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# Ui Ux Designer Front End Developer Personal Portfolio

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Don't Make Me Think, Revisited  
 Discussing Design  
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 JavaScript: The Good Parts  
 White Awareness  
 Communicating Design  
 Psychology for Designers  
 The Conjuror's Almanac  
 User Interface Design for Programmers  
 Professional Front-End Architecture  
 Observing the User Experience  
 Solving Product Design Exercises  
 Multiscreen UX Design

*Ui Ux Designer Front End Developer  
 Personal Portfolio*

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## HESTER SIDNEY

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**Don't Make Me Think, Revisited** Pearson Education  
 Practice your product design and UX skills. Prepare for your next job interview. Redesign the NYC metrocard system. Design a dashboard for a general practitioner. Redesign an ATM. Learn how to solve and present exercises like these, that top startups use to interview designers for product design and UI/UX roles. Today top companies are looking for business-minded designers who are not just focused on visuals. With this book you can practice this kind of mindset, prepare for job interview, learn how to interview other designers and find concepts for projects for your portfolio. What will you learn from this book: Prepare for the design interview -- prepare for the design exercise and learn more about how tech companies hire product designers. Improve your portfolio -- use product challenges to showcase in your portfolio instead of unsolicited visual redesigns. Step up your design career -- practice your product design skills to become a better designer and prepare for your next career move. Interview

designers -- learn how to interview designers to evaluate their skills in the most efficient and scalable way. What's inside? A 7-step framework for solving product design exercises 30+ examples of exercises similar to exercises used by Google, Facebook, Amazon etc. 5 full solutions for product design exercises 5 short interviews with design leaders that worked at Apple, Google, Pinterest, IDEO etc.

**Discussing Design** "O'Reilly Media, Inc."

Apps! Websites! Rubber Ducks! Naked Ninjas! This book has everything. If you want to get started in user experience design (UX), you've come to the right place: 100 self-contained lessons that cover the whole spectrum of fundamentals. Forget dry, technical material. This book's based on the wildly popular UX Crash Course from Joel Marsh's blog The Hipper Element is laced with the author's snarky brand of humor, and teaches UX in a simple, practical way. Becoming a professional doesn't have to be boring. Follow the real-life UX process from start-to-finish and apply the skills as you learn, or refresh your memory before the next meeting. UX for Beginners is perfect for non-designers who want to become designers, managers who teach UX, and programmers, salespeople, or

marketers who want to learn more. Start from scratch: the fundamentals of UX Research the weird and wonderful things users do The process and science of making anything user-friendly Use size, color, and layout to help and influence users Plan and create wireframes Make your designs feel engaging and persuasive Measure how your design works in the real world Find out what a UX designer does all day

Building Design Systems "O'Reilly Media, Inc."

The Conjuror's Almanac is the ultimate guide to the conjuring arts. Or is it? Start reading and you'll be trapped inside! This unique puzzle book is an escape room in a book, only there is no room. You're trapped in the book itself by an evil spell cast by The Great Qdini. Find the hidden puzzles and learn Qdini's true name to make your way out

Two Scoops of Django Rosenfeld Media

Jon Duckett's best-selling, full-color introduction to JavaScript—filled with techniques to make websites more interactive and engaging Learn JavaScript and jQuery from the author who has inspired hundreds of thousands of beginner-to-intermediate coders. Build upon your HTML and CSS foundation and take the next step in your programming journey with JavaScript. The world runs on JavaScript and the most influential tech companies are looking for new and experienced programmers alike to bring their websites to life. Finding the right resources online can be overwhelming. Take a confident step in the right direction by choosing the simplicity of JavaScript & jQuery: Interactive Front-End Web Development by veteran web developer and programmer Jon Duckett. Widely regarded for setting a new standard for those looking to learn and master web development, Jon Duckett has inspired web developers through his inventive teaching format pioneered in his bestselling HTML & CSS: Design and Build Websites. He also has helped global brands like Philips, Nike, and Xerox create innovative digital solutions, designing and delivering web and mobile projects with impact and the customer at the forefront. In JavaScript & jQuery, Duckett shares his real-world insights in his unique and highly visual style: Provides an efficient and user-friendly structure that allows readers to progress through the chapters in a self-paced format Combines full-color design graphics and engaging photography to explain the topics in an in-depth yet straightforward manner Recreates techniques seen on other websites such as sliders, content filters, form validation, Ajax content updates, and much more Is perfect for anyone looking to create web applications and games, design mobile apps, or redesign a website using popular web development tools JavaScript & jQuery is clear and actionable, providing organized instruction in ways that other online courses, tutorials, and books have yet to replicate. For readers seeking a personable yet professional guide to using JavaScript in the real world, this one-of-a-kind guide is for you. JavaScript & jQuery is also available as part of two hardcover and paperback sets depending on your web design and development needs: Web Design with HTML, CSS, JavaScript, and jQuery Set Paperback: 9781118907443 Hardcover: 9781119038634 Front-End Back-End Development with HTML, CSS, JavaScript, jQuery, PHP, and MySQL Set Paperback: 9781119813095 Hardcover: 9781119813088

**JavaScript Enlightenment** John Wiley & Sons

Real critique has become a lost skill among collaborative teams today. Critique is intended to help teams strengthen their designs, products, and services, rather than be used to assert authority or push agendas under the guise of "feedback." In this practical guide, authors Adam Connor and Aaron Irizarry teach you techniques, tools, and a framework for helping members of your design team give and receive critique. Using firsthand stories and lessons from prominent figures in the design

community, this book examines the good, the bad, and the ugly of feedback. You'll come away with tips, actionable insights, activities, and a cheat sheet for practicing critique as a part of your collaborative process. This book covers: Best practices (and anti-patterns) for giving and receiving critique Cultural aspects that influence your ability to critique constructively When, how much, and how often to use critique in the creative process Facilitation techniques for making critiques timely and more effective Strategies for dealing with difficult people and challenging situations

**How to Start a Business Analyst Career** New Riders

In a complex world, products that are easy to use win favor with consumers. This is the first book on the topic of simplicity aimed specifically at interaction designers. It shows how to drill down and simplify user experiences when designing digital tools and applications. It begins by explaining why simplicity is attractive, explores the laws of simplicity, and presents proven strategies for achieving simplicity. Remove, hide, organize and displace become guidelines for designers, who learn simplicity by seeing before and after examples and case studies where the results speak for themselves.

**UX / UI Wireframe Design Sketchbook** New Riders

ECMAScript 6 represents the biggest update to the core of JavaScript in the history of the language. In Understanding ECMAScript 6, expert developer Nicholas C. Zakas provides a complete guide to the object types, syntax, and other exciting changes that ECMAScript 6 brings to JavaScript. Every chapter is packed with example code that works in any JavaScript environment so you'll be able to see new features in action. You'll learn: -How ECMAScript 6 class syntax relates to more familiar JavaScript concepts -What makes iterators and generators useful -How arrow functions differ from regular functions -Ways to store data with sets, maps, and more -The power of inheritance -How to improve asynchronous programming with promises -How modules change the way you organize code Whether you're a web developer or a Node.js developer, you'll find Understanding ECMAScript 6 indispensable on your journey from ECMAScript 5 to ECMAScript 6.

Simple and Usable Web, Mobile, and Interaction Design "O'Reilly Media, Inc."

The ultimate guide to UX from the world's most popular resource for web designers and developers Smashing Magazine is the world's most popular resource for web designers and developers and with this book the authors provide the ideal resource for mastering User Experience Design (UX). The authors provide an overview of UX and User Centred Design and examine in detail sixteen of the most common UX design and research tools and techniques for your web projects. The authors share their top tips from their collective 30 years of working in UX including: Guides to when and how to use the most appropriate UX research and design techniques such as usability testing, prototyping, wire framing, sketching, information architecture & running workshops How to plan UX projects to suit different budgets, time constraints and business objectives Case studies from real UX projects that explain how particular techniques were used to achieve the client's goals Checklists to help you choose the right UX tools and techniques for the job in hand Typical user and business requirements to consider when designing business critical pages such as homepages, forms, product pages and mobile interfaces as well as explanations of key things to consider when designing for mobile, internationalization and behavioural change. Smashing UX Design is the complete UX reference manual. Treat it as the UX expert on your bookshelf that you can read from cover-to-cover, or to dip into as the need arises, regardless of whether you have 'UX' in your job title or

not.

#### *Designing Interface Animation* New Riders

Front-end development has become too big, too important, too complex and too expensive to be treated as a mere sub-part of the web development pipeline. In order to break free from survival mode and move toward "continuous innovation", robust methodological principles for Front-end Architecture are needed. Simply choosing a tech stack and configuring a dev environment is not enough anymore. So how should Professional Front-end Architecture work look like? PROFESSIONAL FRONT-END ARCHITECTURE offers a curated list of foundational principles selected explicitly for front-end architecture, aiming to help architects and those vested with architectural responsibilities do excellent professional work. It presents a proposal for the role and the field of front-end architecture based on a higher level of abstraction than is currently understood. It will review its importance, tasks, traps, pitfalls, best practices, the problems it solves, the business value it adds, and its trade secrets, as well as how to run successful front-end projects and front-end shops. If you are a front-end architect seeking a continued education, a developer aiming to become a front-end architect, a manager or engineer looking for formal preparation in performing architectural work, a manager needing guidance in hiring and monitoring the work of architects, a recruiter wanting a better understanding of the field, or a person with influence over architectural decisions... then this book is for you!

#### *The UX Book* Elsevier

Most programming languages contain good and bad parts, but JavaScript has more than its share of the bad, having been developed and released in a hurry before it could be refined. This authoritative book scrapes away these bad features to reveal a subset of JavaScript that's more reliable, readable, and maintainable than the language as a whole—a subset you can use to create truly extensible and efficient code. Considered the JavaScript expert by many people in the development community, author Douglas Crockford identifies the abundance of good ideas that make JavaScript an outstanding object-oriented programming language—ideas such as functions, loose typing, dynamic objects, and an expressive object literal notation. Unfortunately, these good ideas are mixed in with bad and downright awful ideas, like a programming model based on global variables. When Java applets failed, JavaScript became the language of the Web by default, making its popularity almost completely independent of its qualities as a programming language. In *JavaScript: The Good Parts*, Crockford finally digs through the steaming pile of good intentions and blunders to give you a detailed look at all the genuinely elegant parts of JavaScript, including: Syntax Objects Functions Inheritance Arrays Regular expressions Methods Style Beautiful features The real beauty? As you move ahead with the subset of JavaScript that this book presents, you'll also sidestep the need to unlearn all the bad parts. Of course, if you want to find out more about the bad parts and how to use them badly, simply consult any other JavaScript book. With *JavaScript: The Good Parts*, you'll discover a beautiful, elegant, lightweight and highly expressive language that lets you create effective code, whether you're managing object libraries or just trying to get Ajax to run fast. If you develop sites or applications for the Web, this book is an absolute must.

#### *Lean UX* "O'Reilly Media, Inc."

Most programmers' fear of user interface (UI) programming comes from their fear of doing UI design. They think that UI design is like graphic design—the mysterious process by which creative, latte-drinking, all-black-wearing people produce cool-looking, artistic pieces. Most programmers see themselves as analytic, logical thinkers instead—strong at reasoning, weak on

artistic judgment, and incapable of doing UI design. In this brilliantly readable book, author Joel Spolsky proposes simple, logical rules that can be applied without any artistic talent to improve any user interface, from traditional GUI applications to websites to consumer electronics. Spolsky's primary axiom, the importance of bringing the program model in line with the user model, is both rational and simple. In a fun and entertaining way, Spolsky makes user interface design easy for programmers to grasp. After reading *User Interface Design for Programmers*, you'll know how to design interfaces with the user in mind. You'll learn the important principles that underlie all good UI design, and you'll learn how to perform usability testing that works.

#### *Building Micro-Frontends* No Starch Press

"A comprehensive overview of the challenges teams face when moving to microservices, with industry-tested solutions to these problems." - Tim Moore, Lightbend

44 reusable patterns to develop and deploy reliable production-quality microservices-based applications, with worked examples in Java Key Features

44 design patterns for building and deploying microservices applications Drawing on decades of unique experience from author and microservice architecture pioneer Chris Richardson A pragmatic approach to the benefits and the drawbacks of microservices architecture Solve service decomposition, transaction management, and inter-service communication Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About The Book

Microservices Patterns teaches you 44 reusable patterns to reliably develop and deploy production-quality microservices-based applications. This invaluable set of design patterns builds on decades of distributed system experience, adding new patterns for composing services into systems that scale and perform under real-world conditions. More than just a patterns catalog, this practical guide with worked examples offers industry-tested advice to help you design, implement, test, and deploy your microservices-based application. What You Will Learn

How (and why!) to use microservices architecture Service decomposition strategies Transaction management and querying patterns Effective testing strategies Deployment patterns This Book Is Written For

Written for enterprise developers familiar with standard enterprise application architecture. Examples are in Java. About The Author Chris Richardson is a Java Champion, a JavaOne rock star, author of Manning's *POJOs in Action*, and creator of the original *CloudFoundry.com*. Table of Contents

Escaping monolithic hell Decomposition strategies Interprocess communication in a microservice architecture Managing transactions with sagas Designing business logic in a microservice architecture Developing business logic with event sourcing Implementing queries in a microservice architecture External API patterns Testing microservices: part 1 Testing microservices: part 2 Developing production-ready services Deploying microservices Refactoring to microservices

#### *JavaScript & jQuery* Pearson Education

This hands-on guide will teach you simple-to-advanced steps of user experience design. It starts from idea concept evaluation, product research, user interface design, and design implementation in code. We focus not only on the UI or design, but also on other things that are connected to it. UX has its own process that requires its own sets of ...

**Responsive Design Workflow** University of Oklahoma Press

"Domain-Driven Design" incorporates numerous examples in Java-case studies taken from actual projects that illustrate the application of domain-driven design to real-world software development.

*Interface Design for Learning* Packt Publishing Ltd

Building an elegant, functional website requires more than just

knowing how to code. In *Adaptive Web Design, Second Edition*, you'll learn how to use progressive enhancement to build websites that work anywhere, won't break, are accessible by anyone—on any device—and are designed to work well into the future. This new edition of *Adaptive Web Design* frames even more of the web design process in the lens of progressive enhancement. You will learn how content strategy, UX, HTML, CSS, responsive web design, JavaScript, server-side programming, and performance optimization all come together in the service of users on whatever device they happen to use to access the web. Understanding progressive enhancement will make you a better web professional, whether you're a content strategist, information architect, UX designer, visual designer, front-end developer, back-end developer, or project manager. It will enable you to visualize experience as a continuum and craft interfaces that are capable of reaching more users while simultaneously costing less money to develop. When you've mastered the tenets and concepts of this book, you will see the web in a whole new way and gain web design superpowers that will make you invaluable to your employer, clients, and the web as a whole. Visit <http://adaptivewebdesign.info> to learn more.

#### Domain-driven Design Apress

Successful web design teams depend on clear communication between developers and their clients—and among members of the development team. Wireframes, site maps, flow charts, and other design diagrams establish a common language so designers and project teams can capture ideas, track progress, and keep their stakeholders informed. In this all new edition of *Communicating Design*, author and information architect Dan Brown defines and describes each deliverable, then offers practical advice for creating the documents and using them in the context of teamwork and presentations, independent of methodology. Whatever processes, tools, or approaches you use, this book will help you improve the creation and presentation of your wireframes, site maps, flow charts, and other deliverables. The book now features: An improved structure comprising two main sections: Design Diagrams and Design Deliverables. The first focuses on the nuts and bolts of design documentation and the second explains how to pull it all together. New deliverable: design briefs, as well as updated advice on wireframes, flow charts, and concept models. More illustrations, to help designers understand the subtle variations and approaches to creating design diagrams. Reader exercises, for those lonely nights when all you really want to do is practice creating wireframes, or for use in workshops and classes. Contributions from industry leaders: Tamara Adlin, Stephen Anderson, Dana Chisnell, Nathan Curtis, Chris Fahey, James Melzer, Steve Mulder, Donna Spencer, and Russ Unger. "As an educator, I have looked to *Communicating Design* both as a formal textbook and an informal guide for its design systems that ultimately make our ideas possible and the complex clear." —Liz Danzico, from the Foreword

#### Atomic Design Apress

The *UX Book: Process and Guidelines for Ensuring a Quality User Experience* aims to help readers learn how to create and refine interaction designs that ensure a quality user experience (UX). The book seeks to expand the concept of traditional usability to a broader notion of user experience; to provide a hands-on, practical guide to best practices and established principles in a UX lifecycle; and to describe a pragmatic process for managing the overall development effort. The book provides an iterative and evaluation-centered UX lifecycle template, called the Wheel, for interaction design. Key concepts discussed include contextual inquiry and analysis; extracting interaction design requirements; constructing design-informing models; design production; UX

goals, metrics, and targets; prototyping; UX evaluation; the interaction cycle and the user action framework; and UX design guidelines. This book will be useful to anyone interested in learning more about creating interaction designs to ensure a quality user experience. These include interaction designers, graphic designers, usability analysts, software engineers, programmers, systems analysts, software quality-assurance specialists, human factors engineers, cognitive psychologists, cosmic psychics, trainers, technical writers, documentation specialists, marketing personnel, and project managers. - A very broad approach to user experience through its components—usability, usefulness, and emotional impact with special attention to lightweight methods such as rapid UX evaluation techniques and an agile UX development process - Universal applicability of processes, principles, and guidelines—not just for GUIs and the Web, but for all kinds of interaction and devices: embodied interaction, mobile devices, ATMs, refrigerators, and elevator controls, and even highway signage - Extensive design guidelines applied in the context of the various kinds of affordances necessary to support all aspects of interaction - Real-world stories and contributions from accomplished UX practitioners - A practical guide to best practices and established principles in UX - A lifecycle template that can be instantiated and tailored to a given project, for a given type of system development, on a given budget

#### **Implementing Responsive Design** "O'Reilly Media, Inc."

New devices and platforms emerge daily. Browsers iterate at a remarkable pace. Faced with this volatile landscape we can either struggle for control or we can embrace the inherent flexibility of the web. Responsive design is not just another technique—it is the beginning of the maturation of a medium and a fundamental shift in the way we think about the web. *Implementing Responsive Design* is a practical examination of how this fundamental shift affects the way we design and build our sites. Readers will learn how to: Build responsive sites using a combination of fluid layouts, media queries, and fluid media Adopt a responsive workflow from the very start of a project Enhance content for different devices Use feature-detection and server-side enhancement to provide a richer experience

#### **Hands-On UX Design for Developers** Addison-Wesley Professional

You may be wondering if business analysis is the right career choice, debating if you have what it takes to be successful as a business analyst, or looking for tips to maximize your business analysis opportunities. With the average salary for a business analyst in the United States reaching above \$90,000 per year, more talented, experienced professionals are pursuing business analysis careers than ever before. But the path is not clear cut. No degree will guarantee you will start in a business analyst role. What's more, few junior-level business analyst jobs exist. Yet every year professionals with experience in other occupations move directly into mid-level and even senior-level business analyst roles. My promise to you is that this book will help you find your best path forward into a business analyst career. More than that, you will know exactly what to do next to expand your business analysis opportunities.

#### **A Project Guide to UX Design** Morgan Kaufmann

How to apply psychology to web design and the design process. - Where to find design psychology - The different types of psychology and how to apply them to digital design - How to solve design problems with psychology - How to talk about design and advocate design choices using psychology In this book, I will show you how psychological theory can be applied to design. It won't demand you read every single research study. In fact, it contains very little in the way of theory. What it will show you are

the benefits of taking a psychological approach, as well as how to find and apply relevant ideas, and advocate your design

decisions based on sound psychological reasoning, making your designs - and the way you talk about them - better.