

Employer

Divage Milano

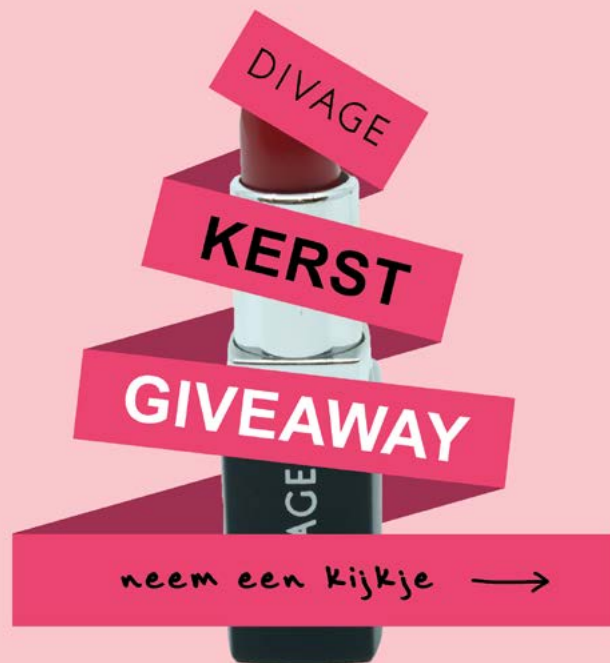
Outcomes

Social Media Posts

Divage Milano is one of the two companies I have designed for overseas. They already had a specific vibe that my social media posts had to fit into, so I had a lot of fun being creative within those constraints. I also took the photos of the products myself.

For context, Kerst means Christmas in Dutch.





Employer

Trind Cosmetics

Outcomes

Social Media Posts

Trind was the main company I designed for overseas, and in contrast to Divage, I was given a lot more creative control. This allowed me to go wild with ideas and pull out all my creativity, including photography, lettering using nail polish and even making a stop-motion animation using popular Dutch Christmas biscuits.

Also involved was measuring specific products to create templates and designs for packaging that were then sent to printers and mass produced.





To see the animation
click here



To see the animation
click here

University Class

Production Design

Employer

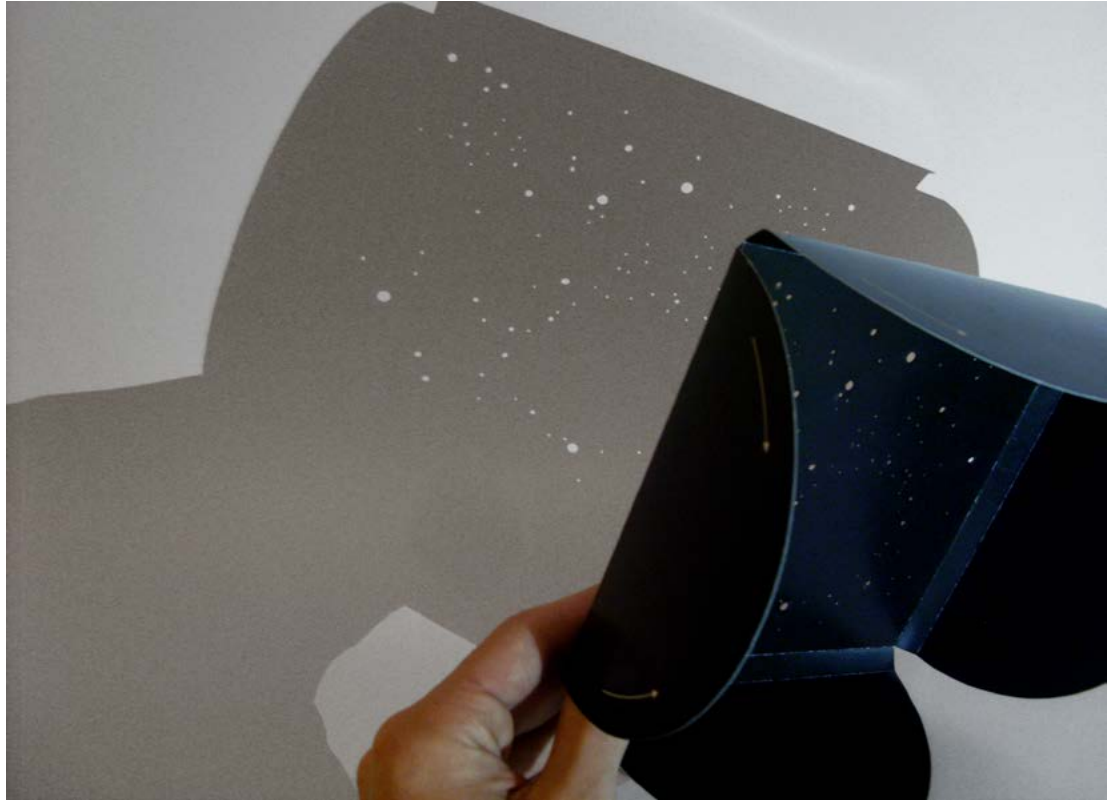
Museums Victoria

Project

Interactive Info Pack

Although not actually commissioned by Museums Victoria, the brief was to pretend it was, and that is truly what I did. This project embodies the blend of science and art that I find paramount to good design. Not only does it explain complex science in a digestible way, its visual & physical design choices are an extension of its educational content. For example the shell of the pack can be used to project stars with a flashlight, to provide a better understand of how and why a black hole looks like it does in real life.





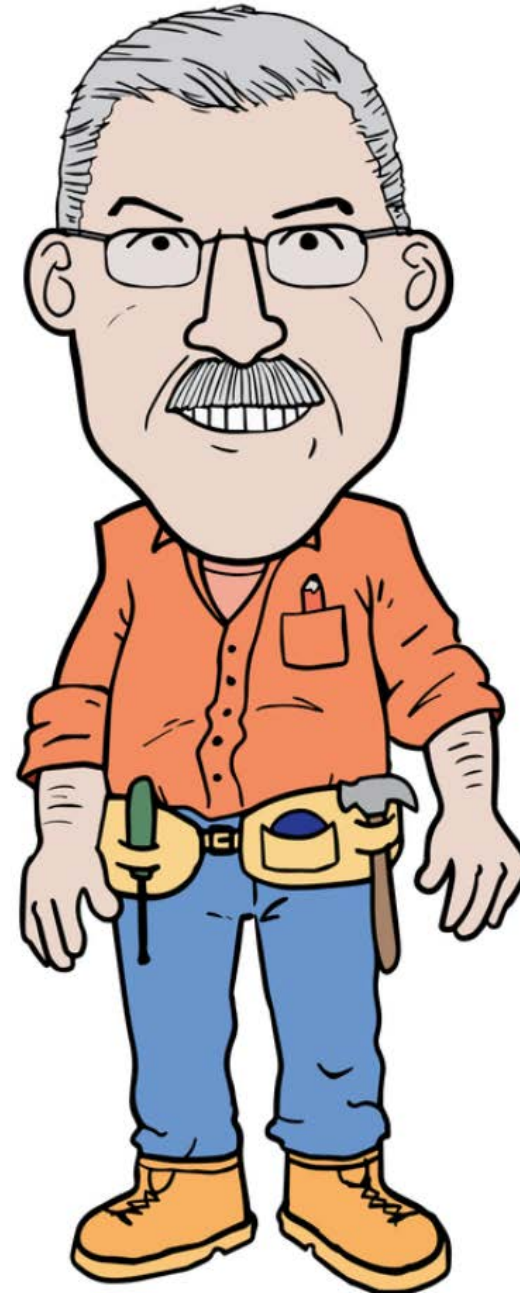
Employer

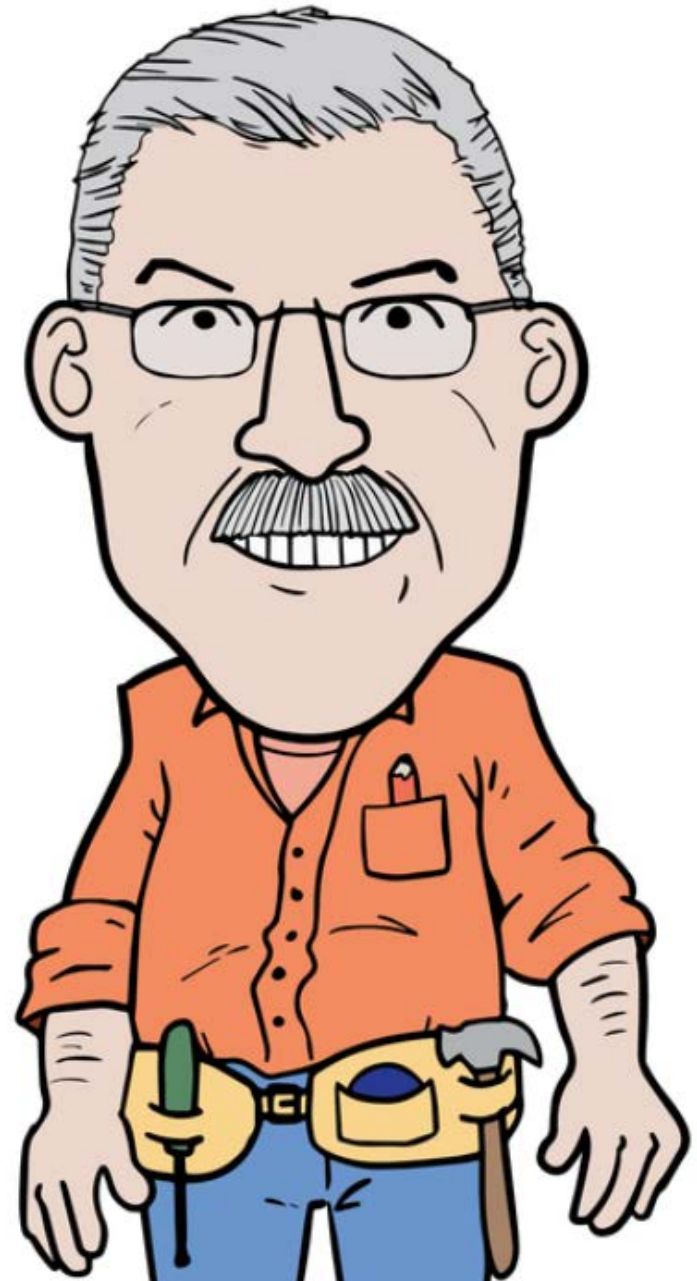
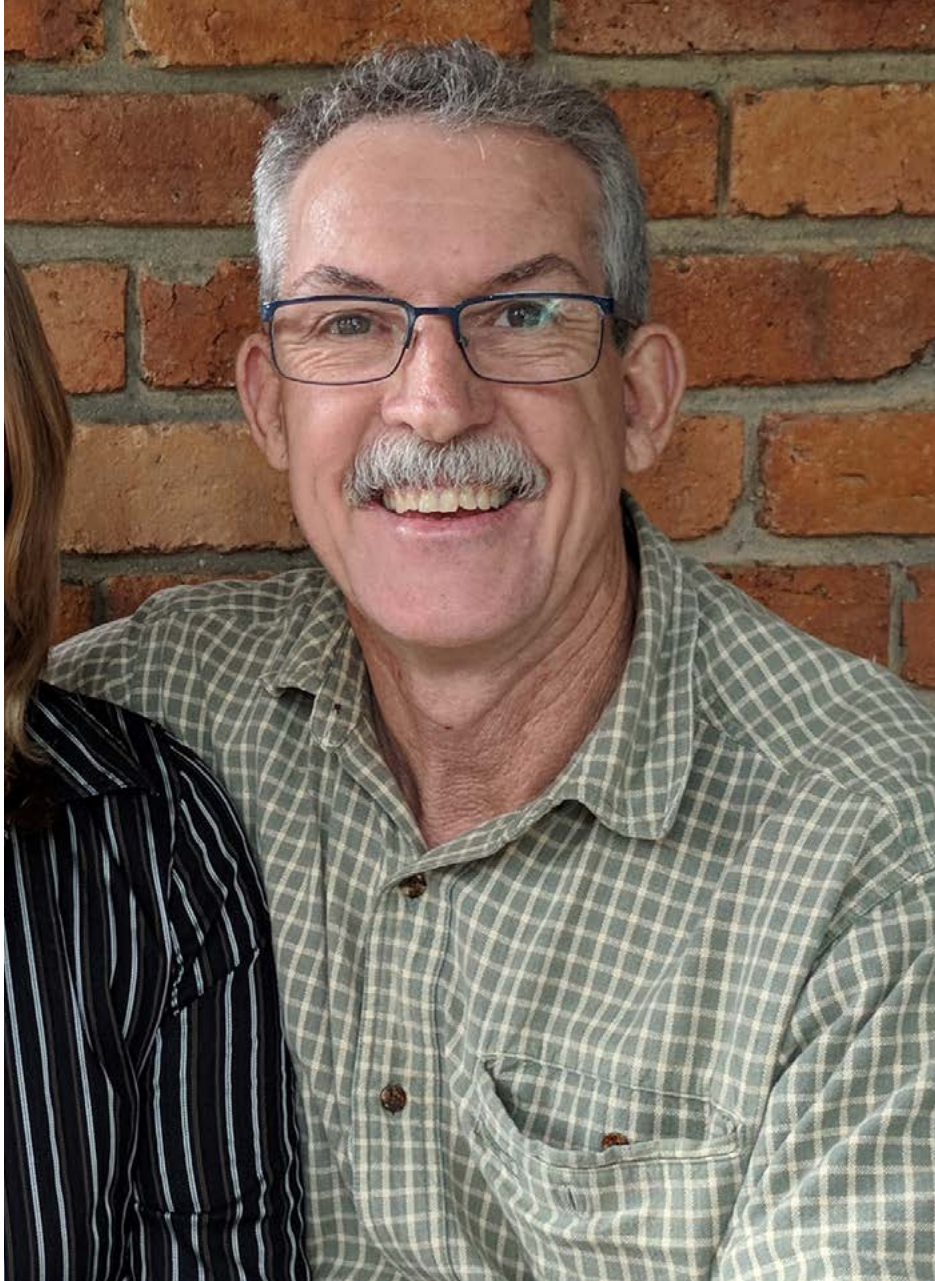
Private Client

Outcomes

Caricature Illustration

This project was for a friend who wanted a caricature of himself to serve as branding for his handyman business. I like how his face works like a logo should, it captures the most notable features of a company, or in this case an individual, and simplifies them into graphics. I would have loved to simplify it more but this level of detail is exactly what the client specified.





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Private Client

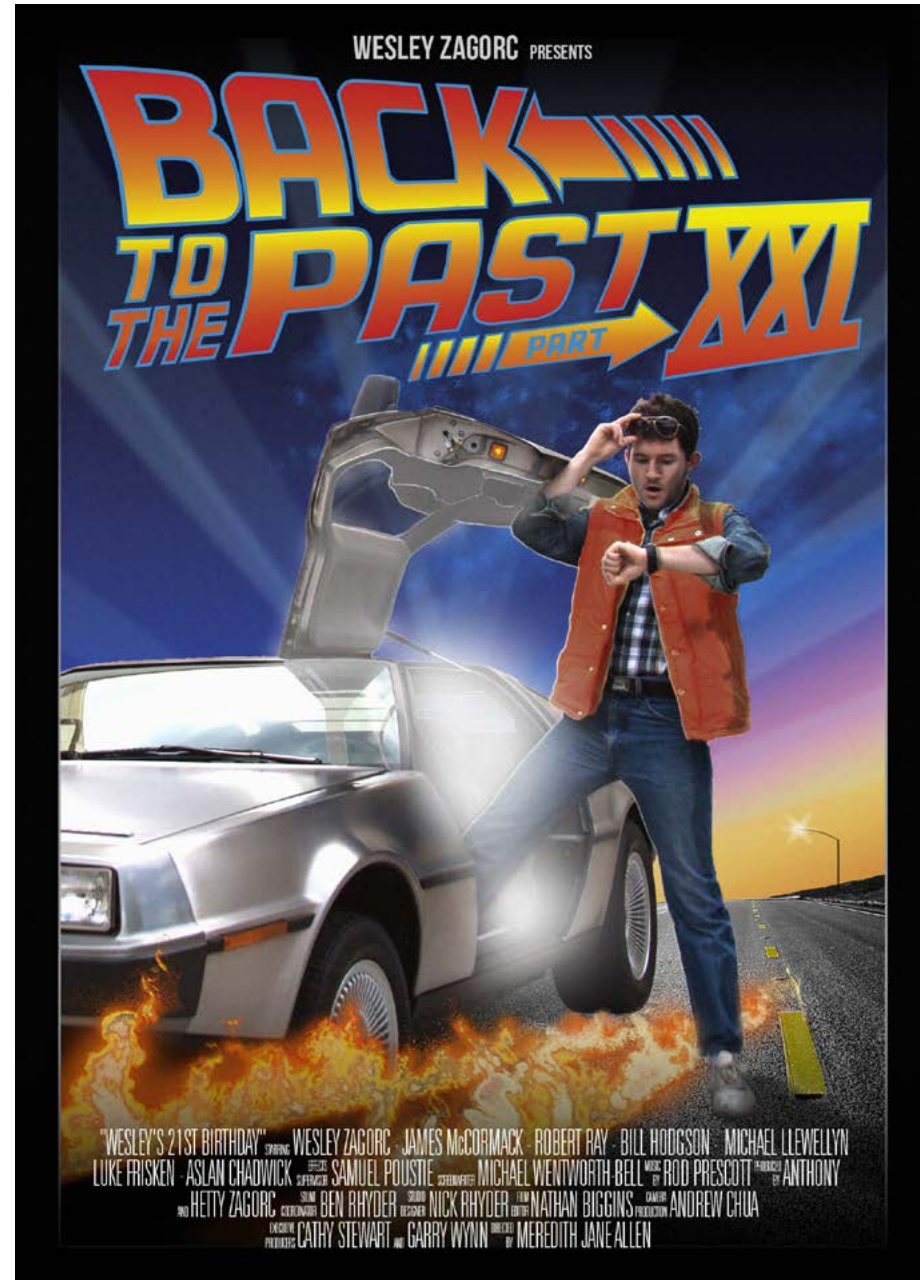
Outcomes

Poster

Making this poster was definitely the most fun I have had.

The brief was to make a flyer from scratch for his Back to the Future themed party. I used illustrator and photoshop for the graphics and in the pursuit of authenticity coordinated a photo-shoot with an actual street worthy DeLorean. The billing block also serves as credits for the people who helped make the 21st party possible.

This is also one of my early works done before I even studied design.





Employer

Private Client

Outcomes

Illustration

These two different projects were for the same client and served as a good chance to test the more artistic skills that help round out my work in design.

Drawing tattoos is a high pressure task, since my art is going to be permanently on display on someone's body.

To add meaning I gathered leaves from around her childhood home in Australia. I presented her with many different designs to choose from in a book, giving her the opportunity to get another tattoo later.



University Class

Character Design
& Animation

Project

15 second Looped Animation

One of my hobbies is playing pixel art video games. It was great to be able to undergo a project that put me in the shoes of designers and animators I look up to. Reducing something down to its most basic colors and squares, and then adding movement and emotion, really pushed my creative boundaries.

Check the full video out using the link below.





To see the animation
[click here](#)

University Class

Capstone Project

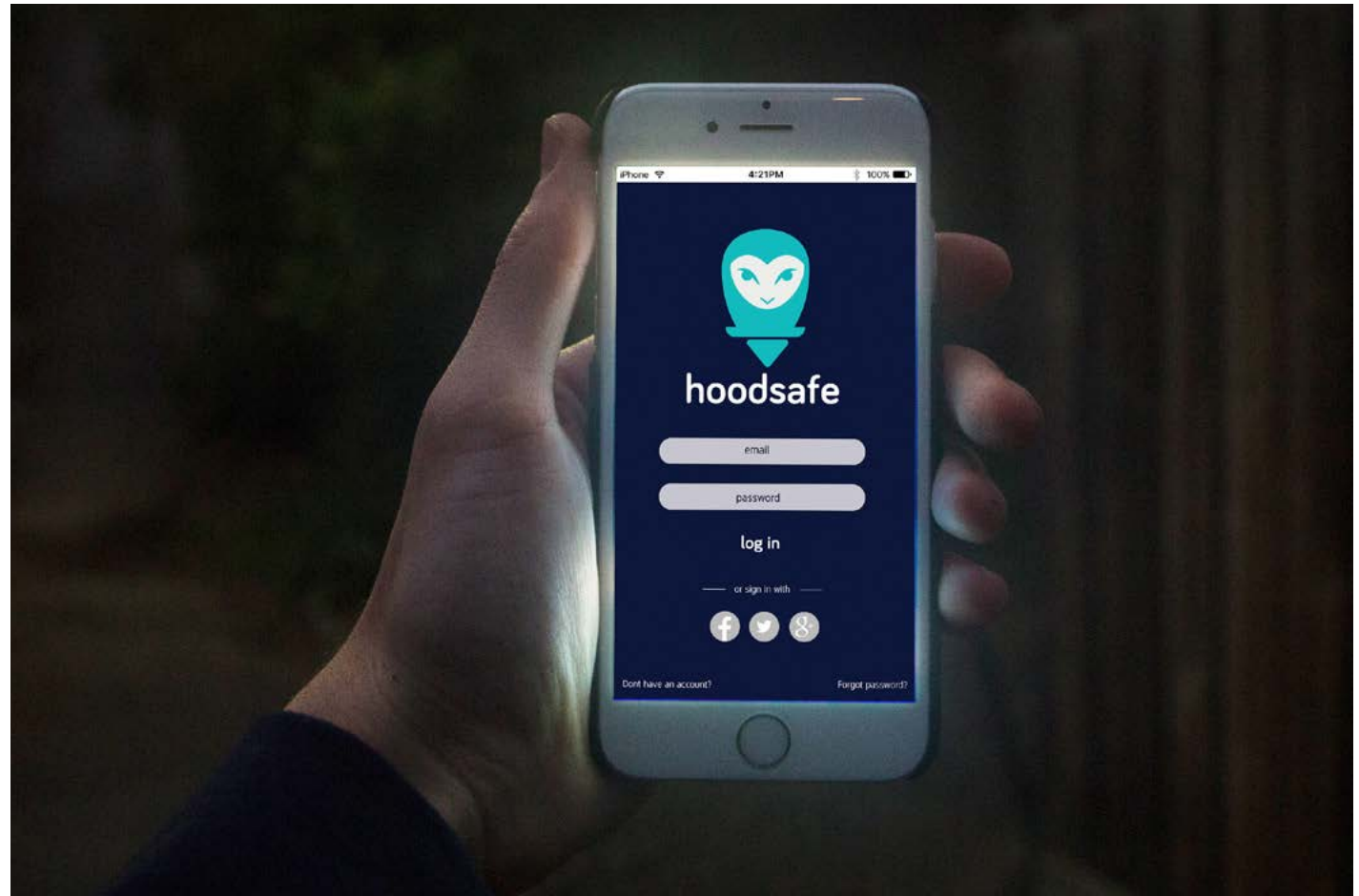
Employer

Boroondara Government

Project

Strategy Design Campaign

The capstone course at Swinburne aimed to pull together all our design skills and put them into practice. The Hoodsafe campaign was the outcome of a brief presented to us by a Boroondara government representative. We created a multifaceted campaign on the topic of public safety. So far it has been the biggest project I have undergone and involved working efficiently as a team, using primary and secondary research to inform design decisions, user experiences, a lot of sticky notes on walls and complex documentation that was also designed to fit our brand.



Cathy

This is Cathy, the respondent, a future resident who owns the household and is a member of the local neighbourhood group.



Future Target User

- 30 years old
- Professional
- Married without kids
- Born in Hong Kong
- Lives with her husband
- Considered a beginner

Living nearby will provide a sense of safety but also the much needed support for the respondent to learn to build up a network with other residents in the neighbourhood and building a life.



Future strategy: How it is a future strategy for the respondent to learn to build up a network with other residents in the neighbourhood and building a life.

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Boroondara

Increasingly, Boroondara is a place where the future is being built. The future is being built in the community, about the future of the future.

A 2019 survey conducted by the City of Boroondara showed that people are looking for a future in the future, about the future of the future.

20 participants of the survey were asked to name things that would make the community safer, with the most frequent responses being:

- Increased police presence
- Improved street lighting
- More programs for new citizens and overseas visitors
- More CCTV cameras
- A culture of looking out for your neighbours

“A culture for looking out for your neighbours”



70% of shopping preferences



40% of people



50% of people



1 in 6 residents



1 in 4 women aged 55+

and more than one resident who said that safety was one of the top things that the community should focus on. The future is being built in the community, about the future of the future.

Strategy 10 of Boroondara's future and wellbeing plan is creating a culture of looking out for your neighbours, with the goal of making the community safer and more resilient.



University Class

Capstone Project

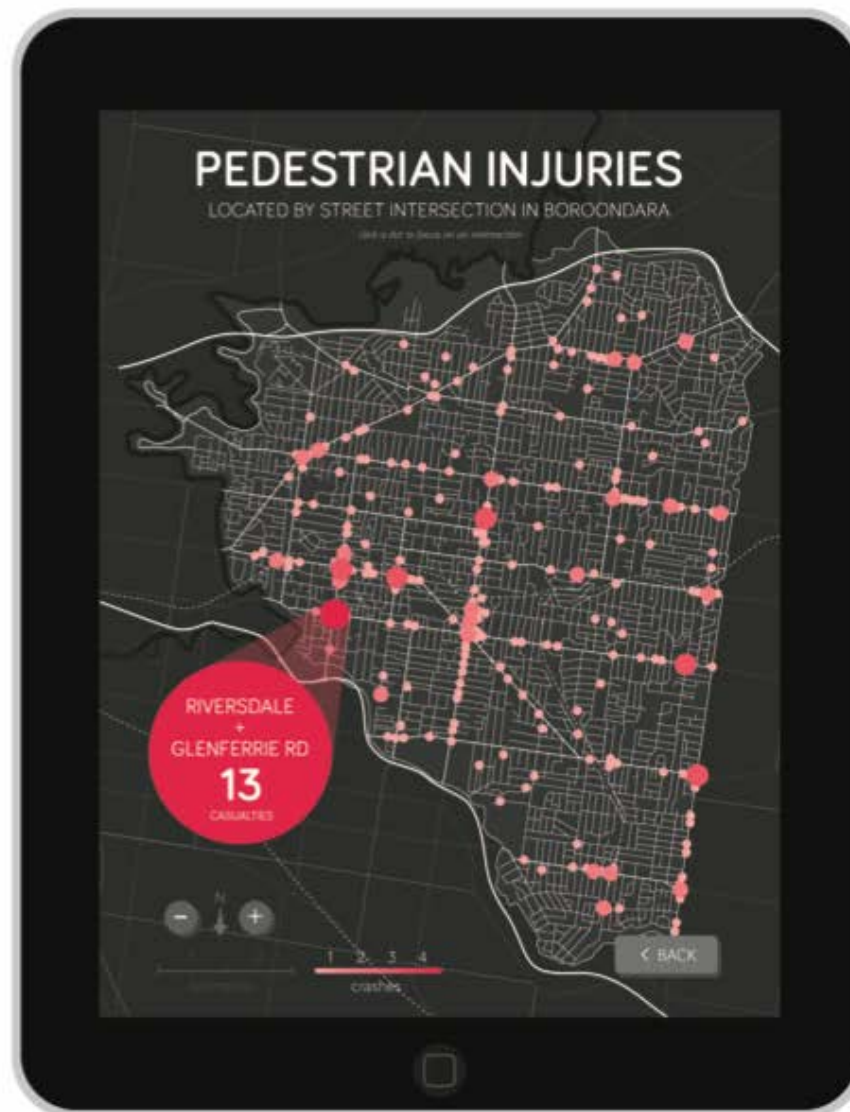
Project

Data Snapshot

This work is part of a sub-brief within the capstone project mentioned above. My goal was to research real life secondary data that was relevant to the topic of public safety, and then to visualise the data as it might appear in an app.

User interface and experience design is a field I am passionate about because I like making complex things simple.





University Class

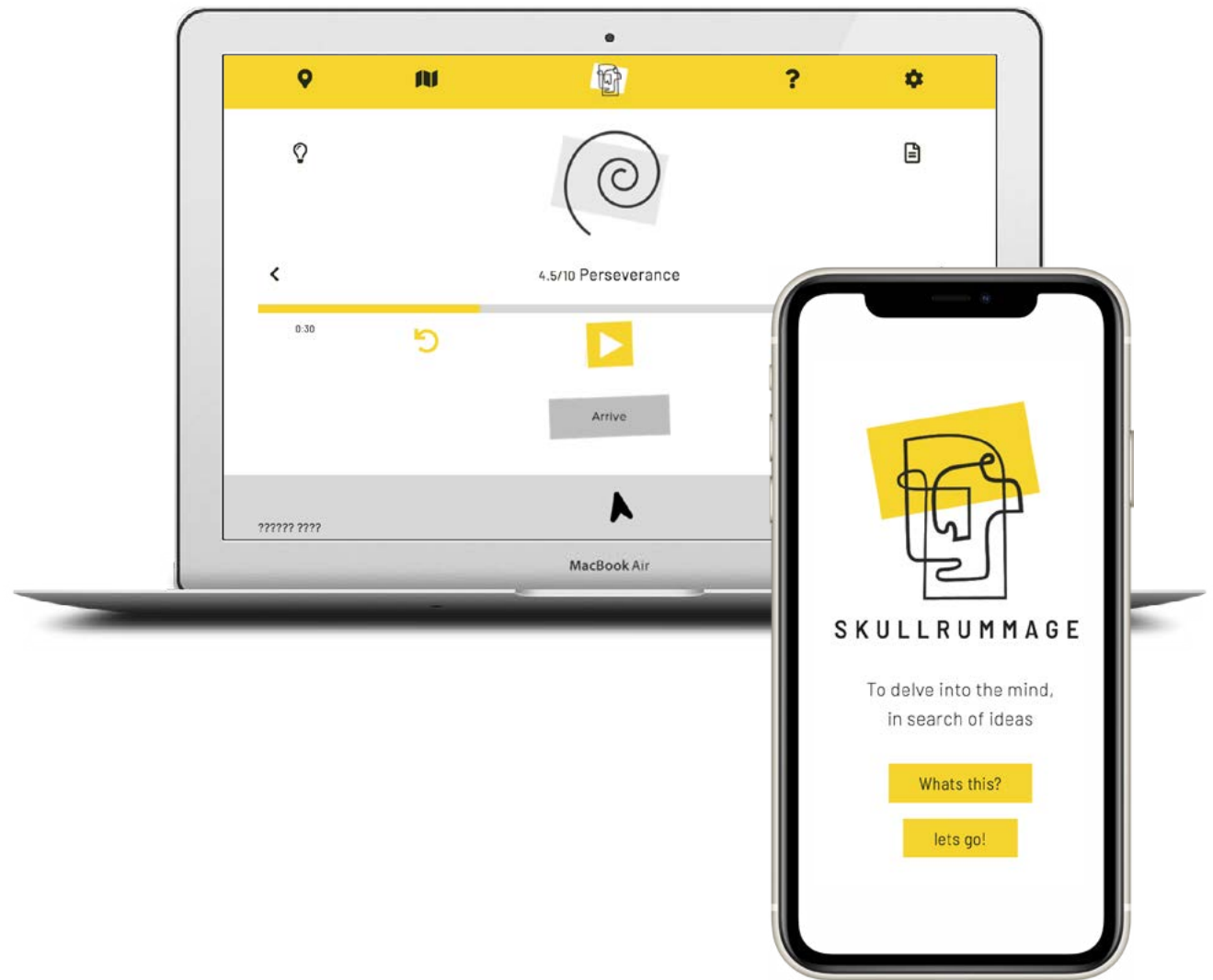
Interaction Design

Project

Walking Tour Mobile Web App

If there is a project I could see benefiting society and would genuinely consider putting more time into, it would be this. The brief was to make an app that took people on a physical journey. I made a mindful experience called Skullrummage, that aids one in getting rid of creative blocks and facilitates the flow of new ideas using different thought processes, techniques, physical movement and locations that metaphorically back up the experience.

With the Skullrummage site I coded it from scratch with HTML, CSS and JavaScript while using Skeleton as a framework.



University Class

Experience Design

Project

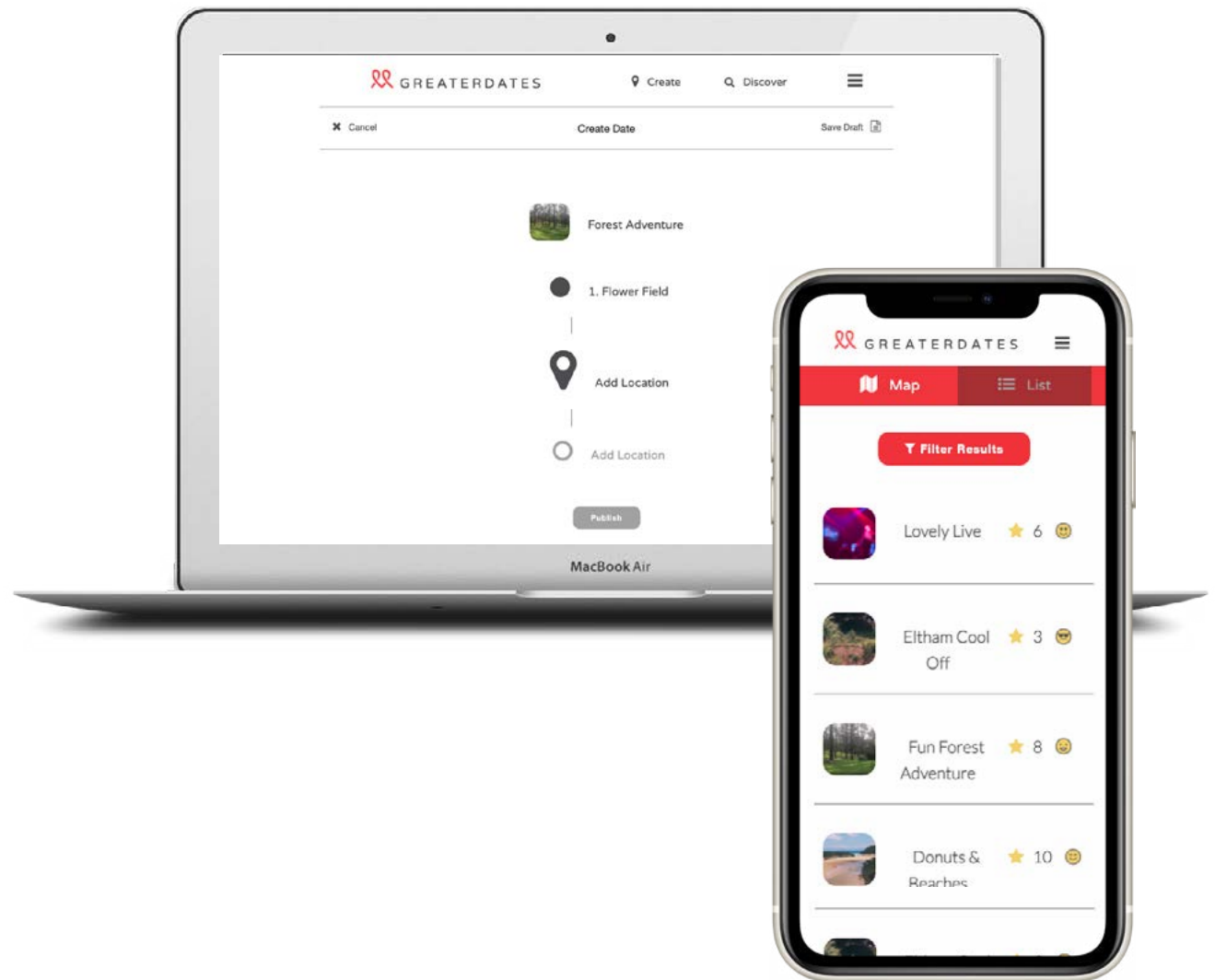
Responsive Story Telling

Online Application

Similar to the last web app, this is also something I would consider spending more time to develop in my free time. The task was simply to make a site that told stories. I made a way for people to link together multiple locations that make up a larger experience, with the option to also link Spotify playlists that accompany the vibes.

It is the most I have used my user interface design skills. I had to refine a large scope of functions into simple user interactions.

I coded this like I did Skullrummage.



Personal Project

Everything Everywhere

Music

Although not for a client or university project, I always enjoy being creative. This is why me and a friend create music under the band name 'Everything Everywhere'. If it sounds a little strange that's because it is first and foremost our creative outlet and an opportunity to explore fun ideas. It is also to try out new art mediums.



To have a listen
[click here](#)

