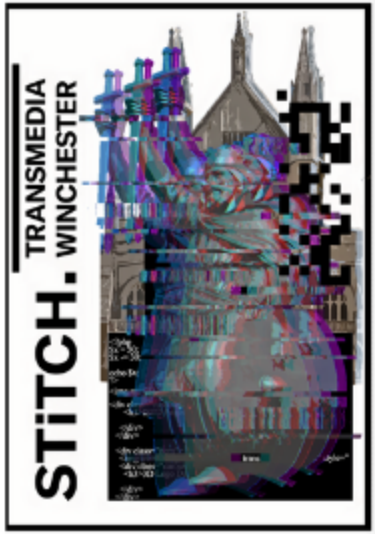
WARDLE CP

DESIGN/DEV STUDIO

Alex Wardle

I am a developer with a passion for React and Javascript Frameworks, please enjoy seeing my journey through university via this book.



Transmedia 2021

For the Transmedia event I collaborated with the fashion company 'Stitch London'. I designed a T-shirt for each pathway and also shot an advert too.

Social Media Marketing Project

I made use of Adobe Photoshop, for my virtual profile on the 3D Transmedia Exhibition in 2021. This project was the birth of my purple trademark colour as well as my current branding.

WARDLE CP

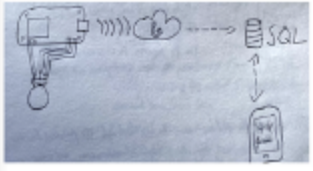
DESIGN/DEV STUDIO

Third Year Projects

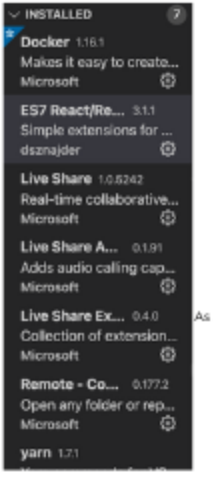
Semester 1 Work experience and Projects

I participated in working for the hyper car company called Mazzanti, giving tips on their current website as well as doing some React coding for a new website being published next year. I also coded a small personal project for them including electronics.

To the left shows the React App I created showing off the cars and enabling potential/current customers to enrich their knowledge about Mazzanti and its products.



Above shows a webhook and app allowing the car to assess as to whether the driver is wearing a seatbelt, as Mazzanti cars have removable seats, meaning a seatbelt sensor cannot go in the seat. Instead I suggest it goes in the footwell.



As seen in the menu screen , the website required a lot of dynamic features for the website launch. The developers tasked me with arranging this the create a comfortable UI experience.

In order to create a dynamic and smooth website I made use of a few plugins to create the web interface. I enjoyed using redux as it was a different side of react which I was not familiar with.

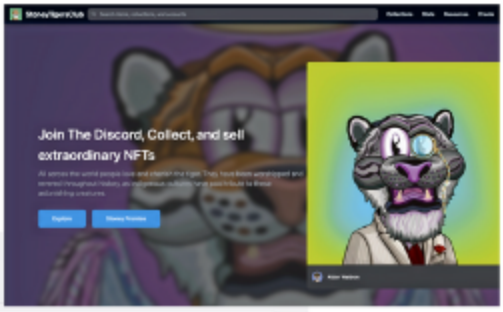
I made use of a react slice for the site. A 'Slice' is a collection of Redux reducer logic for a feature within a react app, usually within one singular file. This derives from splitting up the root of the Redux state object into multiple 'slices'. I found this process quite confusing and I had a few minor issues to do with grammatical errors, in which I turned to the dev team to help me fix, which to my dismay was just a simple fix changing "intialState to intialState," etc....

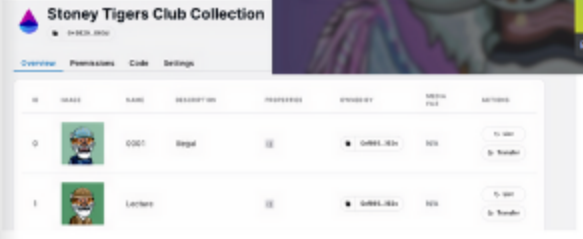
To make sure that My website felt clean and smooth to the user, I also imported animations via the website react-reveal, which is a high performance animation library for react, which lets you add to your website to enable small animations when the user interacts which certain components, for example a zoom effect when a user hovers over a button.

Semester Two Projects

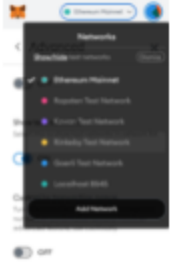
StoneyTigersClub NFT Client project

I created a minting website for the company 'Stoneytigersclub NFT' which enabled the client to list non fungible tokens to the website, as well as the trading platform 'Opensea'. With a Node.js front end and sanity.io backend, the application connects to the ethereum blockchain.



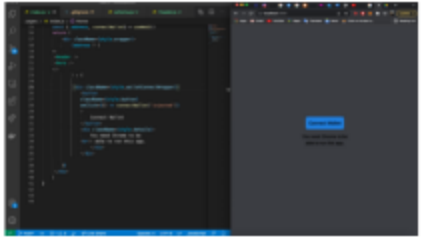


Above is the ThirdWeb back end presenting NFT's within the collection as well as the database which connects to the front end, as well as the E-shop.

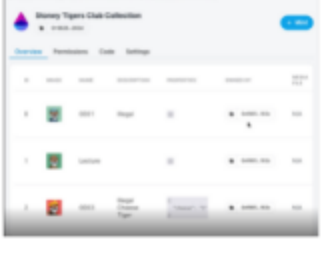


I established a Thirdweb account which provides Web3 SDKs for developers and can hold the NFT collection in a secure database, which relates to the next.js front end via an API in which we created. In order to test on the ethereum network I used the Rinkeby test network

In order to keep cyber security to a high standard, we used a metamask authentication requiring users to log in with their metamask account to access the minting site. This was essential for the business side as well as high amounts of crypto currency would be moved during minting.



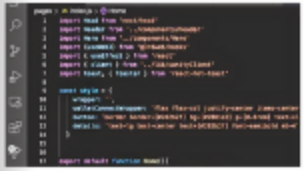
In my opinion creating the third webhook was the most challenging part of the project for me, as I had a small amount of experience with Next.js but I had had no experience with Metamask before this project. To enable Metamask and the application to communicate I had to import packages such as "thirdwebprovider" which was a 3rd webhook. I had minor issue of the app not recognising the import tag, however this was simple fix, as I restarted the app a few times and it worked after doing this.



This is an image for the backend of the minting process. NFTs are stored in a database in which the developers and the artists can upload NFTs onto the ethereum blockchain which are then translated into mint passes to be minted.

REACT/NODE DATING APPLICATION CLONE

tinder™



MERN

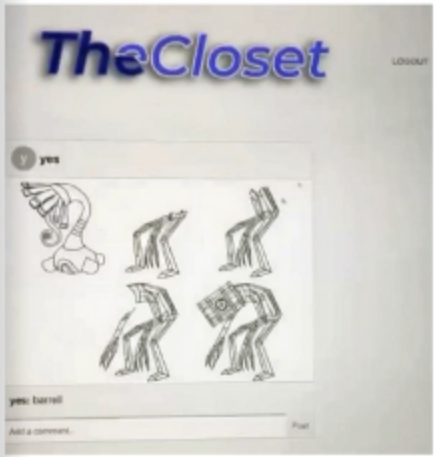
Created with a MERN stack

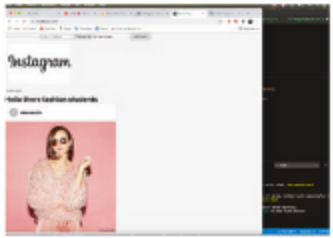
For my final personal project I created a MERN stack dating app, using 'Tinder' as inspiration. I was going to use ThirdWeb and Meta, however I wanted the challenge of using the classic MERN stack system.

THE CLOSET

Project 'O' aka 'The Closet' Client Project

This project was for the fashion department for The University of Winchester. It was the first bit of experience I got with a javascript framework, I teamed up with LAcreative studios to create a working social media app based off of Instagram.





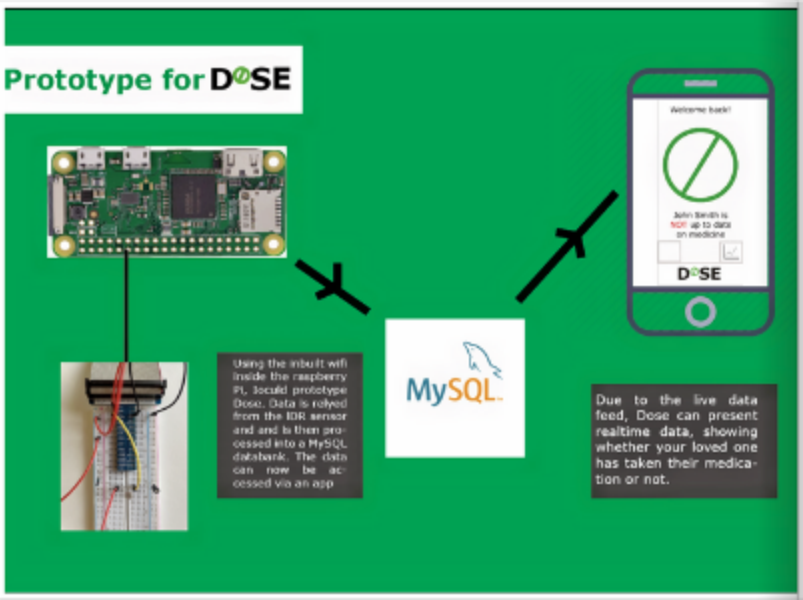
React

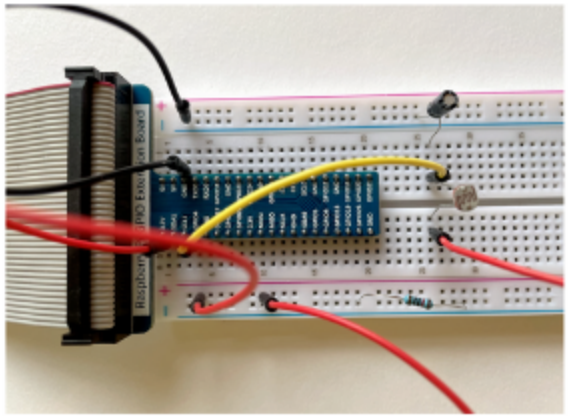
With a Firebase backend and React front end, users can create an account, post images and comment on each others posts, creating a hub for fashion innovation.

RSA Project, Second Year Project, Semester one

DØSE

Use of the Python coding langauge with a Raspberry PI creating a safe pill case for the elderly





Above is the device without casing. It contains an LDR light sensor to sense whether a pill is within the case, this then communicates with the raspberry pi which updates the pill cases status to the live application

First Year Projects

These projects were the foundations for my directional pathway through university.

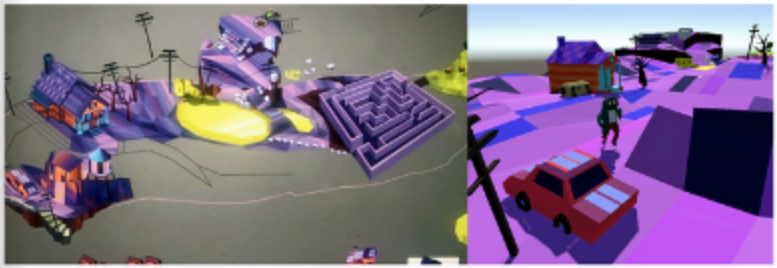
TREKER

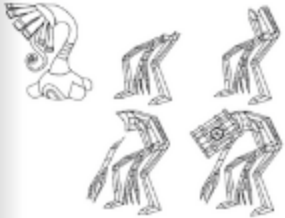
Virtual Device Project

For this project I was tasked with designing the banding for the device named 'Treker' which enabled people to locate their friends via GPS at festivals. I created the logo, brand guidelines and an advert.

Video Games Project

Within this project, I teamed up with a group of developers and esigners to create the eco friendly game 'revelations'. I was task with creating brand guidelines and the branding for the project, as well as charecter design.





Above is the game map in which myself and the team created, showing the main charecter collecting oxygen to complete the level and rebuild the world.To the left my designs for the barrel monster who was the enemy within the game.

TALK TO ME

+44 7912974577
alex@velvetbadger.com
linkedIn: @Alexwardle