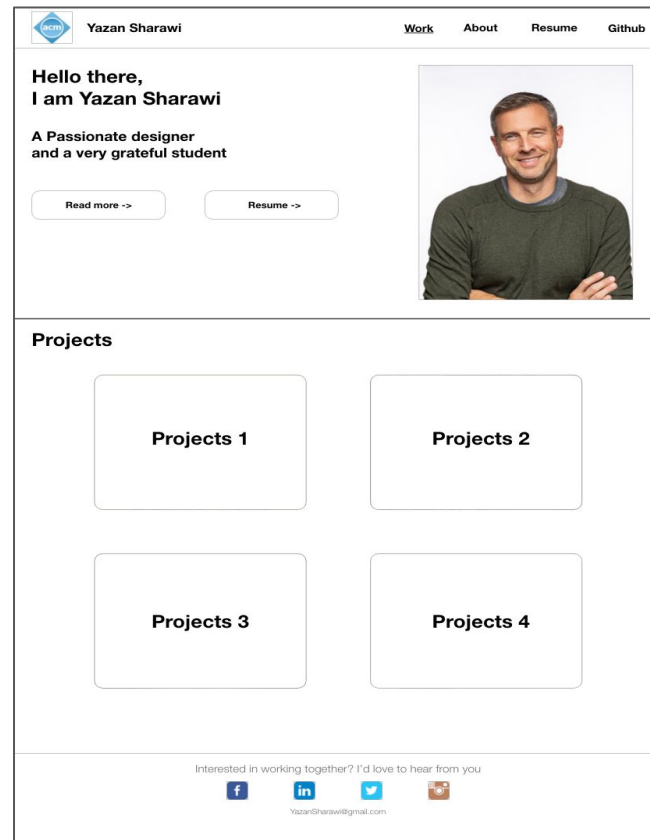
Project Vision:

When first I thought of this website my initial idea from the beginning is to show people my work in UX design and programming field.



Project duration:

2022 (July- Aug)



Project overview



The problem:

As a programmer, I need to show my skills and ability to code and design.



The goal:

I want to show to potential recruits that I have skill and devotion to work.

Project overview



My role:

Software engineer, UX designer, visuals, researcher.



Responsibilities:

I designed the website and wrote the code for it.

Understanding the user

- User research
- Personas
- Problem statements
- User journey maps

User research: summary



Starting off, I asked myself a few questions. Who is the user? what are the goals that I am willing to achieve? why would someone view the website? after asking more than 5 participants and doing one survey, I found out that all of their goals fell within the same categories.

Persona: Name

Problem statement:

Farah is a UX designer who is now working with a local company that needs an assistant with her.



Farah hazem

Age:27

Education: Bachelor's Degree

Home town: Amman, Jordan

Family: Married, with one kid

Occupation: UX designer

"I see side projects as a way to show people what are you capable of"

Goals

- Show the people your skills.

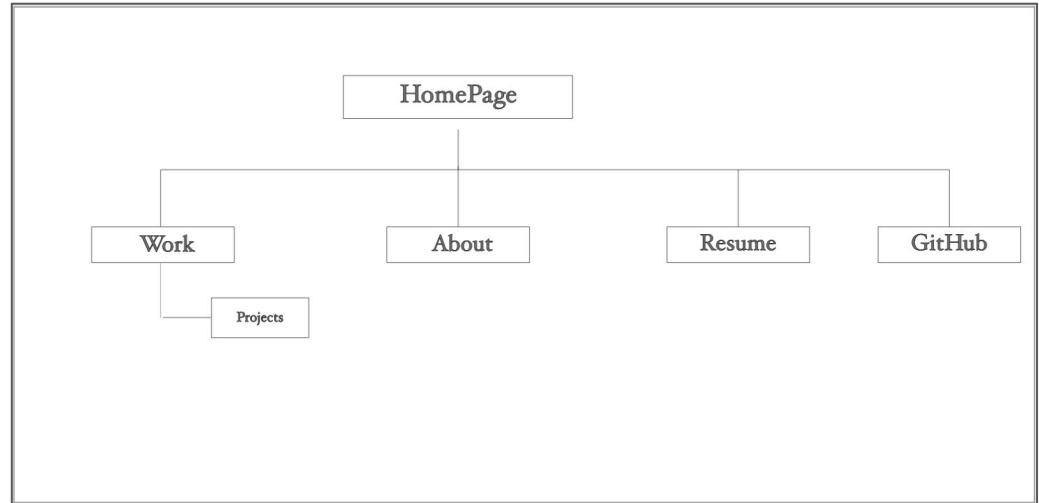
Frustrated

- Some people rely only on the degree.

Farah is a UX designer who works in a local company in Amman, Jordan, Farah has been working in this industry for some time now and she thinks that she can help young people who are interested in this field as she says this field is a little bit tricky as it requires creativity and a lot of patience and she said that the best way to show people that you have skills and creativity is by doing projects and presenting them.

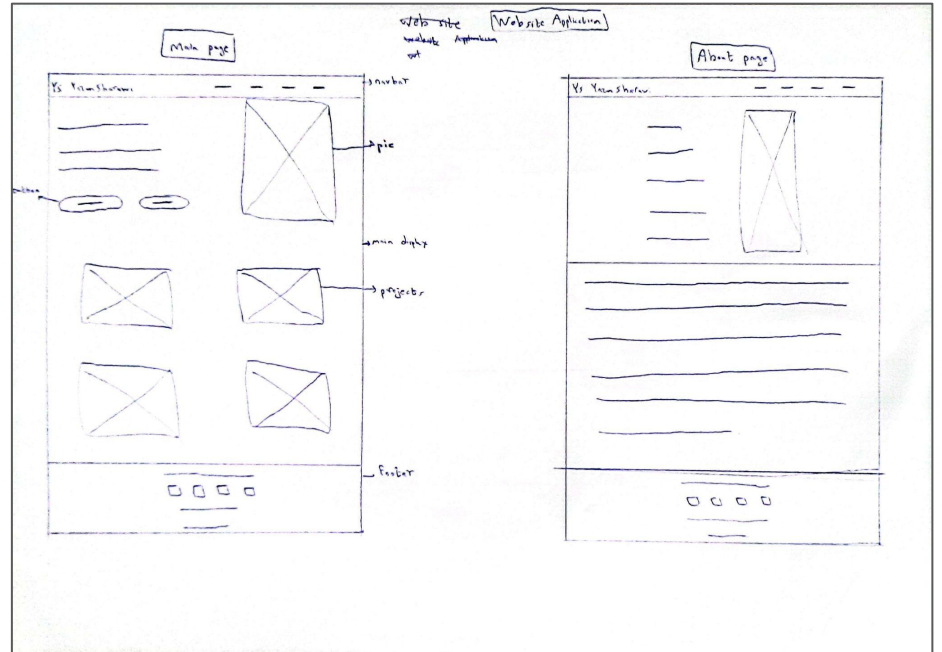
Sitemap

Here you can see the Sitemap for My Portfolio.



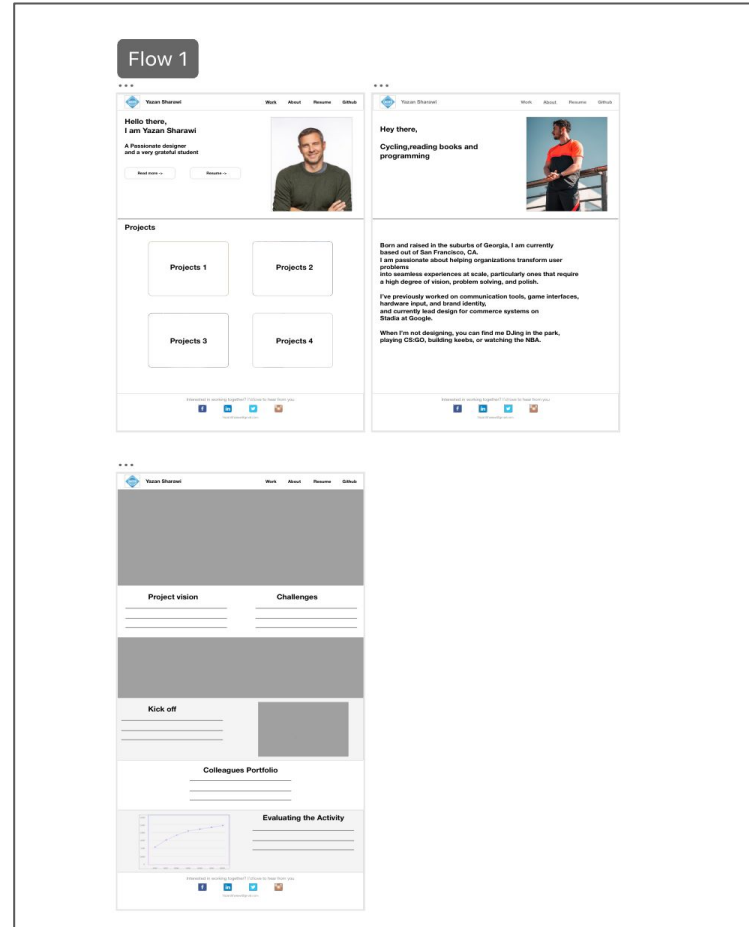
Paper wireframes

Here you can see the paper wireframes, it's always good to start with them as they can really show how the design would look like.



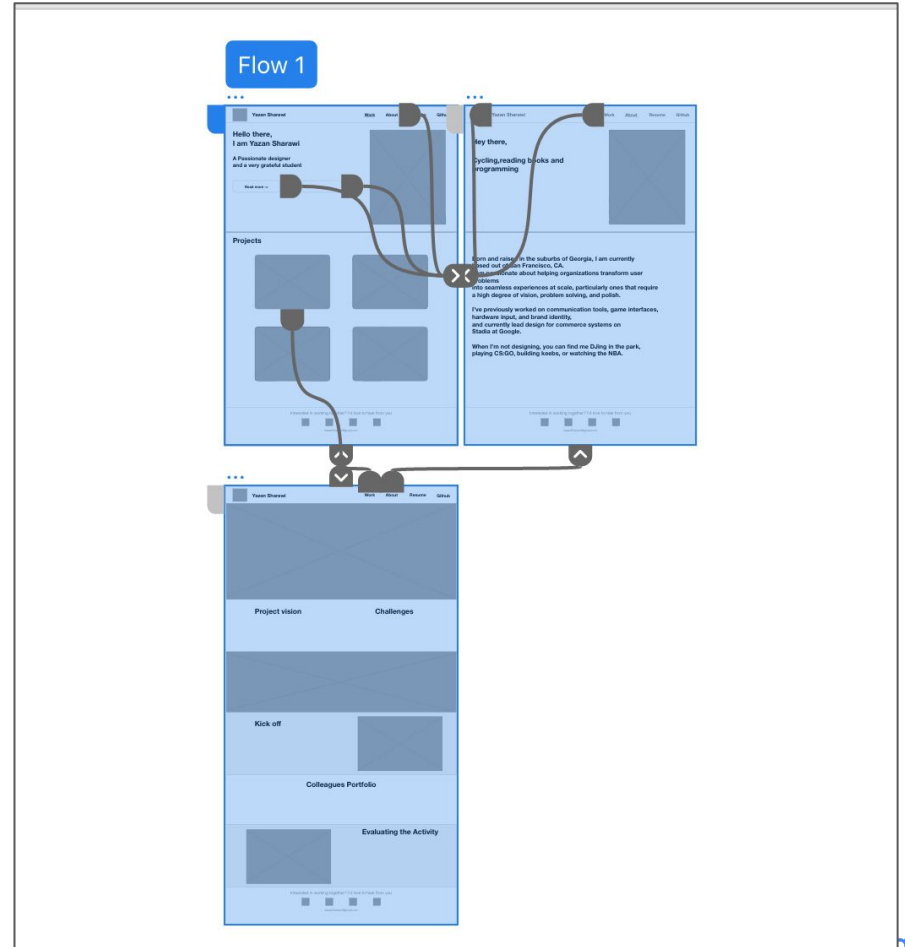
Digital wireframes

Here you can see the digital wireframe, initially, I didn't want to have too many pages, as I want to briefly introduce myself, and that's the point that all my peers agreed about.



Low-fidelity prototype

The prototype phase is, my favorite, as it shows how the final product would look like and that's really existing.



Usability study: parameters



Study type:

Unmoderated usability study



Location:

Jordan, remote



Participants:

5 participants



Length:

5 - 10 minutes

Usability study: findings

Here is what I found:

1

Easy to navigate

2

Good colors

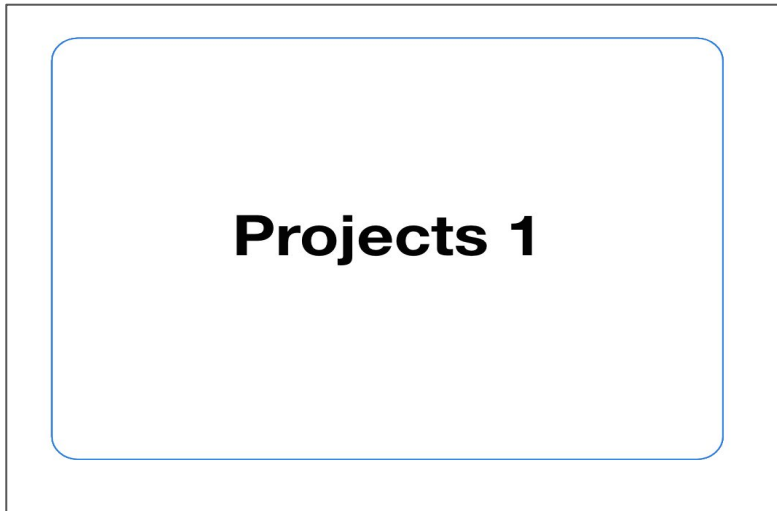
Refining the design

- Mockups
- High-fidelity prototype
- Accessibility

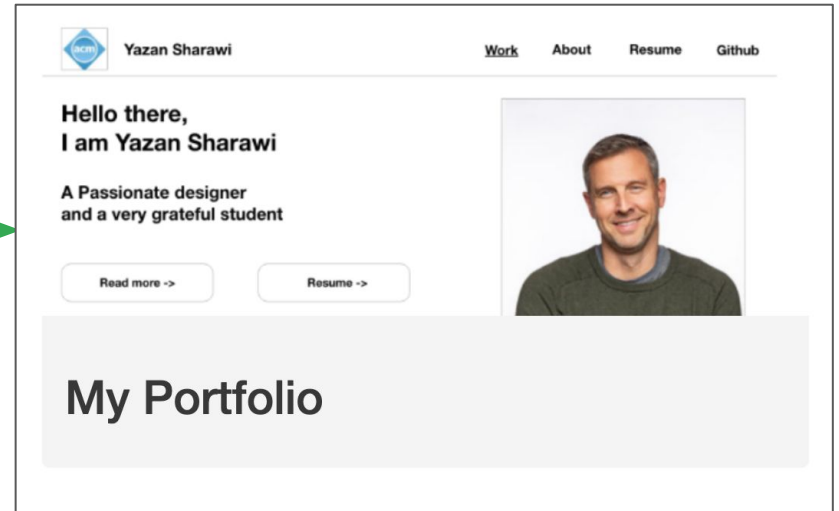
Mockups

One of my peers suggested as to make the design better is when you hover above the project card,let it show the info about the project.

Before usability study

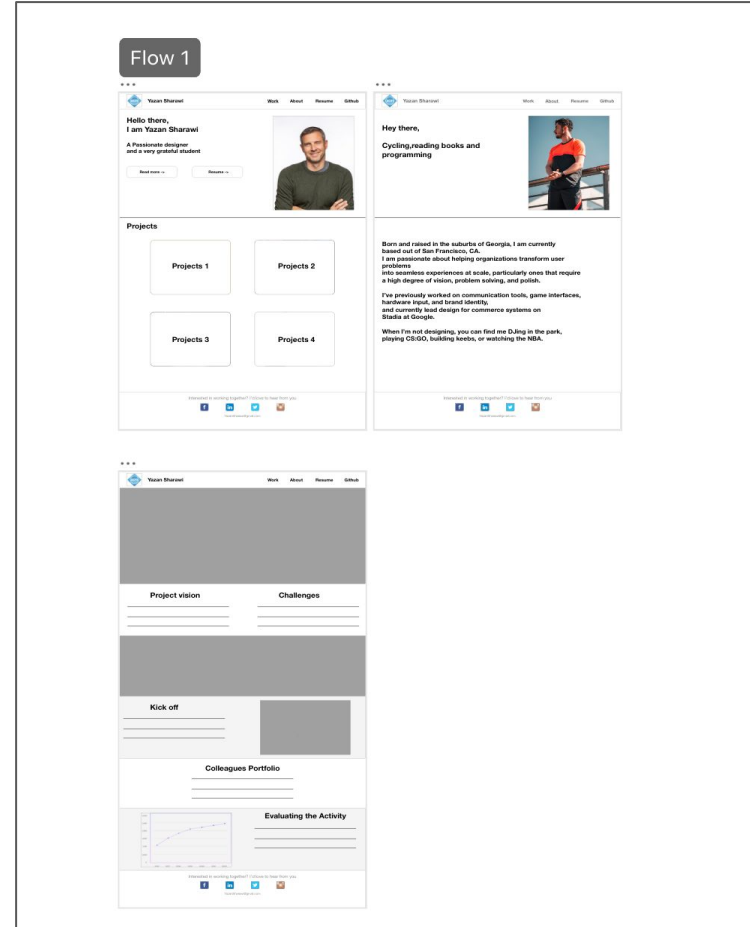


After usability study



High-fidelity prototype

This the final design I decided to take with the help of my peers.



Going forward

- Takeaways
- Next steps

Takeaways



Impact:

It will not have an impact on the world, but it sure will impact me as it will help me with my career and hopefully I can help others on the way.



What I learned:

I strengthened my skills doing this project from a design and coding perspective.

Next steps

1

I will add new projects in the near future.

2

include some accessibility functions to make sure all people can see my work.

Let's connect!



Hope you liked the project !!

yazansharawi25@gmail.com