



Portfolio Tip Guide

Becker School of Design & Technology

Having a strong portfolio is essential! However, building a robust portfolio that showcases your talent and experience does not have to be a difficult or daunting experience. Use this guide to get clarification on how your portfolio should look for your specific track in Art, Programming, or Design, as well as to learn helpful tips that are true across the various tracks.

Across Tracks: Starting Off Right

Follow these tips when creating your portfolio menu...

- Your portfolio menu should be straightforward. Streamlined simplicity not only helps to create a positive experience for the viewer but demonstrates your aptitude for clear, concise, well thought-out and designed work.
- Home page: This should be a big gallery of thumbnails to the work.
 - For non-artists: Your thumbnails should have titles or mini-descriptions.
- Resume page: Should be a stand-alone item
- Each section you have (such as 3D, Animation, 2D) should have its own page.
 - If you only have one section—that is ok! Label it as “Game Projects” or “Portfolio” or use the topic it falls under, such as “Audio”.
- Contact information: Be sure to accurately list your email address, your LinkedIn link, and any other piece of social media that is relevant. These items must appear on the top of EVERY page.
- Verify! It is strongly recommended that you verify your site works on multiple browsers, platforms, mobile, etc.
- Use a template: There is no reason for you to create your own site from scratch (unless you are a developer). Template sites like Wordpress are the way to go. This will help cut down creation time, help to avoid operational issues, and make maintenance of your portfolio simpler.

Don't Forget: You want your actual work to be the main experience, not the website.

Alumni Portfolios: Specific Component Examples

View some examples of portfolio components from alumni of the Becker School of Design and Technology. These examples showcase specific well-done components as identified.

- 3D model, hired by Roackstar: <http://www.mdhopkins.net/project-frame-grumpy-sculpt/>
- VFX, hired by multiple gaming companies as a VFX lead: <https://vimeo.com/630265577>
- Programming, Software Engineer at Discord: <https://poppgames.wixsite.com/poppgames/vr>
- Programming, hired by Google: <https://www.jaredbraun.com/fur>
- Audio, hired at Vicarious Visions: <https://soundlister.com/portfolio/max-meisel/>
- Writing: <https://brittywolfe.com/>
- Design (Hibachi Hero example), owns indie gaming company: <https://rejointaylor.com/works>

Industry Portfolios: Art, Programming, and Design Track Examples

The below are portfolio examples that are well-rounded over all. After viewing the portfolio take a look at some of the specific reasons as to why the portfolio works so well.

Art: <https://www.squashandstretch.org/albums/1673640>

Why It Works

- Project based is key!
- Keep art all on one page with thumbnails to help with ease of navigation. Allow the viewer to click in to see multiple views (such as wireframe) of each piece and then navigate to another piece or use gallery view.
- Short videos in-game of models and animations, or Marmoset interactive turntables of models are always valuable.
- Use images as well as videos.
- Item description should focus on the use of the model. For instance, is it mobile, VR, Unity game, or Unreal?
- State the software that was used, such as Blender, Maya, Zbrush, etc.

Programming: <https://hugo.fyi/projects/bolt-storm#>

Why It Works

- Project based is key!
- Have visuals of the game, video is highly suggested.
- Visuals should reflect the code they created. For instance, did you work on enemy AI, inventory system, dialogue, combat, health, physics, etc.? Any of those could be captured in a video.
- Have a clear description of the programming tasks front and center using the proper industry terminology so that it's searchable.
- Use code snippets as depicted within this example. This is more advanced, so if you are not yet comfortable with this then you can build it in once you master the skill.
- Format should be in in-engine blueprints or editor shots.

Design: <https://www.chauhogamedesigner.com/>

Why It Works

- Project based is key!
- Have visuals depicting the game; even though the designer is not the artist, this helps with context and can help the viewer recognize detail.
- Use images that reflect your part of the design. For instance, if you do level design, it makes sense to include images of that, but if you did the narrative backstory/lore, you would include images of the environment that reflected that mood and setting.
- If you worked on mechanics you want to include that as well and depict it with a video. Additionally, it is helpful if you can use images of UI reflecting the interactions, etc.

It's Not Just About the Portfolio...

Your portfolio is integral in the depiction of your talent, experience, and unique skill set. However, having an equally strong and cohesive LinkedIn account is crucial as it is your virtual social representation of you and your brand to the interactive media design and technology community!

Key Points to Remember

- Use an updated professional profile picture.
- List all of the projects you have worked on. Whether solo, in a team, as an extracurricular, or through course work.
- Stay active! You should post or reply to posts about your field of study/track once every two weeks to help highlight your activity over the past 90 days and insure your presence is continually noticed in the social community.