

Reading guide

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Abstract

I'm Danylo, 20 years old, originally from Venlo but currently living in Brüggen (DE). I have a strong passion for development and ICT. This semester, I decided to a website as my portfolio. WestGen is both a concept for a future company and a space to showcase my work in a clean, futuristic way that reflects my personal style. I've worked on a board game project called *Friends With 'Benefits'*, various design and dev tasks for LOOP studio, and even a practical side project for my job at Esso.

See in depth explanation of these LO's on my website

[WestGen](#) 

Learning Outcome 1 - Conceptualize, design, and develop interactive media products

Self assessment: Proficient

- **Board Game App**
I created a supporting app for our board game with drag & drop mechanics, making sure digital interaction didn't interrupt the physical gameplay.
[FWB Wireframes \(Figma\)](#)
- **Portfolio Website Concept**
I developed a clean, professional homepage and brand identity concept for WestGen, using it as the design foundation for my portfolio.
[WestGen Concept \(Figma\)](#)
- **Esso Parking Rules App (Side Project)**
I created a multilingual app concept to solve a real issue at my workplace, reducing language barriers and improving truck driver experience.

Learning Outcome 2 - Transferable production

Self assessment: Advanced

- **LOOP Studio Website**
I implemented our group's studio site with scroll animations, a parallax intro, and responsive design to reflect our bold identity.
[LOOP Website](#)
- **FWB Landing Page**
Made a one-page site to support our board game's poster, with floating icons and animated titles to reflect our playful branding.
[FWB Page](#)



- **Cloudflare Hosting**

I hosted my WestGen site using Cloudflare, registered a domain, and configured DNS/SSL to learn proper deployment.

(Live site: westgen.nl)

- **Git Workflow**

Used Git throughout the process to manage code, experiment and document everything with a readme.

WestGen Git & FWB Git

- **FWB App Development (Backend & Frontend)**

Built the full multiplayer backend using Node.js & Socket.IO, and created a responsive frontend using SortableJS.

[Play App](#)

Learning Outcome 3 - Creative iterations

Self assessment: Proficient

- **FWB App Iteration**

Based on feedback, I iterated the app to include drag & drop, visual feedback, and gamified interactions for a more playful experience.

- **Visual Branding Update**

After our group changed to a chaotic pink style with a raccoon mascot, I redesigned the app to reflect this branding shift.

- **WestGen Site Iteration**

I improved spacing and layout after teacher feedback, validated changes via testing, and kept the tone professional yet accessible.

- **Pivot from News? to FWB**

We scrapped our original game after feedback revealed weak replayability and rebuilt a stronger concept based on social chaos.

Learning Outcome 4 - Professional standards

Self assessment: Beginning

- **Trello & File Management**

Used Trello and cleaned our messy OneDrive setup so everyone could collaborate more effectively.

- **Motivational Letter**

I wrote our pitch letter with playful slogans, which helped us stand out and land the board game assignment.

(Letter in site)



- **Interviews for Old Project**
I arranged interviews for our old game idea News? to gather real feedback, which helped us make the right pivot.
- **Tooling & Workflow**
Used AI for spell-checking, README generation, and debugging help speeding up my development workflow.
- **Esso Stakeholder Talk**
I pitched the multilingual app idea to my manager after observing real communication problems at work.

Learning Outcome 5 - Personal leadership

Self assessment: Proficient

- **Me & Entrepreneurship**
I realized I'm more entrepreneur than employee. This semester I started laying the foundations of my brand WestGen.
- **Parking Rules Side Project**
Started a multilingual info site for truckers to solve a real-life problem at Esso entirely self-initiated.
- **Teamwork & 'Hidden' Leadership**
I often stepped in to fix issues last-minute, organize tasks, or polish presentations when nobody else did.
- **Backend Learning**
Building the full multiplayer backend helped me grow technically and showed I can own complex systems.
- **Presentation Moments**
Presented our team's work in class three times to keep the communication clear and represent our group.

Reflection

This semester so far has seen a lot of development. I didn't just build projects I laid the groundwork for a personal brand. Switched to Bachelor to continue studying, I made my own brand; WestGen, built a multiplayer game with a real backend, and handled a real issue at work with my Esso project. My mindset has always been just do it, I don't wait for someone else to take the lead and instead I just start working on stuff. What went well is my ability to apply feedback in a smart, creative way.

What I want to improve is my ability to plan ahead more strategically and not just fix things last-minute. For the future I want to finish and polish the WestGen site fully and continue my work related project.

I'm proud of what I've done.

