

Brandon Kui

Portfolio 2025

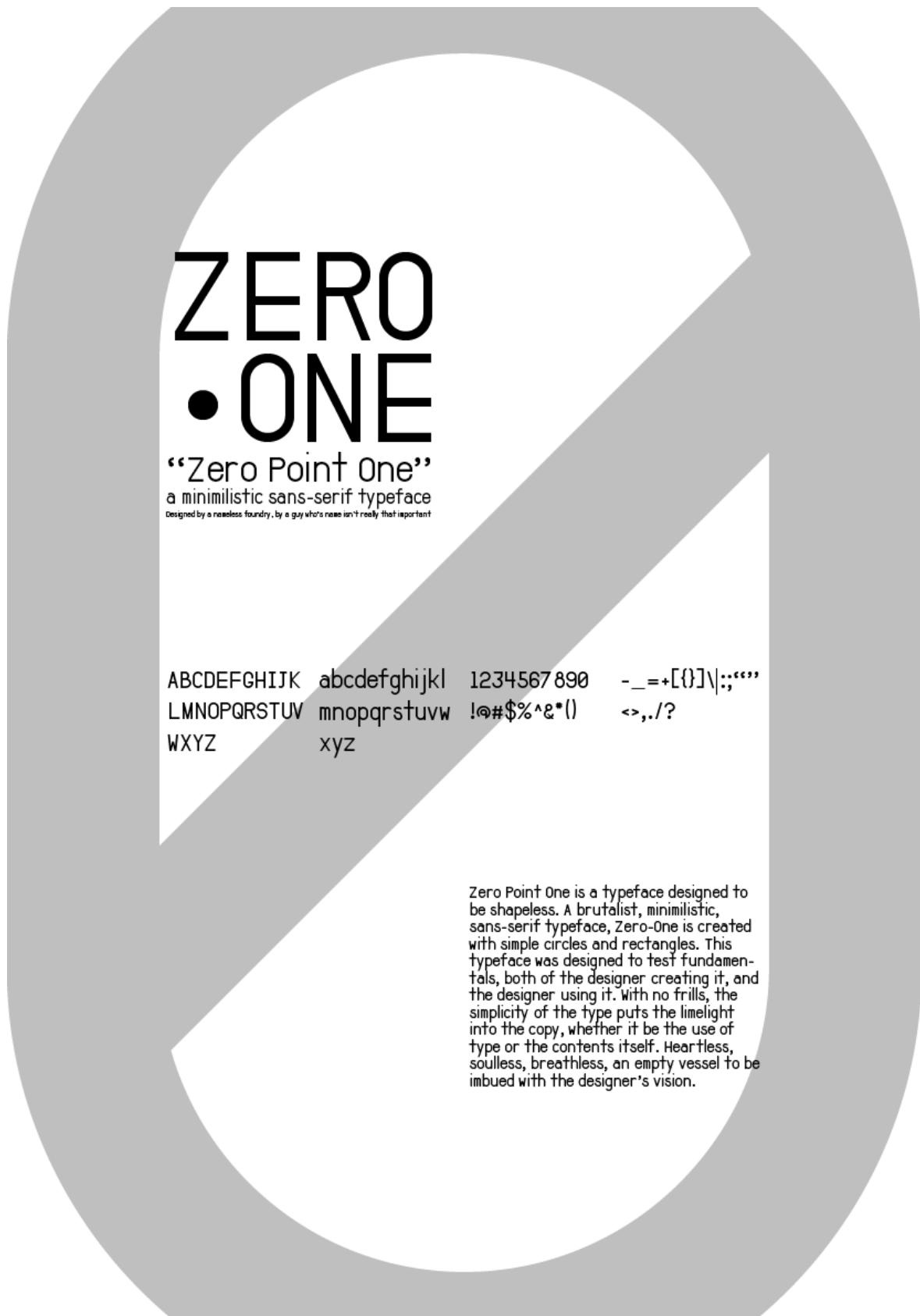
About me

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.

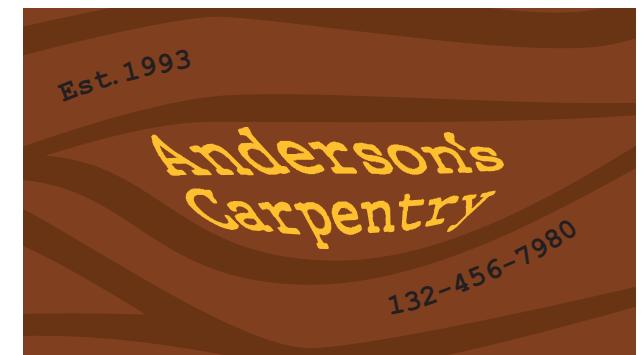


Zero Point One is a typeface designed to be shapeless. A brutalist, minimilistic, sans-serif typeface, Zero-One is created with simple circles and rectangles. This typeface was designed to test fundamentals, both of the designer creating it, and the designer using it. With no frills, the simplicity of the type puts the limelight into the copy, whether it be the use of type or the contents itself. Heartless, soulless, breathless, an empty vessel to be imbued with the designer's vision.

ABCDEFGHIJKLMNabcdefghijklmn
OPQRSTUVWXYZ qrstuvwxyz
VWXYZ yz
1234567890-=
!@#\$%^&*()_+

Untitled Typeface - 2024

My first foray into typeface design, designed for a class. I was inspired by one of my favourite typefaces, Consolas, and wanted to design a sort of utilitarian, “invisible” typeface. Despite the name on the poster on the left, I decided to leave it untitled.



As these progressed, I became more and more experimental with them. This is because originally, I was told to replicate previous examples of business cards, however, I asked if I could start making original business cards, and my boss, Hazma, allowed me to. This was also my first time using Coreldraw, and as my confidence in the program grew, I started experimenting with different effects.

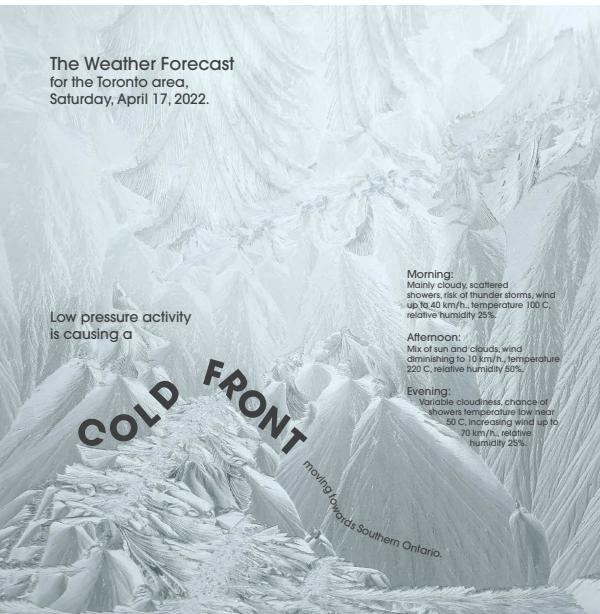
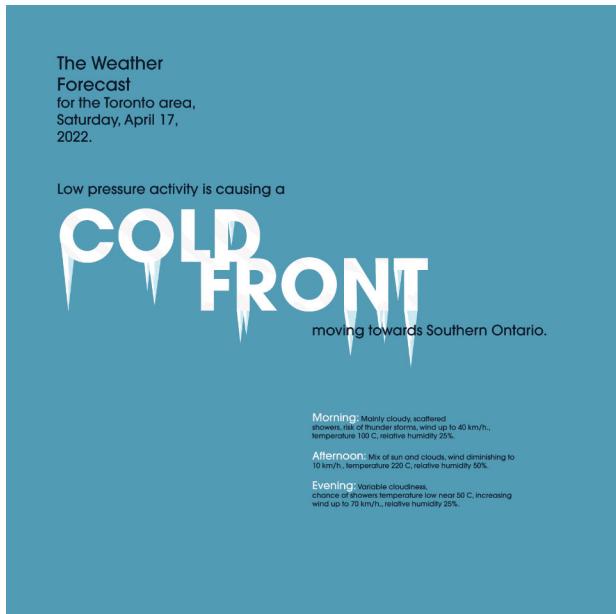
Mock Business Cards - 2024

Mock business cards I made for Peak Print (PeakPrint.ca). These were created to allow the company to demonstrate their ability to print a multitude of things, including business cards.



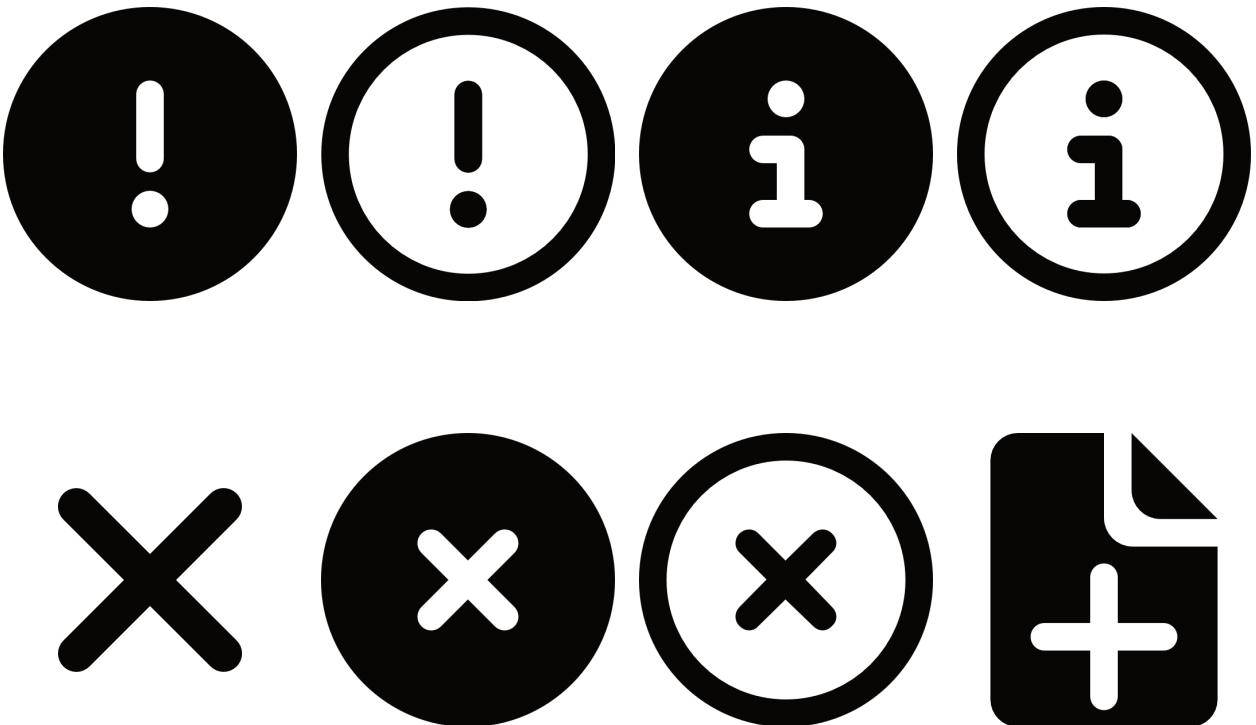
Wordmark for a Classmate - 2024

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 software 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 the COVID 19 Pandemic.



Note: Print is faded due to wear.

Shirt photography credit to our photographer and my good friend Peter Jiang.



Logo Design - Unknown year

One of the many logo designs I did during my years in high school, also the only surviving one, by virtue of being a school project that was automatically archived. I was tasked to create a company for an athletics company, without a name. I tried to include every letter of the word "Athletic" into the design, mainly using what I now know as figure and ground.