Brandon Kui
Portfolio 2024

About me

I am a current graphic design student at OCAD University, looking to learn more about the field and find where I belong in it.

I am proficient in the Adobe suite and Affinity suite, as well as various other art and design programs such as FontForge, Figma, Maya, and Blender.
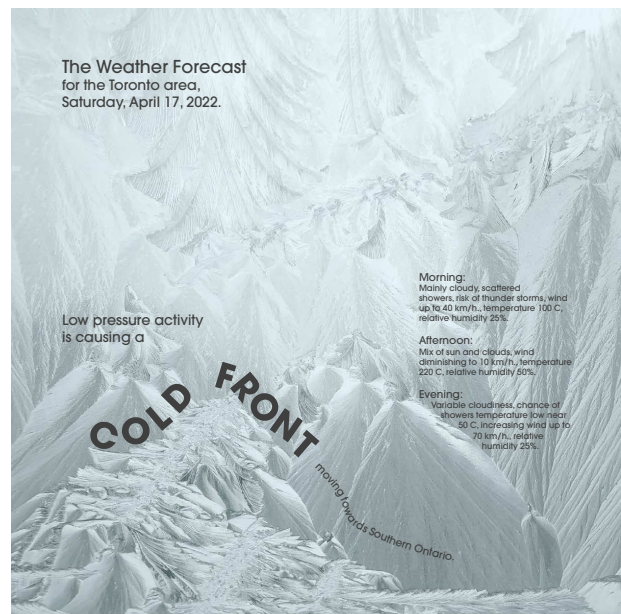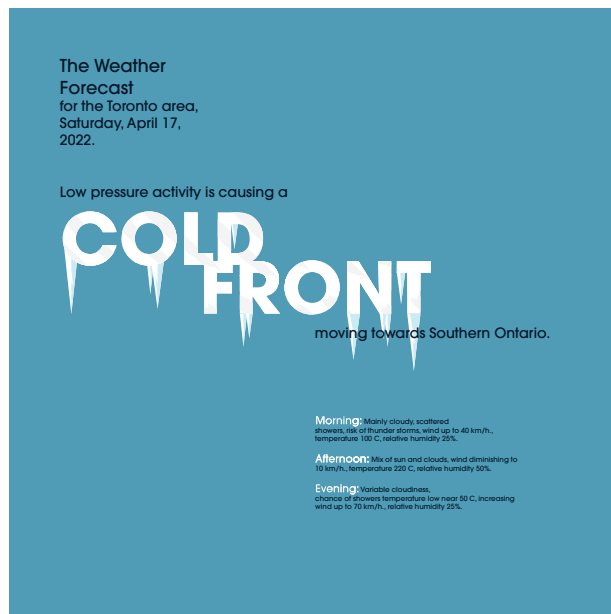
I am also a mostly self-taught amateur coder, learning HTML, JavaScript (P5.JS), CSS, and Lua (Rainmeter).

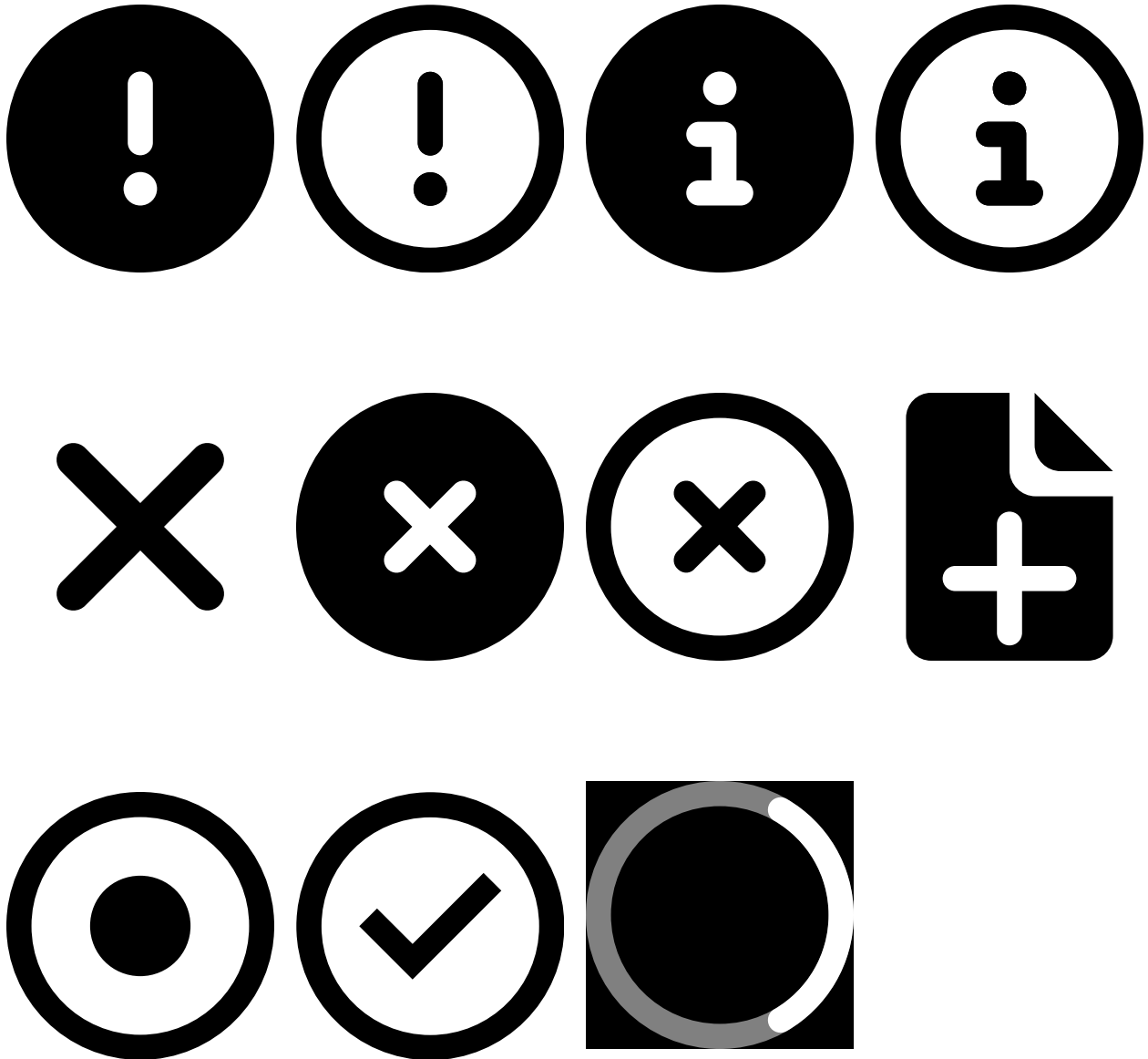I also play fighting games and want to start competing soon.

Wordmark for a Classmate - 2024

A wordmark I designed for a classmate for an assignment. She had an energetic, overgrowing-plant-like energy to her, so I based my design off that.

Weather Report - 2022

Two weather report designs I did for a class. One had to be designed with typography only, the other had to include a photograph. The words "Cold Front" stood out to me for some reason, so I centered my design around it.

UI Icons - 2022

Worked with friends on the UI of a game server hosting softeware project, Lodestone. They graciously had provided some examples of icons they wanted, and told me to base the designs off of them. My work with them was brief, on account of ongoing schoolwork.

For more information on the project, visit https://github.com/Lodestone-Team/lodestone.

Robotics Shirts and Hoodies - 2020

Apparel I designed for my high-school robotics team. I had based the design off of the regular apparel my school used for their sports teams, but using the circuitboard wolf motif we used that year. The hoodie is a pre-production test print, a final version was never made due to COVID.

Note: Print is faded due to wear.

Shirt photography credit to my friend Peter Jiang.