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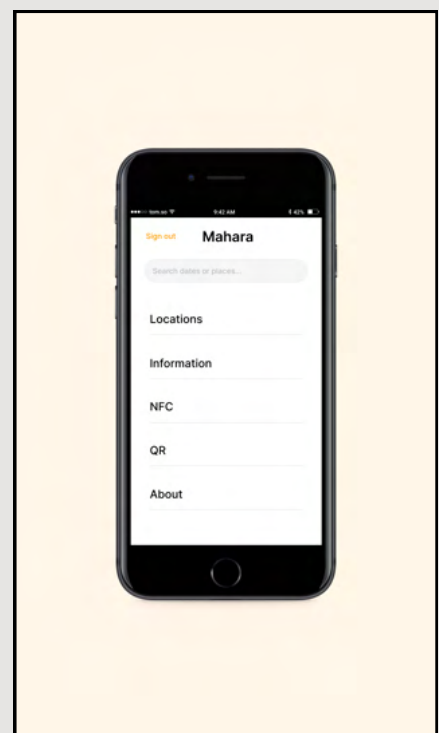
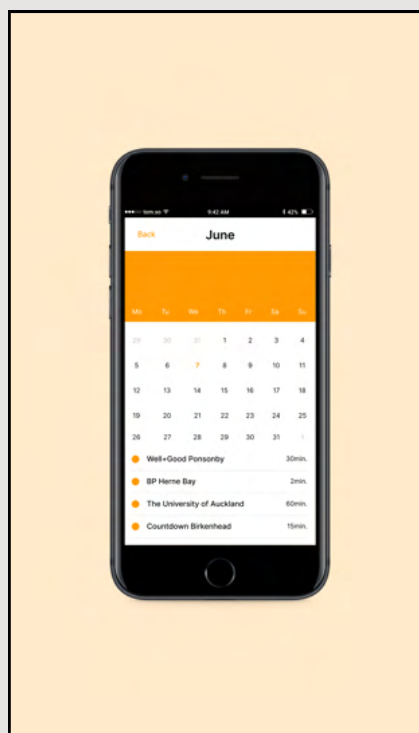
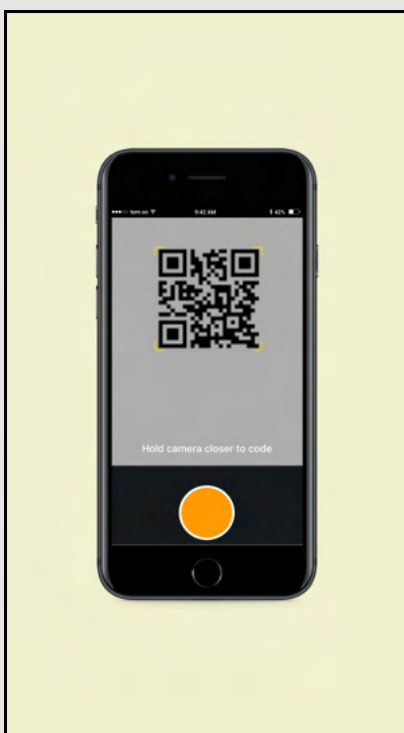
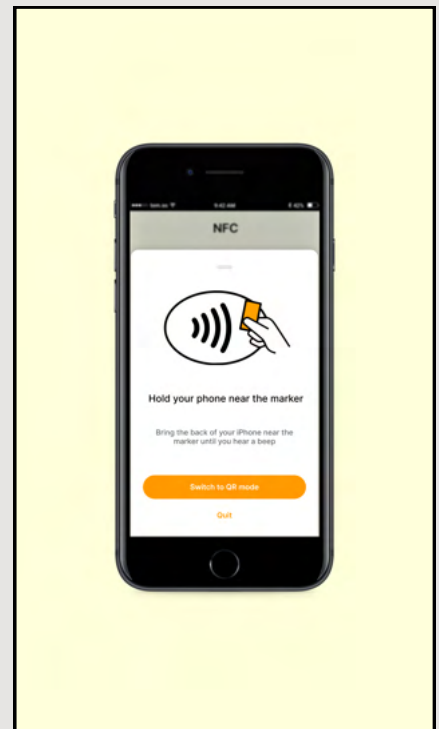
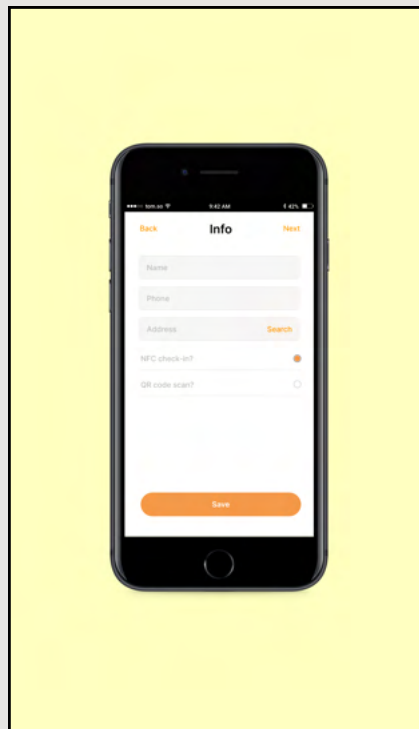
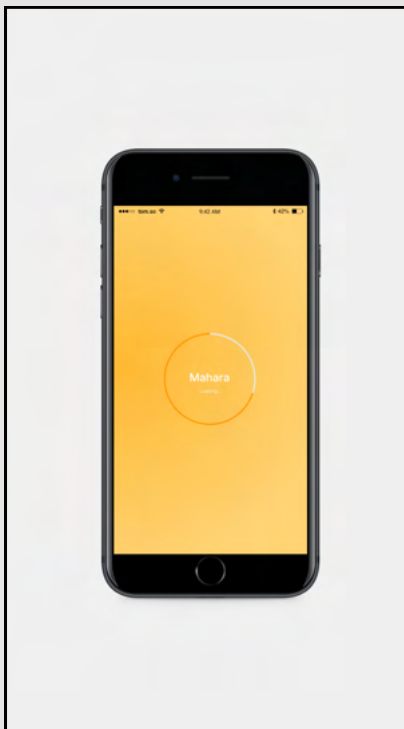
Mahara

Covid-19 tracer app proof of concept

UI/UX, Wireframe

Tools used: Figma, Illustrator

Developed prior to the release of the official Covid Tracer App by the Ministry of Health, Mahara was designed as an easy and accessible contact tracing app. It supports sign in via QR codes, NFC tap as well as manual entry. The app doesn't require an internet connection, and was designed to be simple to navigate and use.



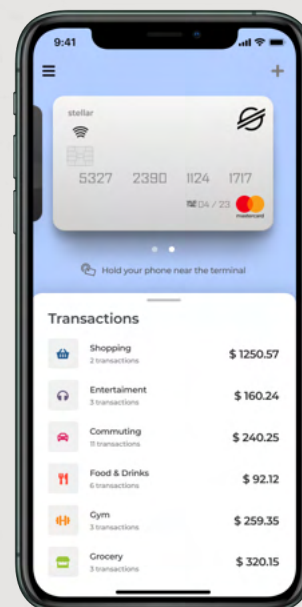
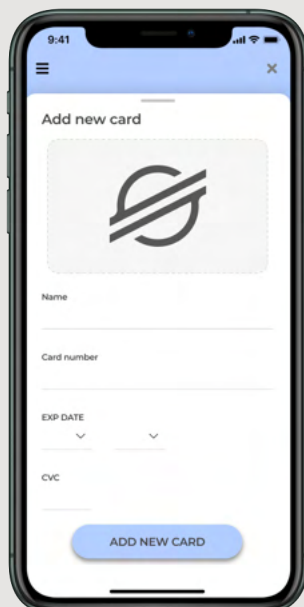
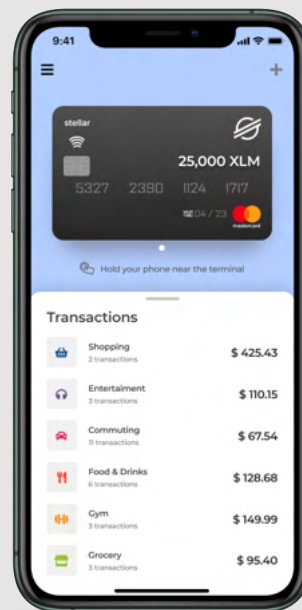
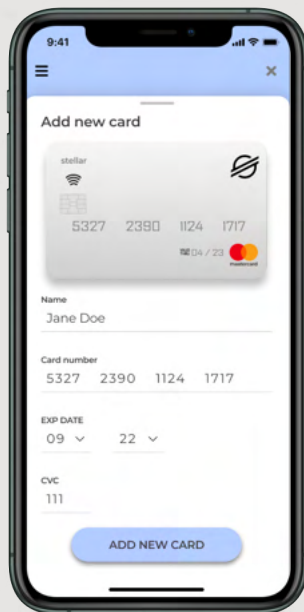
Maia

Stellar XLM payment wallet proof of concept

UI/UX, Wireframe

Tools used: Figma

Maia is a proof-of-concept payments app powered by the Stellar Network made with decentralisation and speed in mind. The idea is to have support for mobile payments similar to Venmo or Cash App, as well as contactless payments via Apple Pay and Google Pay support as well as a physical Maia Mastercard.



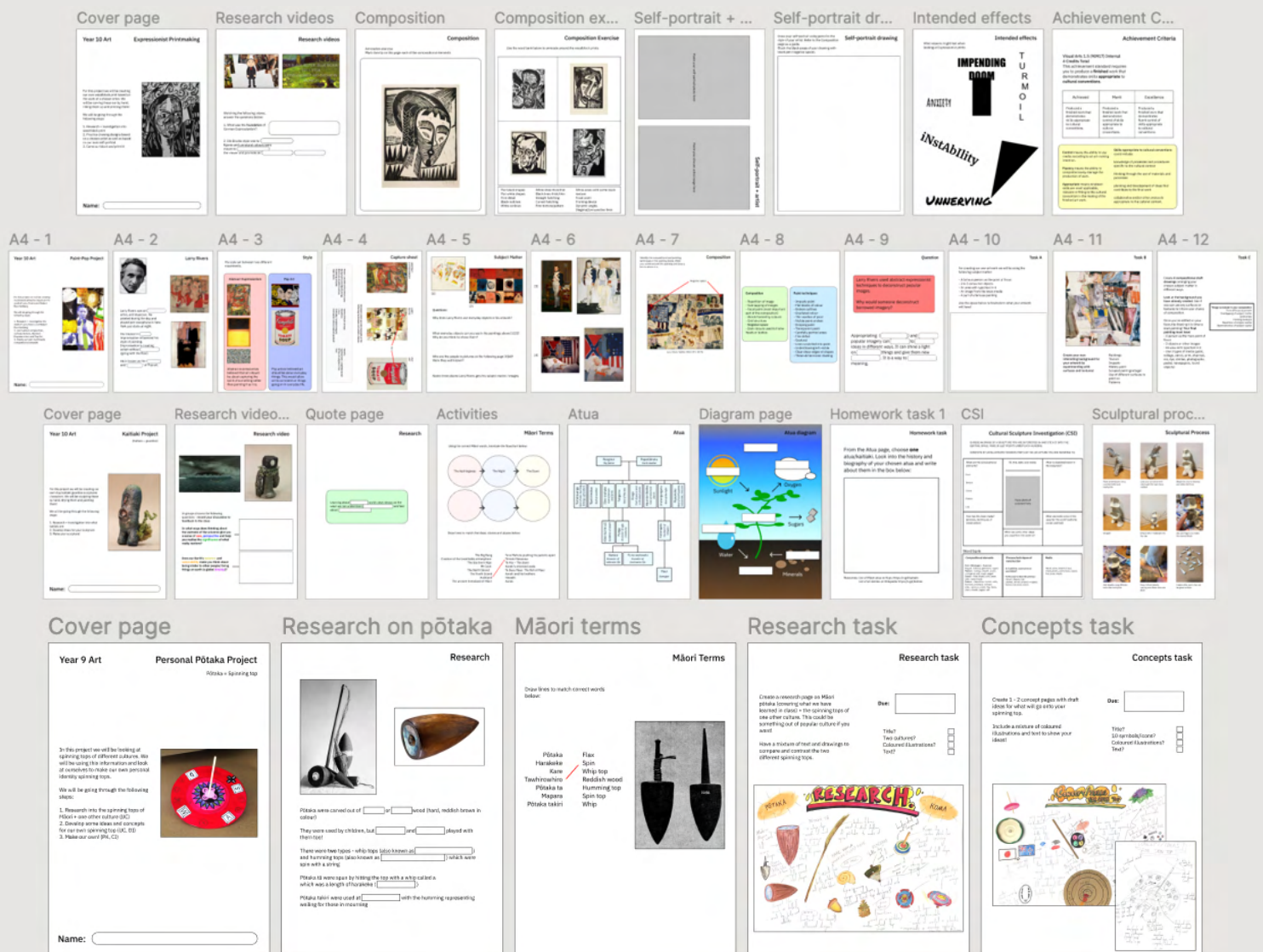
Kaizen

Design language for learning documents + resources

UI/UX, Graphic Design, Education

Tools used: Figma

Kaizen is a personal design language and series of assets + components developed during my time as a secondary school teacher. It is an attempt to make school documents and instructions for students more clear and accessible, following the guidelines recommended under the Universal Design for Learning (UDL) standard.



Alternative tools for design

Booklet for visual arts teachers

Graphic Design, Education, Print


Tools used: InDesign

This booklet was a resource designed to aid visual arts teachers and students during the first Covid-19 lockdown.


The pandemic forced everyone to learn and work from home, but not all students had access to computers that could run full Adobe Creative Cloud software. Some were unable to afford the cost of licenses as well, which created a great equity issue during this period. The resources and software listed in this booklet would allow these students to use free and open source alternatives so that they could still complete work for their standards.

Platform: Windows, macOS, GNU/Linux, Web
Price: Free

Dotgrid is a grid-based vector drawing software designed to create logos, icons and type. It supports layers, the full SVG specs and additional effects such as mirroring and radial drawing.




Dotgrid




Platform: Windows, macOS, GNU/Linux
Price: Free
Alternative to: Premiere Pro, Final Cut Pro

DaVinci Resolve is a colour correction and non-linear video editing application originally developed by Da Vinci Systems, and now developed by Blackmagic Design.

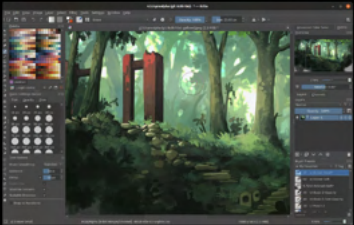


DaVinci Resolve




Platform: Windows, macOS, GNU/Linux
Price: Free
Alternative to: Photoshop, Illustrator

Krita is a raster graphics editor designed primarily for digital painting and animation. It features colour management support, an advanced brush engine, non-destructive layers and masks (similar to Photoshop), group-based layer management, vector artwork support and more.

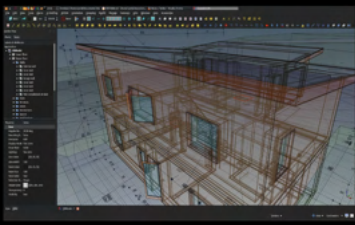


Krita




Platform: Windows, macOS, GNU/Linux
Price: Free
Alternative to: Solidworks, Revit, ArchiCAD

FreeCAD is a general-purpose architectural building information model (BIM) and 3D CAD software.



FreeCAD



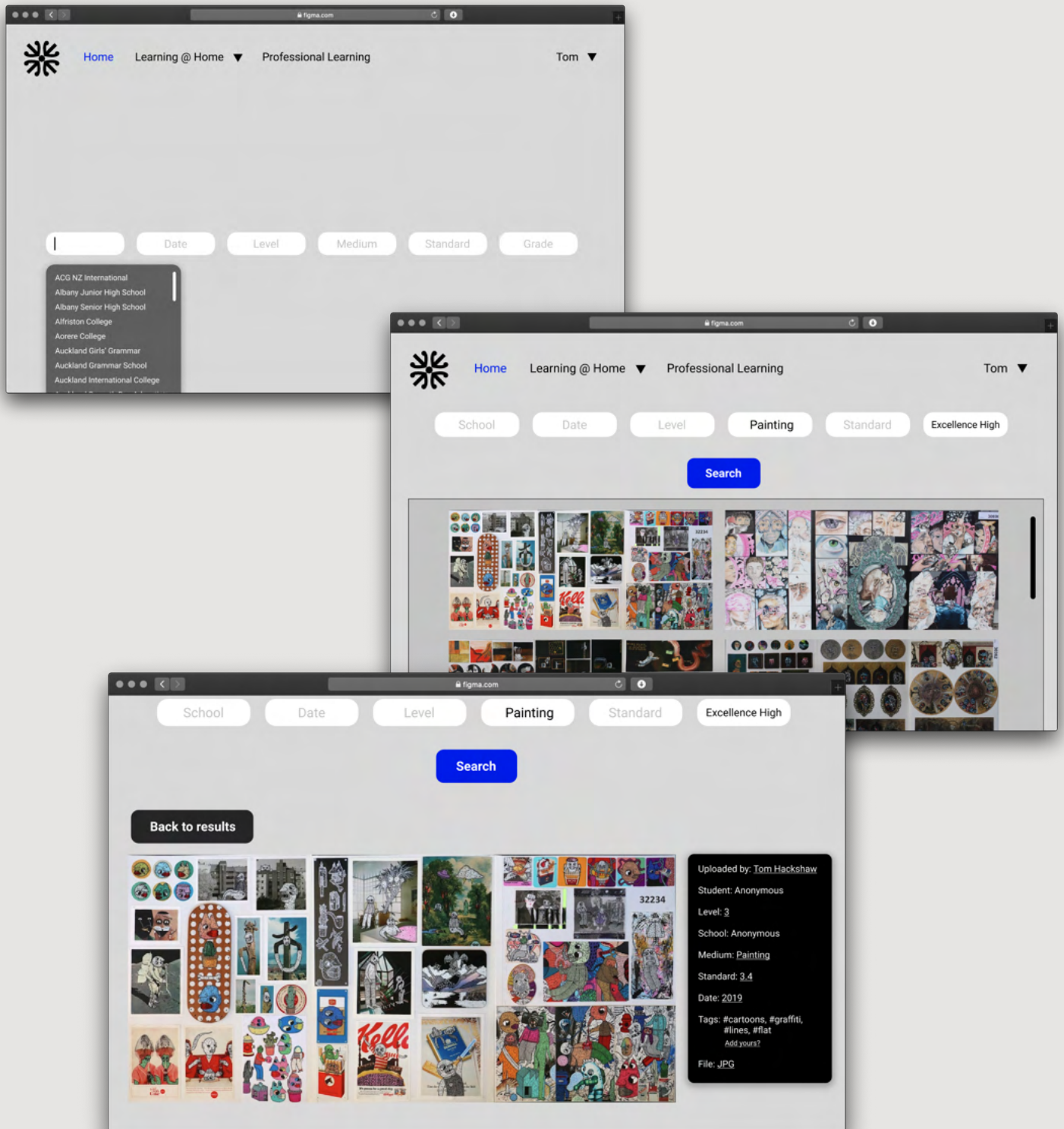
Aion

Portfolio sharing hub proof of concept

UI/UX, Web design, Education

Tools used: Figma

A proposed centralised hub for all visual art teachers in Aotearoa to share, tag and download student portfolio boards. Teachers can sign up using their school email account, and search for boards by school, date of creation, year level, medium, standard and/or final grade.



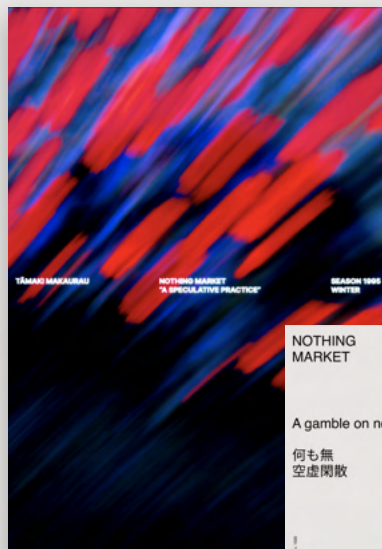
Nothing Market

Graphic design practice

Graphic design

Tools used: Figma, Illustrator, Photoshop

“Nothing Market” is the name I give my own graphic design practice. From posters, zines, and other forms of design, much of my work falls under this name. I use this name/moniker to better my understanding of colour, typography, alignment, and so on.



Tom Hackshaw

tom@tomhackshaw.com

0211431725

tom.so

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