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.







Trind Cosmetics

Outcomes

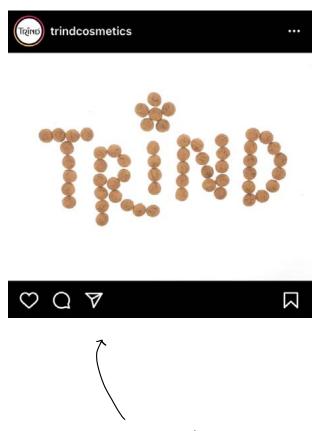
Social Media Posts

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 stopmotion animation using popular Dutch Christmas biscuits.

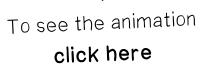
Also involved was measuring specific products to create templates and designs for packaging that were then sent to printers and mass produced.

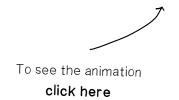












Production Design

Employer

Museums Victoria

Project

Interactive Info Pack

All though 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 works to project stars using a flashlight, so one can better understand how and why a black hole looks like it does in real life by doing it themselves.









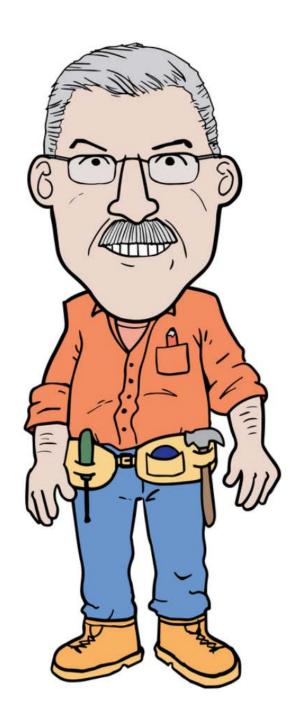


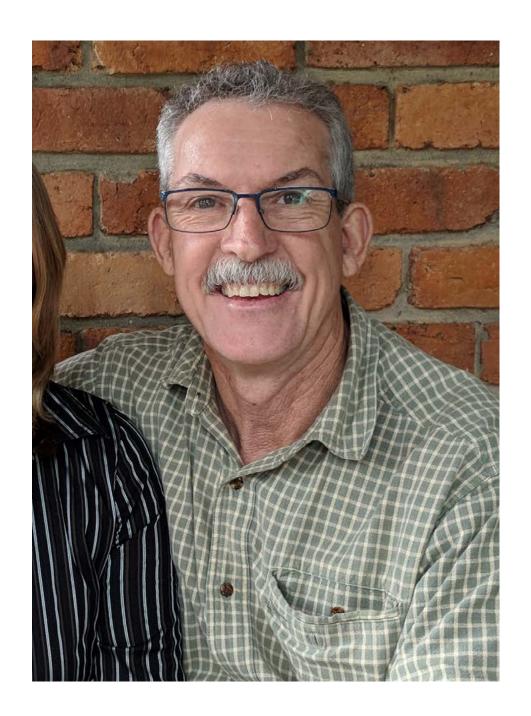
Private Client

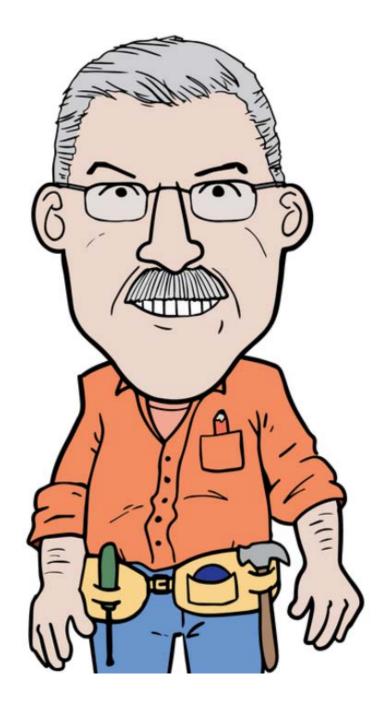
Outcomes

Caricature Illustration

This project was for a friend who wanted a caricature of themselves to serve as branding for their handyman business. I like how his face works like a logo should, in that 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 wanted.







Private Client

Outcomes

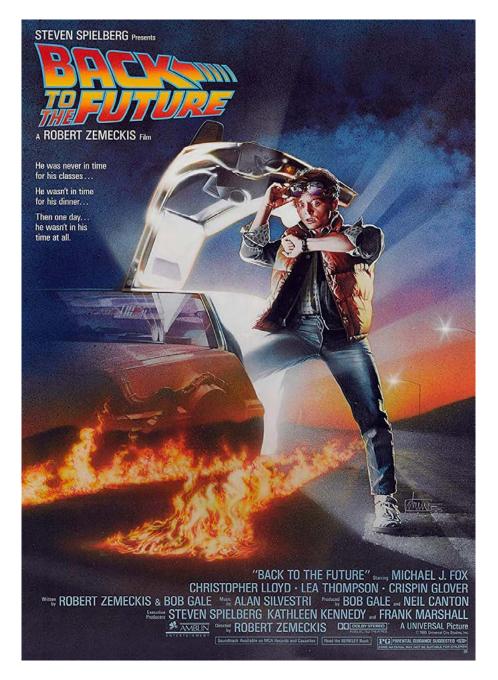
Poster

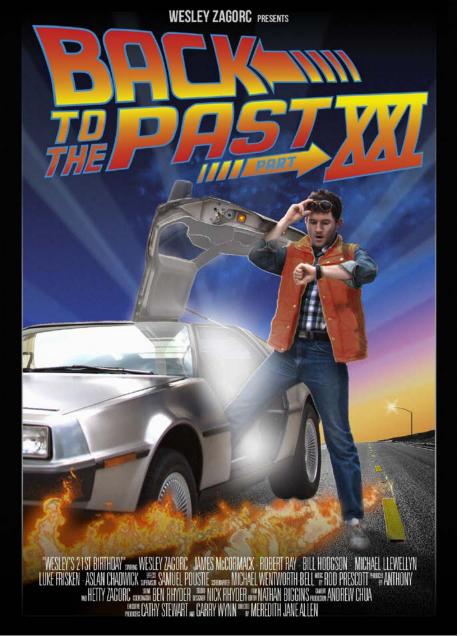
Definitely the most fun I have had doing a project was making this poster.

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.







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 and presented her with a book with heaps of different options to pick from. Which meant later on she could even pick another to add to her collection, which is why she now has two.





Character Design & Animation

Project

15 second Looped Animation

One of my hobbies includes playing pixel art video games, so it was great to be able to undergo a project that put me in the shoes of the 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

Capstone Project

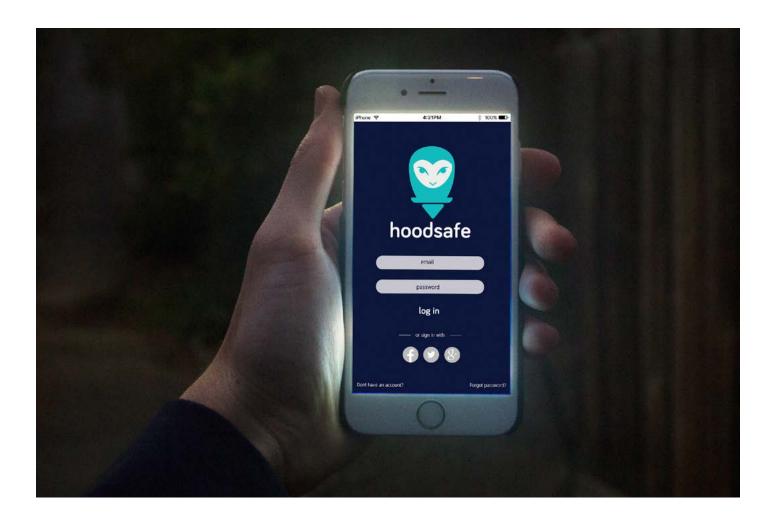
Employer

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.



















Capstone Project

Project

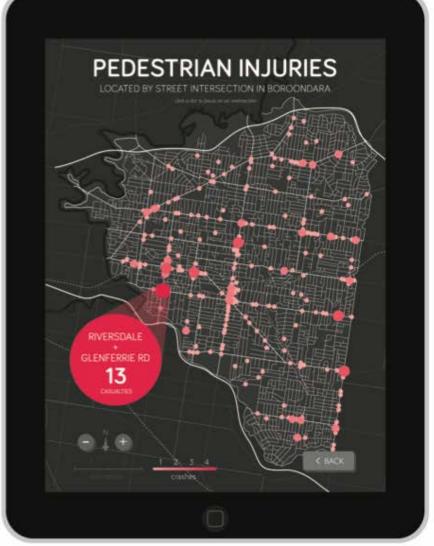
Data Snapshot

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.







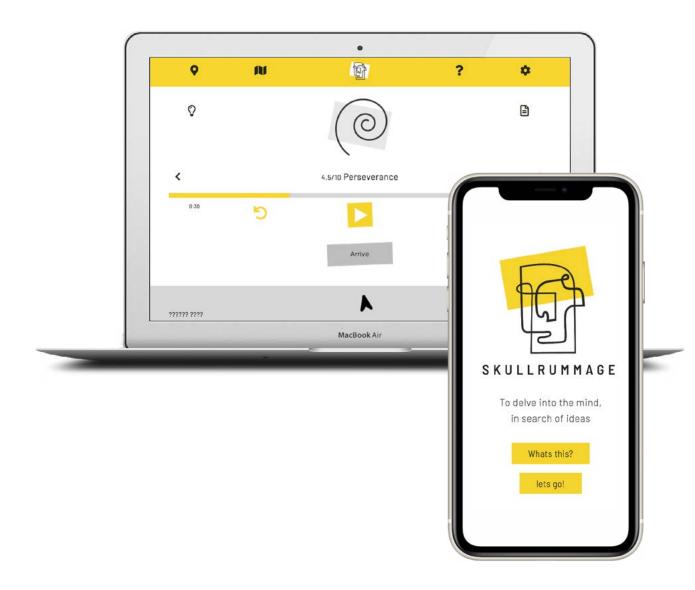
Interaction Design

Project

Walking Tour Mobile Web App

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 projects, 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.



Experience Design

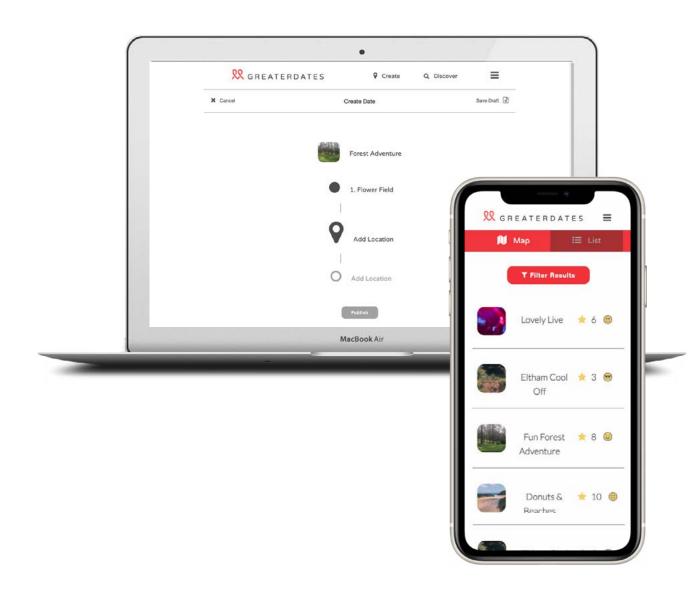
Project

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 dates vibes.

It is the most I have used my user interface design skills, since I had to refine a large scope of tasks people could do into simple and intuitive ways in which to do them.

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

