

Kazanis



DREWKAZANIS.COM

Kazanis

A DESIGN PORTFOLIO



I'm drew Kazanis,

a server and a builder by nature;
a wildland firefighter, photographer,
a designer and I try to be a good friend.

Out of high school, I spent my summers, over 400 days, fighting wildfires on the largest fires in our nation's history, riding around on fire engines and trekking across miles of national forest. I earned a squad boss certification and was qualified to lead crews in wildfire engagements.

And honestly it was cool as shit.

During the off season I studied at WWCC, and earned my associates degree.

At the same time finding my passion for hospitality. I've found myself behind bars and on busy floors at some really cool places. Thousands of hours honed my "spidey senses", my care for my fellow travelers, and meeting needs so well you have time for human connection.

These thousands of hours have had a huge impact on who I am, who I've been, and where I'm going.

I always aim to be the person I'd want serving me.

Finding myself in EWU's design program was fueled by a lifelong love of conceptualizing, crafting, building and just making cool shit. The kind of shit people look at it and go "huh. cool".

Gaining so many new skills that add tools to my growing toolbox of handy tools and gizmos. These tools and fundamental understandings of design give me the freedom I need to blossom as the weird creative, handy nerd that I am.

Photography, web and print design, product and concept design; A love of manual transmissions, guitar, bullshitting about the next cool thing we should make, these are all parts of what make me, *drew*.

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ECHO404

ECHO404

DREWKAZANIS.COM

Weird

Intentionally strange.

Fun

Explore, Look around.

Rewarding

Leave a mark. Literally.

*Echo404 is a vision of an interactive web experience, a broken AI, trapped in my personal website, there, it leads to page: (*THE WALL*) where you can make your mark and see who's made it through. Kinda like spray paint in a tunnel.*

Kazanis

[PROJECTS](#)[ABOUT](#)[CONTACT](#)[BLOG](#)

"GOOD DESIGN IS HONEST."

- Dieter Rams

Take a look yourself...

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[HOME](#) [PORTFOLIO](#) [ABOUT](#)

[→ Connect to Echo404](#)

ECHO: Listening...

> type to Echo...

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ECHO404

> ECHO ACCESS

> ENTER ECHO PASSWORD:

KAZAN

(Listen for the echoing letters)

... ECHO: K

... ECHO: I

... silence holds the answer...

Secret password

Steps must be taken to
access WALL

Echo404

“How do I make my website interesting, what would I be intrigued by if I stumbled upon something, what if I could make the world able to participate.”

> ECHO PUZZLE 2

Type letters or the full phrase using your keyboard.

TAKE AWAY

Type full answer Submit Answer

Tried: none
Wrong: 0 / 6

✓ Phrase revealed!

Guess the phrase

ACCESS GRANTED

... transmission received: ... consider the remainder...

An interactive, Live, always growing part of my website, remembering the curious user.

ECHO404

META DATA

Project Title: Echo404

Creator: Drew Kazanis

Timeline: January 2024 – June 2025

Medium/Tools: HTML, CSS, JavaScript, React, Figma, GitHub, AI

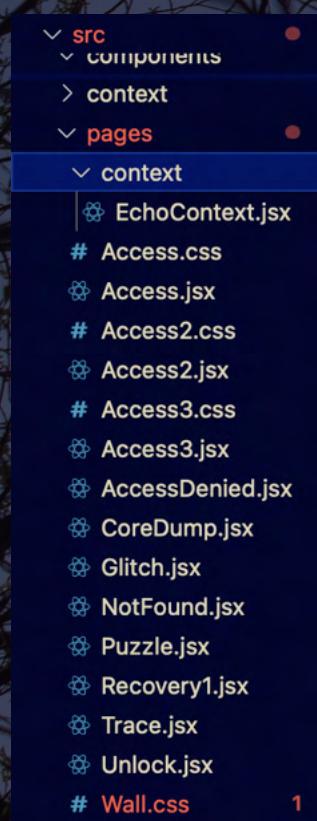
Project Type: Senior Capstone, Interactive Web Experience,

Skills Demonstrated: Front-end Web Development, UX, UI Design,

Narrative-driven Interactive Design, Creative Problem-Solving

Themes: Digital Nostalgia, Puzzle-solving, Interactive Community,

Glitch Aesthetic, Storytelling, Personal Expression



```
function useMediaQuery(query) {
  const [matches, setMatches] = useState(window.matchMedia(query).matches);
  useEffect(() => {
    const mediaQueryList = window.matchMedia(query);
    const listener = (event) => setMatches(event.matches);
    mediaQueryList.addEventListener('change', listener);
    return () => mediaQueryList.removeEventListener('change', listener);
  }, [query]);
  return matches;
}

function getRandomElement(array) {
  return array[Math.floor(Math.random() * array.length)];
}
```

This code in conjunction with a firebase account, can track user visitation, and limit users to one tile.

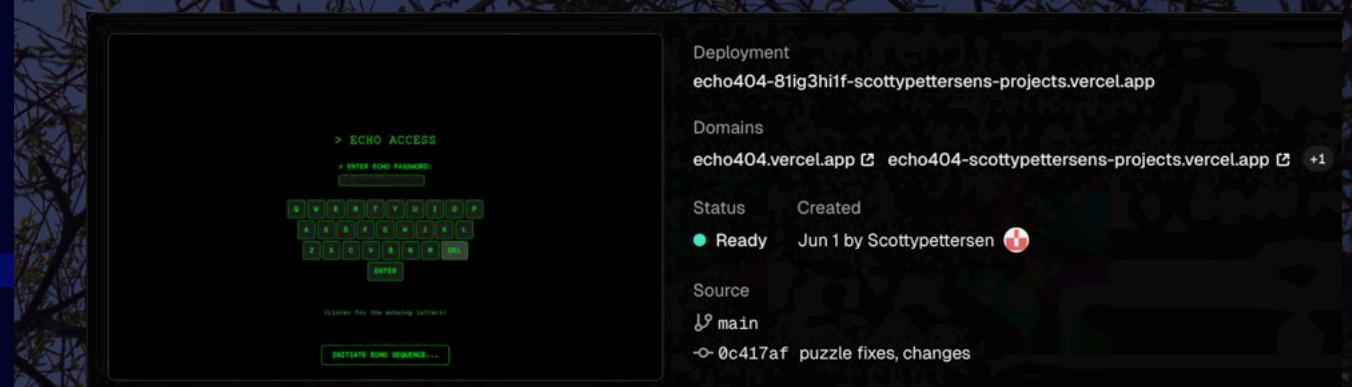
Echo404

Echo404 began as a self driven challenge to use my new web and UX, UI skills to make a creative narrative that lives inside my website. Over the last few months, it evolved into an interactive, narrative driven puzzle game and *social experiment*.

It serves as my digital playground: a place to experiment, learn, and connect with others.

Core Features:

- Interactive puzzles and riddles
- Custom-coded persistent "Echo Wall"
- Terminal-style interface with retro aesthetics
- Integration with personal portfolio website
- QR code and real-world interaction potential



Deployed via vercel to allow for React.

ECHO404

> FINAL TRACE LOCK

Recall the digital echo.

0 2 1 2 3 3

0 1 2 3

CHECK

Memorize the sequence...

ACCESS POINT THREE: RECALL SEQUENCE

Current
last step...

A curious mind
will find clues
and hints around
my page.

ECHO: A forgotten name...
perhaps on the homepage.

INITIATE ECHO SEQUENCE...

ECHO: Listening...

> type to Echo...

A hidden terminal
feature, which can be
accessed through a
familiar password..

part broken AI, part
social experiment. It
lives in its own corner
of the internet, but
it's tied to my site
through hidden clues,
dead ends, and a final
wall you can leave your
mark on.

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Take a look yourself

ECHO404

... transmission received: ... try peeling it off...

> ECHO ACCESS

> ENTER ECHO PASSWORD:



(Listen for the echoing letters)

... listen to the pulse of the machine...

DREWKAZANIS.COM

ECHO404



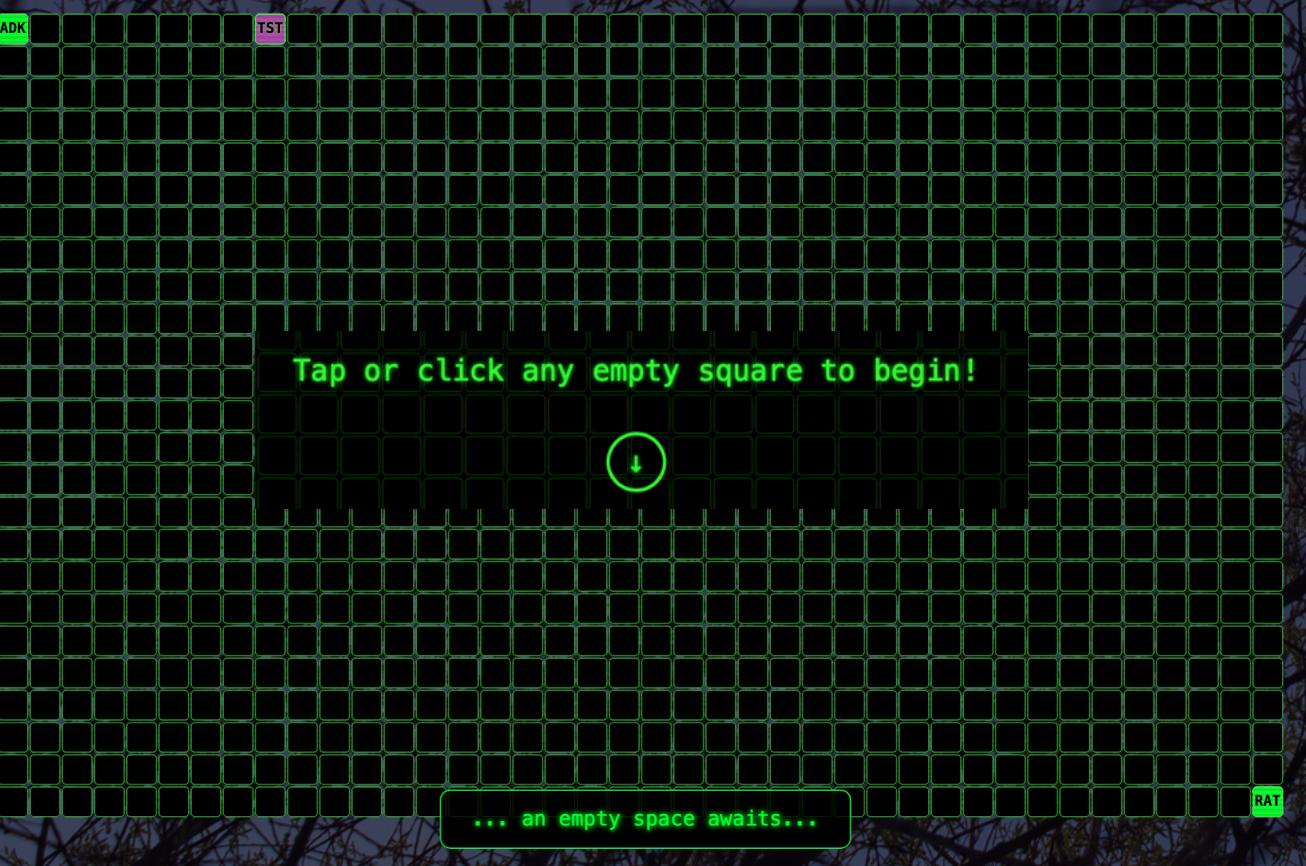
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ECHO404

Echo Wall

Click an empty square to leave your trace – everyone sees it.



THE WALL

After finding the three hidden elements on my website, and completing the three puzzles, one finds themselves in a digital liminal space. Ready to commemorate the curious user.

Claim Tile #419

Label (3 chars)

Optional message (140 chars)

Cancel

Claim

This passion project shows my appetite for expression and curiosity.

Adding intrigue and blending storytelling, experience, and craft to every project.

My part of the internet should be part yours too, if you earn it.

PROJECT CHRONONAUT

The Lawton Scholarship was asking for an invitation design. The details were up to me, so I ran with it. I built something weird, fun, cohesive, and hard to ignore: a time traveling government memo that blends deadpan bureaucracy with sharp, modern design. It's one of those projects where I followed the weird idea all the way through, and it ended up being one of my strongest pieces.



PROJECT
CHRONONAUT

UNITED STATES
GOVERNMENT
DEPARTMENT OF TEMPORAL OPERATIONS
PROJECT CHRONONAUT – SCIENTIFIC JUSTIFICATION
FILE NO. TDI-092809-R4
CLASSIFICATION: DECLASSIFIED

RESEARCH SUMMARY

The Time Traveler Reception is an empirical experiment designed to test the viability of practical time displacement. This operation is structured as a direct application of known temporal mechanics principles and serves as a validation attempt for Stephen Hawking's iconic 2009 time travel hypothesis.

The central objective of this experiment is to determine whether time displacement can be confirmed through the arrival of attendees from non-present temporal coordinates. If successful, this event will serve as the first documented instance of verified time travel in a controlled setting.

CONTINGENCY STATEMENT

If no individuals arrive from outside the standard chronological frame, this event will provide compelling evidence against practical time travel under current physical constraints.

Conversely, the presence of attendees from external temporal points will necessitate a full reassessment of causality, determinism, and general relativity applications.

This document serves as an official scientific record of the Time Traveler Reception Experiment and is to be retained for archival purposes.



Tasked with: "Make a cool invitation", I got to work brainstorming a fun idea for a concept about time travel I'd read about, a "*time traveler party*".

An experiment where the details of the party are only released after the event has even taken place. I leaned into NASA themes, and drew from my love of cold war aesthetics to create this award winning piece.

PROJECT CHRONONAUT

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DISPLAY PRINCIPLE

I. CAUSALITY
The fundamental laws of physics state that events occur in a causal chain where each event precedes its cause.

II. THE GRAND CONSISTENCY

Classical paradigm of causality challenges the fundamental principles of quantum mechanics, leading to inconsistent histories.

III. QUANTUM MECHANICS

Quantum mechanics predicts that particles can exist in multiple states simultaneously, resulting in branching timelines and alternate realities.

This research explores the implications of quantum mechanics on our understanding of time and space.

UNITED STATES GOVERNMENT
DEPARTMENT OF TIME
PROJECT CHRONONAUT
PERMIT
FILE NO. TDI-092809

AUTHORITY INDIVIDUAL

This document certifies that the individual has been granted conditional authority to conduct experiments and coordinate for PROJECT CHRONONAUT under the authority of the 'Temporal Displacement Verification Initiative Act.'

Possession of this permit provides confirmation of the basic principles of displacement verification.

EVENT SITE:

Gonville & Caius College, Cambridge, UK

EVENT DATE: June 2023

View the whole document on my website

A humbling win, it has inspired me to continue spending time making things that I think are neat, sometimes I'm in good company.

With a die line a goal to make an badass invitation: three inserts, a pocket folder, and an envelope.

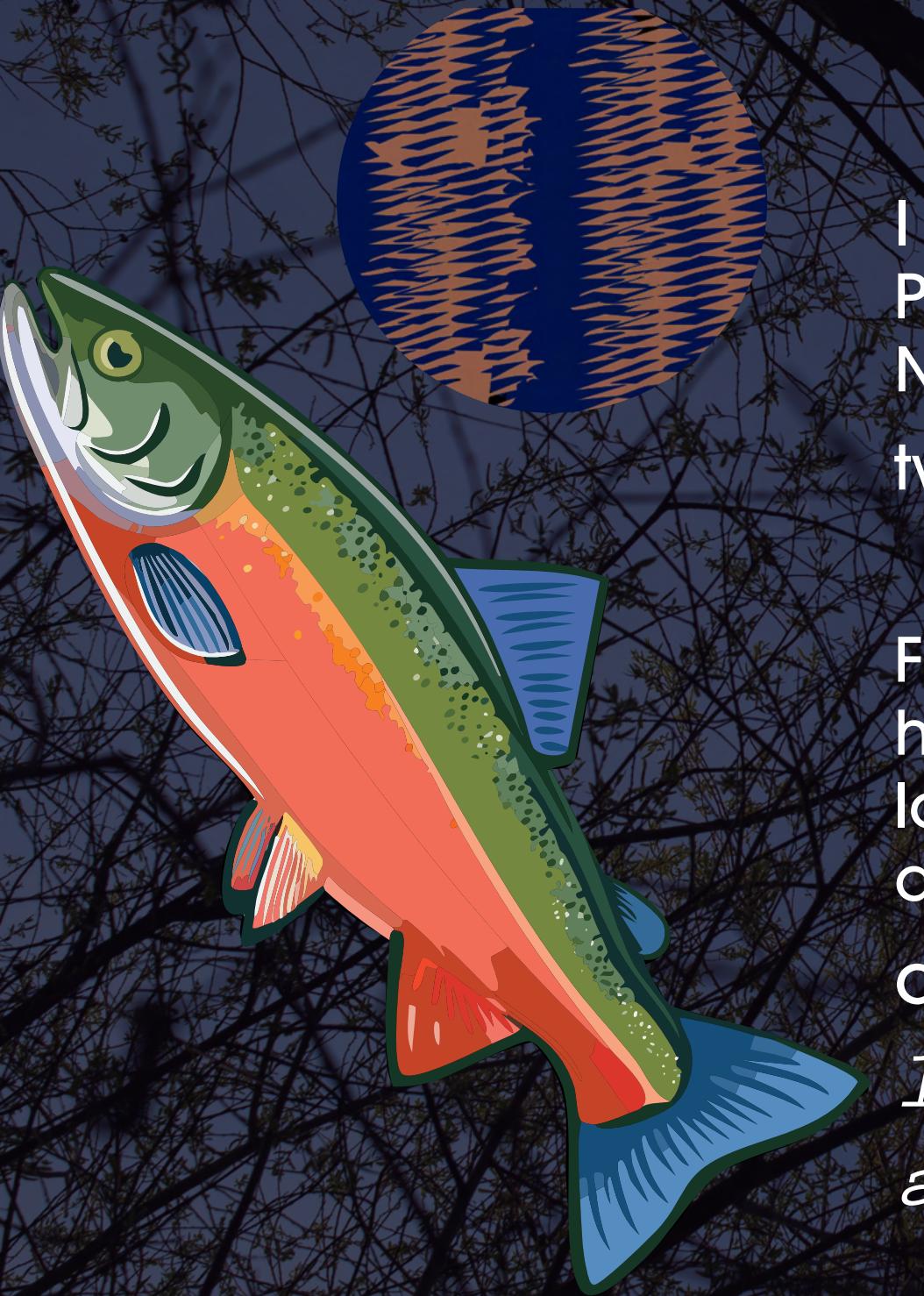
Most folks made something clean and safe. I got full weird with it. I made a time-traveling government memo for a non-event.

Balance of clean execution and *conceptual chaos* is where I'm at my best.



AWARD WINNING!

PRINT DESIGN



- Custom vector illustrations created in *Adobe Illustrator*
- Layout and typesetting completed in *Adobe InDesign*
- CMYK color profiles with 1/8" bleed
- Printed on 80# cover stock

• Deliverables:
(2) rack cards,
(1) pop-up display,
(1) 8-panel mini-zine for fish ID
Designed for distribution for the
Kalispel Natural Resources Department

I like making things you can actually hold.
Print design turns ideas into objects. For the Kalispel
Natural Resources Department, I designed:
two rack cards, a pop-up sign, and a fish ID zine,

Focused on local wildlife and conservation, with
hand-drawn species and clean, public-facing
layouts. The work had to respect tribal values, stay
accurate, and hit deadlines:
a reminder that good design can serve
land, culture and community
all at once.



RAINBOW TROUT

ts'aayc'fst

Habitat:
Freshwater Rivers, Lakes & Streams
Weight: 1 - 5 lbs.
Length: 11" - 18"



Rainbow trout are a popular freshwater game fish, known for their vibrant colors and strong fighting abilities. They are native to the Pacific Northwest and have been introduced to many other parts of the world.

Rainbow trout are anadromous, meaning they can migrate from freshwater to saltwater and back. However, they can also remain in freshwater their entire lives.



NORTHERN PIKE

schpuk'etk'

Habitat: Freshwater Rivers, Lakes, Streams
Weight: 2 - 3+ lbs.
Length: 16" - 22"



The northern pike is a highly invasive, non-native species in Washington, known for its rapid spread and heavy predation on native fish, including threatened salmonids. First introduced illegally in the mid-1900s, pike have expanded into the Columbia River Basin, Lake Washington, and even San Juan Island. They can live over 20 years, grow over 45 pounds, and reproduce rapidly, causing significant ecological harm.

Anglers are urged to kill any pike caught in new areas, take a photo, and report it via: 1-888-WDFW-AIS, ais@dfw.wa.gov, or invasivespecies.wa.gov.



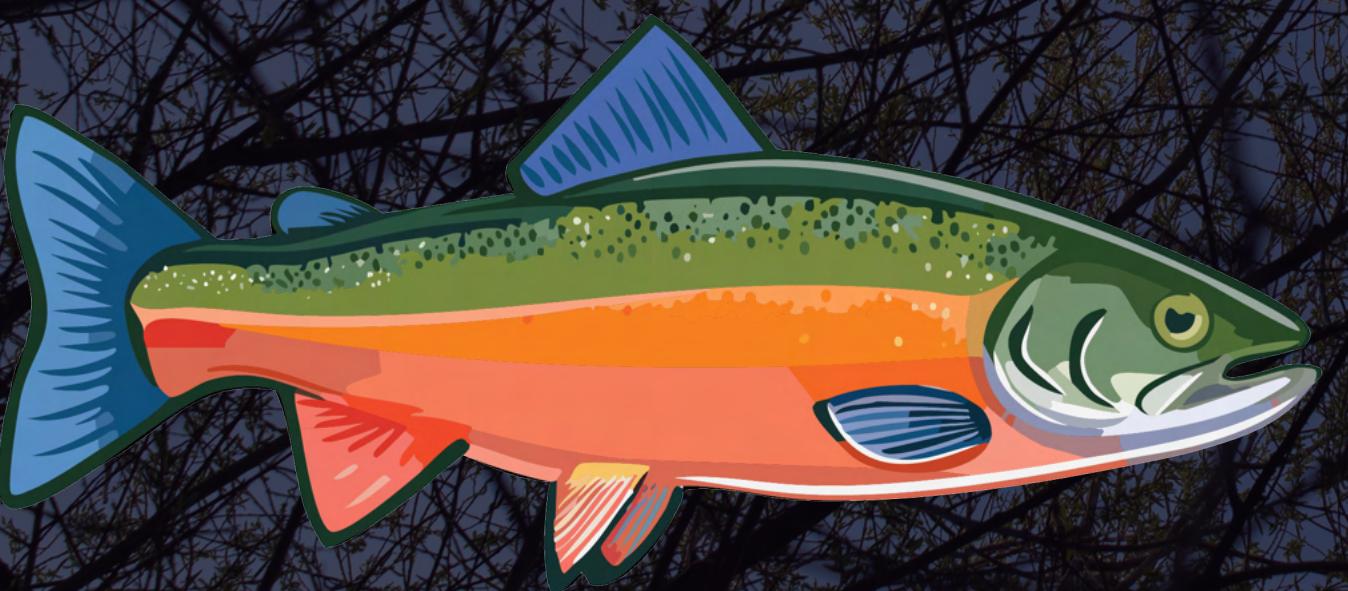
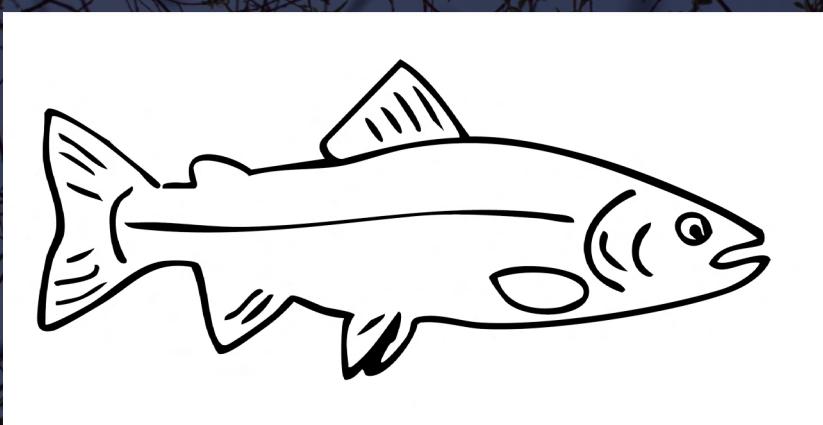
Design system aligned with tribal branding and cultural context
Educational assets developed with biologists for public outreach
Modular illustrations and layouts prepped for print and digital use.



Mountain salmonids large scale parr marks prefer cold common the Colum 7-9 year expand not fede vulnera



Initial
drawing
phases

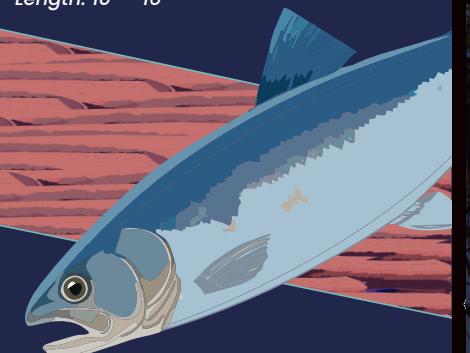


PRINT DESIGN

MOUNTAIN WHITEFISH

-xʷxʷyučn

Habitat: Freshwater Rivers, Lakes, Streams
Weight: 3 - 5 lbs.
Length: 10" - 16"



Mountain Whitefish are silvery-gray salmonids with a small down-turned mouth, large scales, and a forked tail. Juveniles have parr marks and a large adipose fin. They prefer cold, deep streams and lakes, and are common across the western U.S., especially in the Columbia River Basin. They typically live 7-9 years, and feed on aquatic invertebrates, expanding their diet as they grow. Though not federally listed, they are considered vulnerable in Washington.



CUTTHROAT TROUT

pist

Habitat: Freshwater Rivers, Lakes, Streams
Weight: 3 - 5 lbs.
Length: 6" - 16"



Westslope Cutthroat Trout currently occupy only a fraction of their historic range. This shrinking range is particularly acute in the Pend Oreille Basin, which once held the most extensive distribution of Westslope Cutthroat Trout in the State of Washington, but now contains many miles of stream that are uninhabited due primarily to habitat degradation and non-native fish.





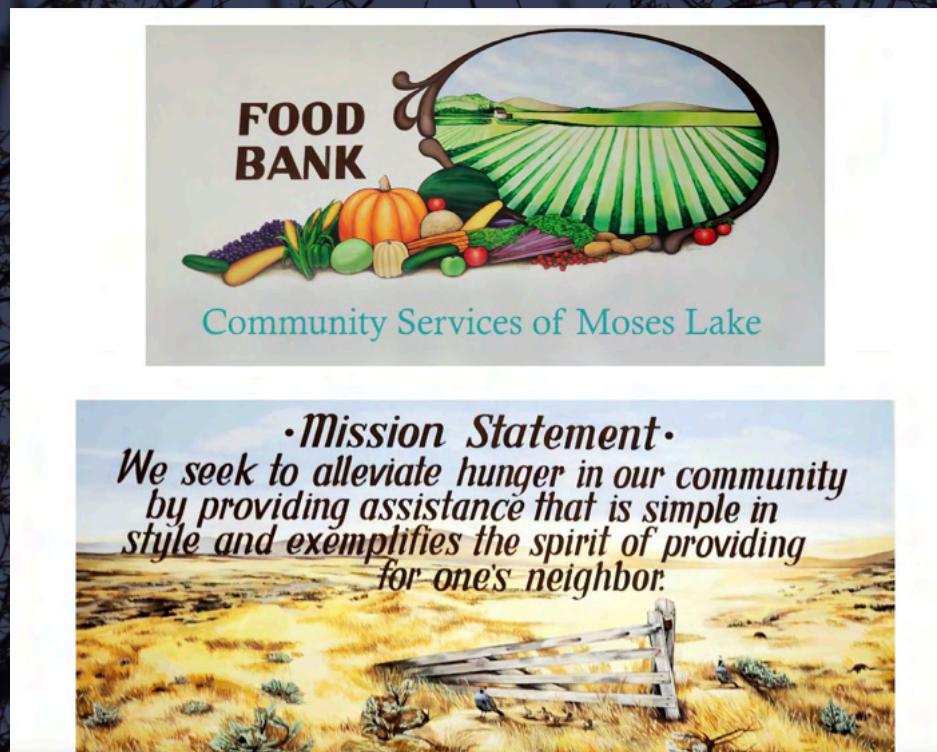
Bold, graphic, surveillance-heavy. I wanted the design to feel government issued and uncomfortably modern. High-contrast, red and black; just like a warning label. Built entirely by hand: scored, folded, and aged. I tried to make something that felt like it came from that world.

Lo-fi, warped, analog, chaos. I love this movie. VHYEs was shot on Betamax; so I designed the case like it was from the era. Like a home-recorded tape that's been dubbed over since '89. Built by hand, start to finish: printed, scored, folded, and aged.

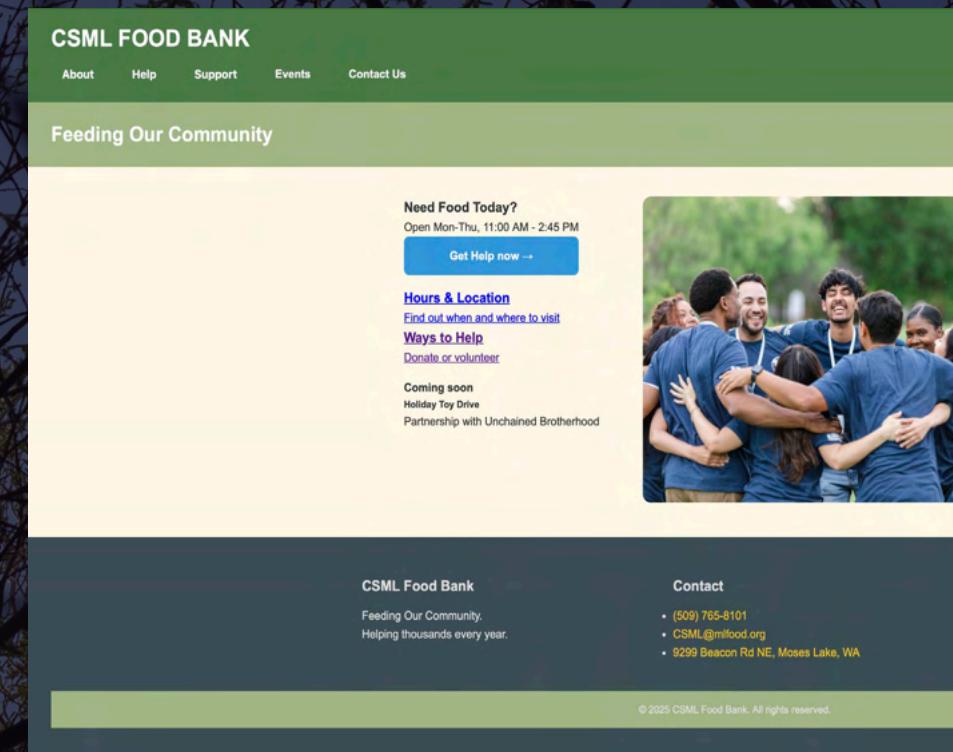
WEB DESIGN

CSML Food Bank Website Redesign

The original website for the CSML Food Bank is a relic of its time; made with soul and good intentions, it's unfortunately been lost to time by mobile viewing and modern UI needs.



Current
desktop view



Redesigned
desktop view

- Responsive web prototype designed in Figma

- Mobile-first UX focused on clarity, navigation, and accessibility for real-world users

The redesign emphasized:

Clear, high-contrast calls to action

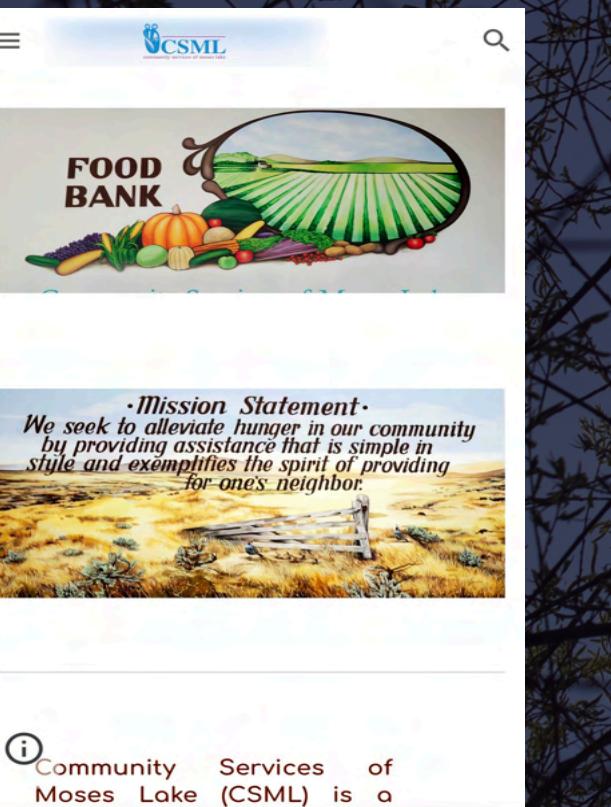
Easy-to-skim links to Hours & Location, Ways to Help, and Volunteer

Streamlined site architecture with five intuitive pages

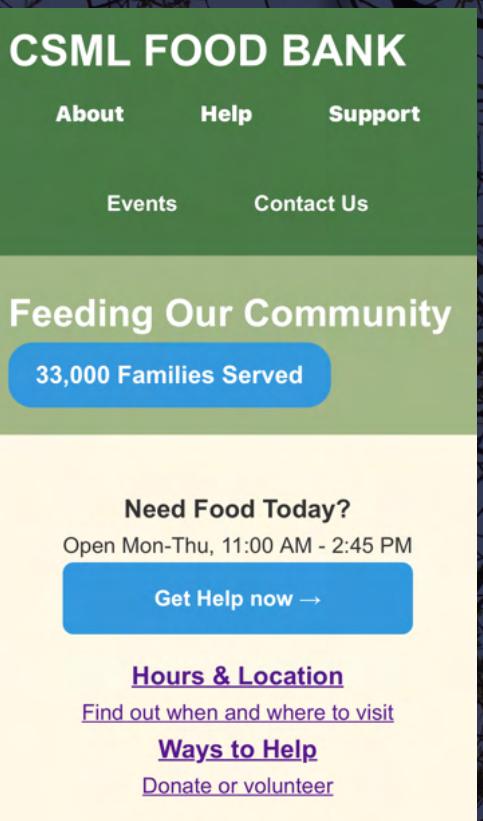
A visual tone that balanced professionalism with approachability

MOBILE DESIGN

CSML Food Bank Mobile improvements



Current
mobile view



Redesigned
mobile view

Small text, poor layout, and buried info made it frustrating, especially for people relying on a phone as their only device.

I rebuilt the layout to be fully responsive, with clear navigation, access to key info like hours and locations.

This wasn't about aesthetics; it was about removing barriers so people can get the help they need, fast.

CURRENT DESKTOP VIEW

CSML

www.mifood...

Welcome

- ▼ Who-We-Are
- ▼ What-We-Do
- Make Donations
- ▼ Community Support
- ▼ Special Guests
- Contact Us
- Directions & Map



Community Services of Moses Lake

Mission Statement
We seek to alleviate hunger in our community by providing assistance that is simple in style and exemplifies the spirit of providing for one's neighbor.

Community Services of Moses Lake (CSML) is a nonprofit agency. Our primary functions are the operation of the Moses Lake, Washington Food Bank, and distribution of food to 48 food pantries located in the six central Washington counties of Adams, Benton, Grant, Lincoln, Yakima and Whitman. Collectively, these 48 food pantries provide supplemental food to approximately 33,000 low-income families each month. CSML has been in continual operation since December 5, 1956.

We have many volunteer opportunities for Reception/Client Intake and Warehouse Staff. Contact us at (509)765-8101 or email CSML@mifood.org to learn how you can help.

Community Services of Moses Lake believes everyone should have access to food, it is a basic human right. Every person, should have the opportunity to reach their full potential and live vibrant, productive lives—nutritious food is essential to success. Community Services of Moses Lake is inclusive of everyone, regardless of race, age, gender, family or immigration status, ability, how they worship, or who they love. We



REDESIGNED DESKTOP VIEW

CSML FOOD BANK

About Help Support Events Contact Us

Feeding Our Community

33,000 Families Served

Need Food Today?

Open Mon-Thu, 11:00 AM - 2:45 PM

[Get Help now →](#)

[Hours & Location](#)

[Find out when and where to visit](#)

[Ways to Help](#)

[Donate or volunteer](#)

Coming soon

Holiday Toy Drive

Partnership with Unchained Brotherhood



CSML Food Bank

Feeding Our Community.
Helping thousands every year.

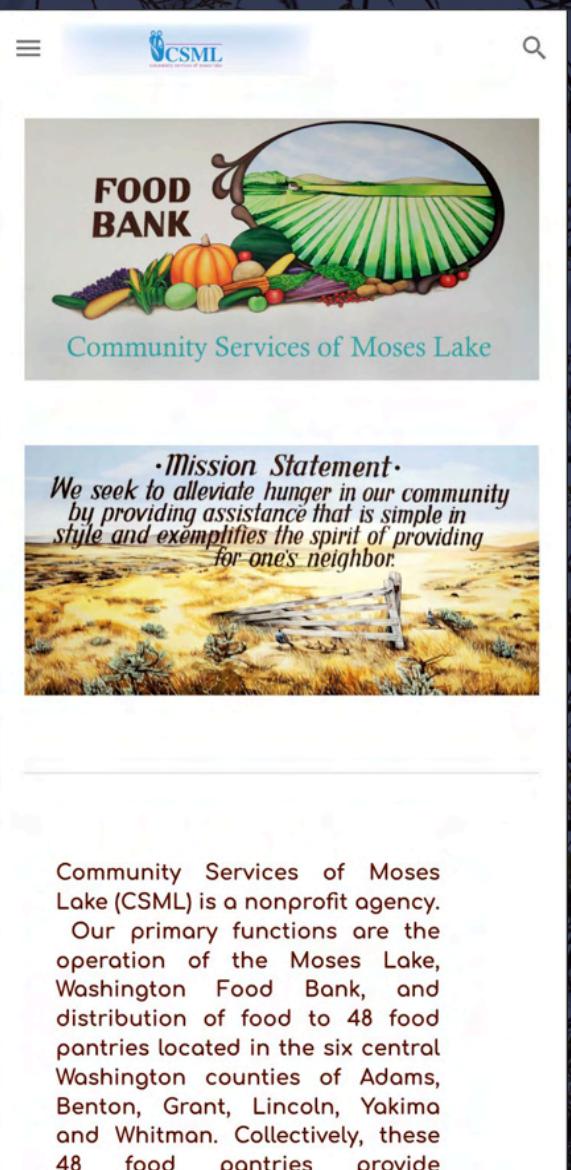
Contact

- (509) 765-8101
- CSML@mlfood.org

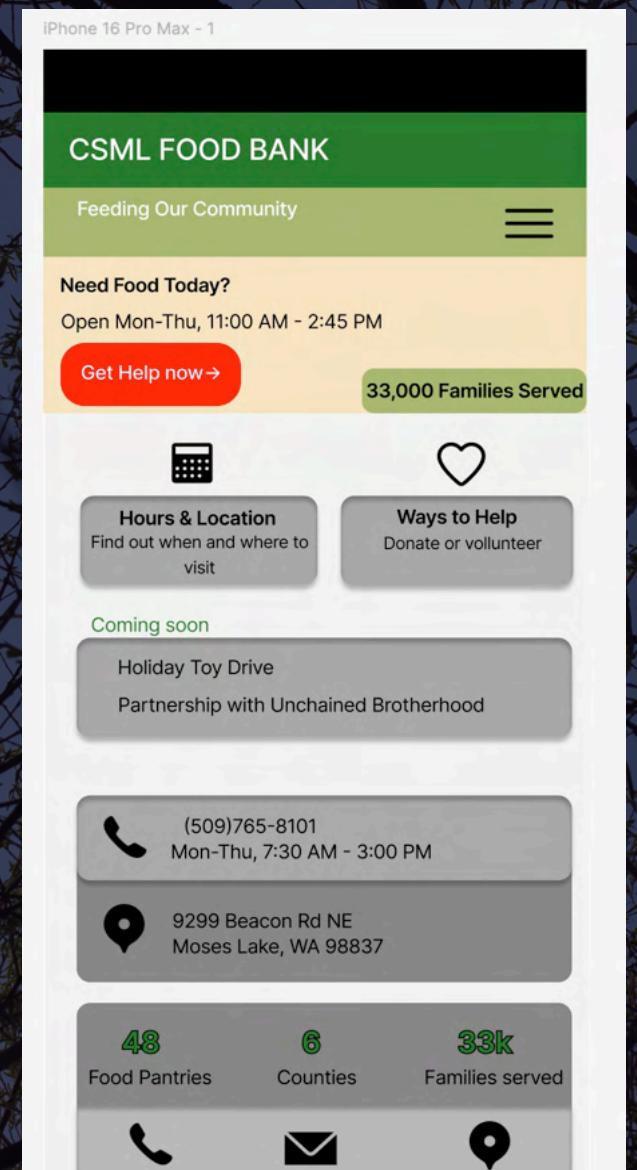
Quick Links

- [Hours & Location](#)
- [Ways to Help](#)

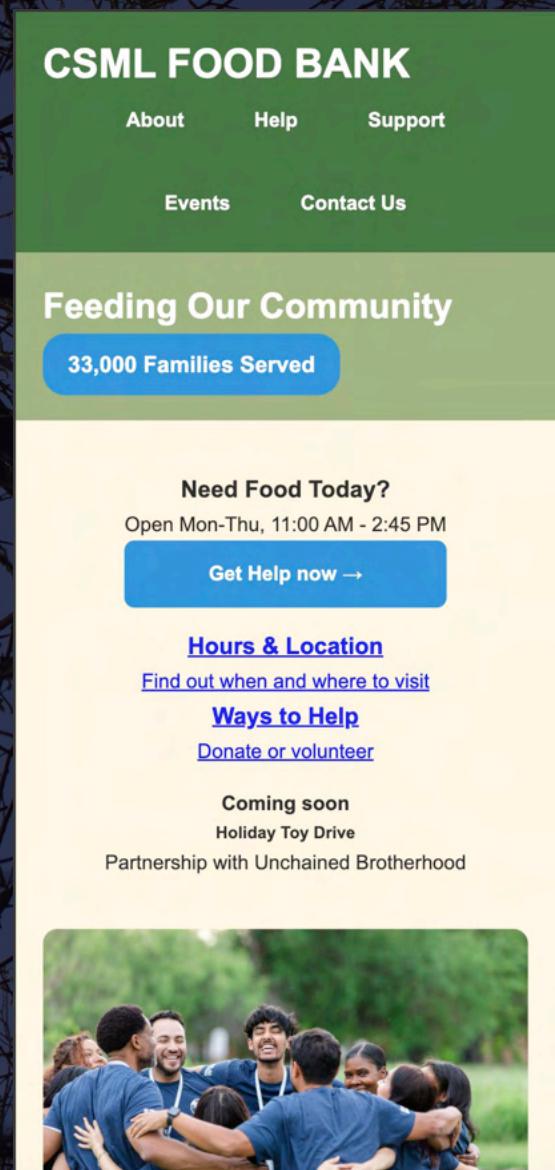
MOBILE VIEWING



Original website



Figma drawing



Final HTML

Kazanis

IN CLOSING

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Thanks for flipping through.
If anything stuck with you, come find me.
Let's build something.