

## Digital Portfolio Instructions

Use this video tutorial (or one of your choice) if you are not familiar with Wix and Digital Portfolios:

<https://www.youtube.com/watch?v=VTj5z58rels> (2021)

### Digital Portfolio Pages

- A. **Home Page**- Your name should be at the top. Below your name it is good if you have something like “Aspiring Programmer” or “Student Developer” etc. This page should also have a brief “Hello” or “Welcome” paragraph. At a minimum, all unrelated or preset pictures should be removed/changed.
- B. **About Me page**- Where are you from, what is your academic and professional interests, hobbies, etc. It is okay to put a professional image as well.
- C. **Resume or CV page**- make sure it is in a web friendly format and [downloadable PDF](#). Remove phone number and address if you prefer (be sure to add back in before giving to an employer).
- D. **Work Samples or Projects page**- At least 3 work samples should be included from game builds and a link to your GitHub.
- E. **Contact Me page**- this can link to your email so if an employer wants to reach out.

**\*\*If you want to be a programmer add your GitHub link.**

**\*\*If you want to work on the art/design side, upload assets you have created or take screenshots of backgrounds, tile sets, etc.**

**\*\*If you want to work on the management side of things be sure to write a detailed description of management duties you completed for your group project and upload work samples of your business documentation.**

### Real Developers Portfolios:

Game Designer: <http://www.iainlobb.com/#portfolio>

Game Programmer: <http://www.mollyjameson.com/>

Developer & Designer: <http://kalynnakano.com/>

UX/UI and Front-end Development: <http://mattfarley.ca/>

### Work Sample Example:



I was the Developer and QA tester of the PC based game “Space Shooter” created using Unity C#. I worked on this build while studying at Richard O. Jacobson Technical HS at Seminole. (Programming, QA Tester). [Link GitHub file here.](#)