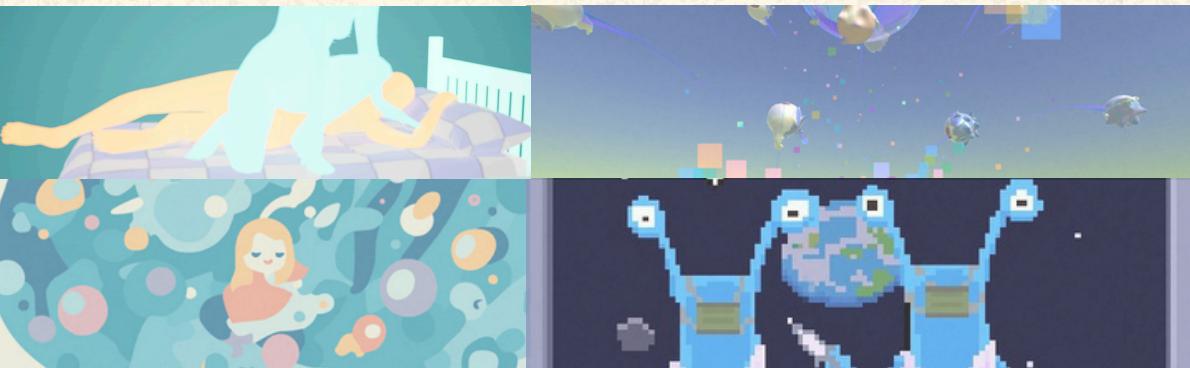


# XIAOXUAN HAN

SAIC BFA 2025



Multimedia Artist / Designer specializing in graphic design, 3D, and visual storytelling. Through art as "ordinary magic", I bring a playful approach to celebrate the alchemy of creation, designing work that inspires joy, shifts perspectives, and reveals the magic in everyday life. Seeking to leverage my expertise to deliver fun and impact.



Illustrator / InDesign / Photoshop / Procreate / Aseprite / AfterEffects  
/ Premiere Pro / Maya / Blender / Unity / Unreal Engine / Logic Pro

PORTFOLIO

[www.h-xx.website](http://www.h-xx.website)

2025

**Graphic Design**

2-11

**Illustration**

6-11

**Game Design**

2-3, 6-8, 11

**Pixel Art**

2-3, 8, 11

**Laser Cutting**

2-7

**3D Modeling & Rendering**

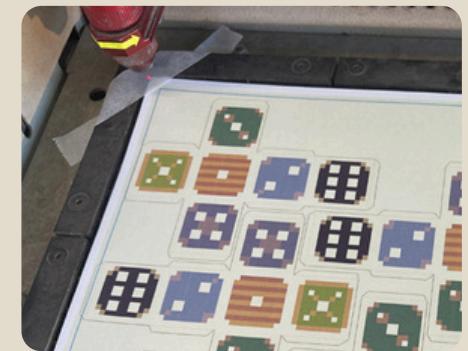
12-13

My Happy Healthy Windy Chicago Life Game

*My Happy Healthy Windy Chicago Life* is a one-player simulation card game. This game is about life and daily activities, based on my personal experience living in Chicago. The objective of this game is to survive and be healthy and happy. It is a small and seemingly simple goal but can be challenging to achieve, both in-game and in real life. It aims to make players have fun, while also allowing them to reflect on their own life through playing this simulated life experience.



# My Happy Healthy Windy Chicago Life Game



# Narrow Bridge

## Arts Club Signs

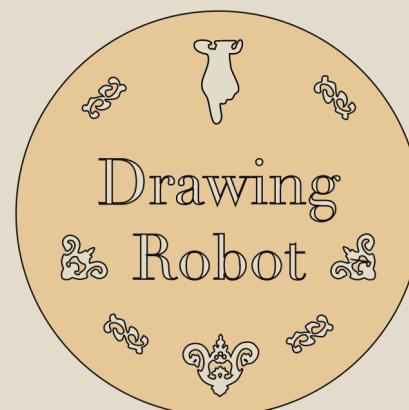
Graphic Design / Laser

Cut

2024

Designing laser-cut signs for a community arts club in a renovated historical church involves incorporating artistic elements that reflect the club's vibrant spirit to attract new members. Using decorative icons and fonts that align with the club's identity. The project uses recycled cardboard and colored paper for sustainability employing layered effects to enhance visual appeal.

### Narrow Bridge Signs



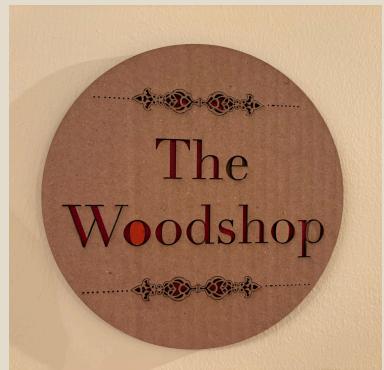
2024

Graphic Design/ Laser Cut

# Narrow Bridge Arts Club Signs

Graphic Design / Laser Cut

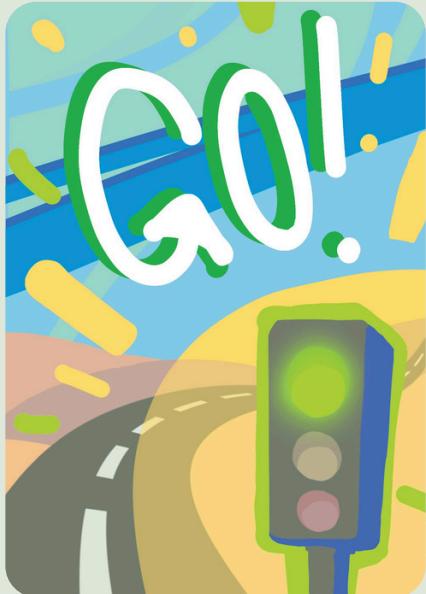
2024



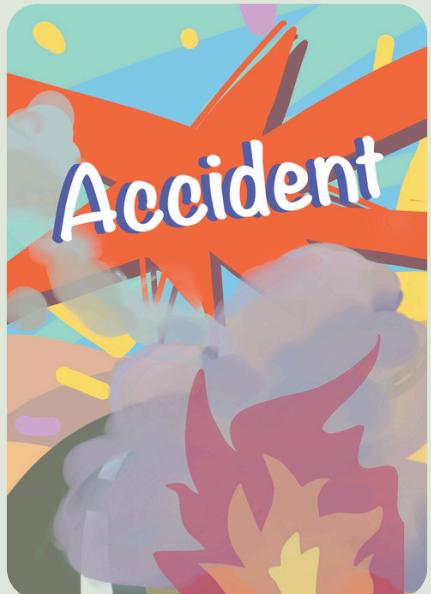
# FANGS: The Eternal Coven



## Mille Bornes Cards Re-skin

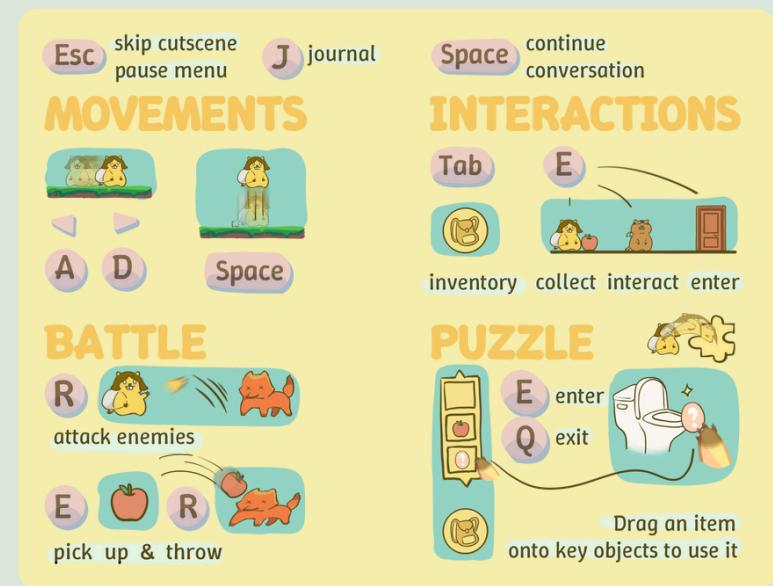


A re-skin project for a classic racing card game — Mille Bornes. Introducing a new visual identity to the game to enhance the functionality, accessibility, and thematic connections without significantly altering gameplay.

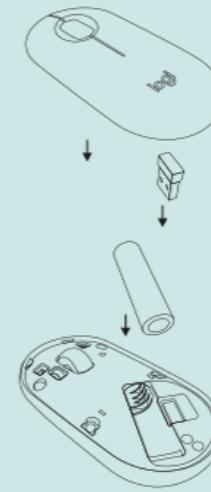
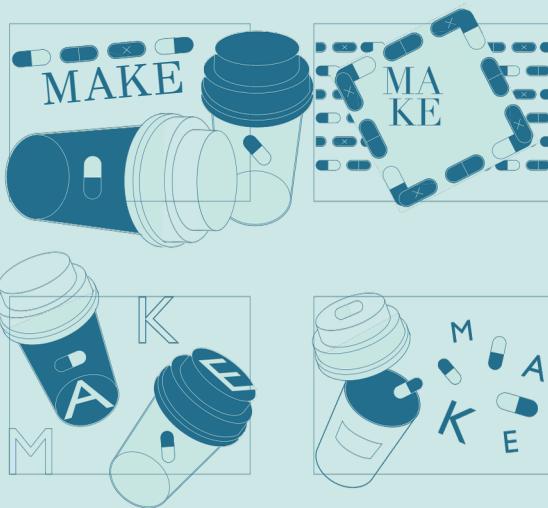
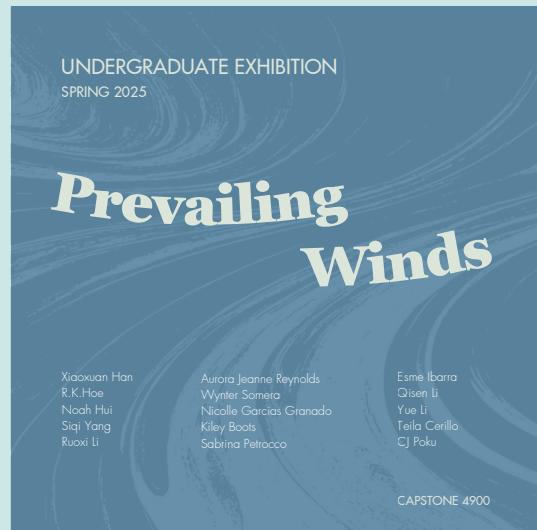


By using bright color and modern design elements, the project emphasizes the road as a key background feature, highlighting the game's sense of progression and journey.

# GoGroundshel!



# Prevailing Winds & other posters



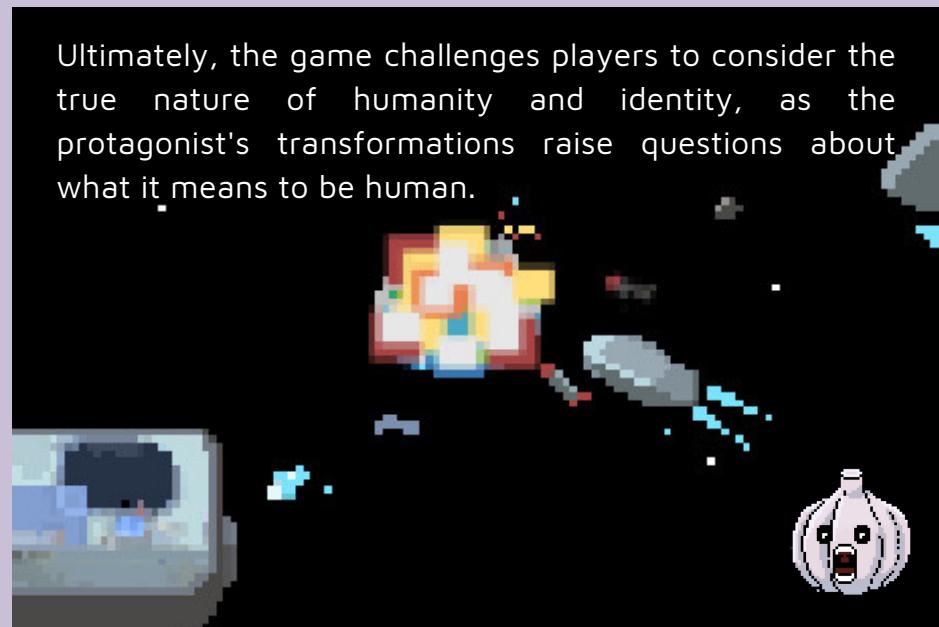
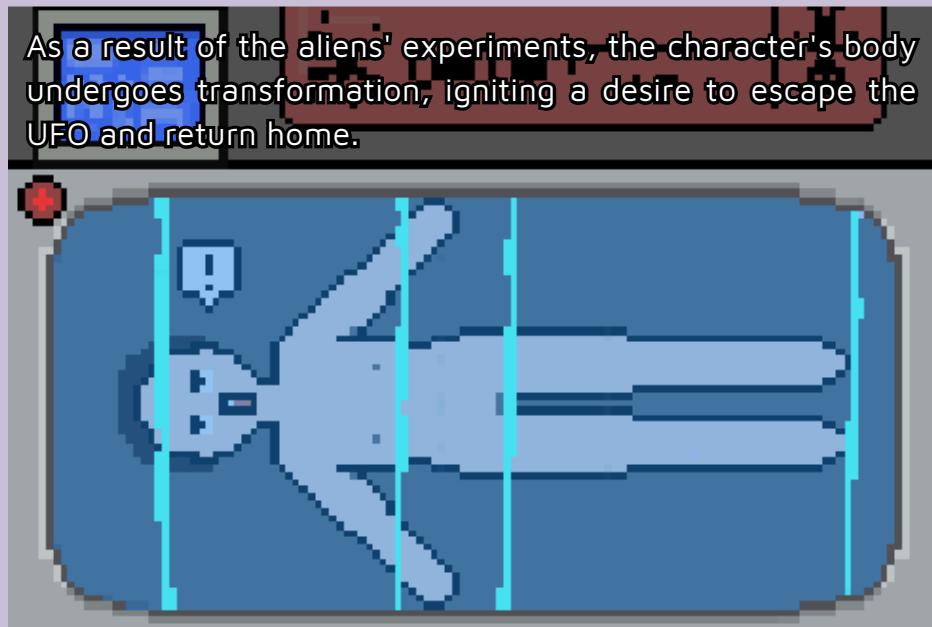
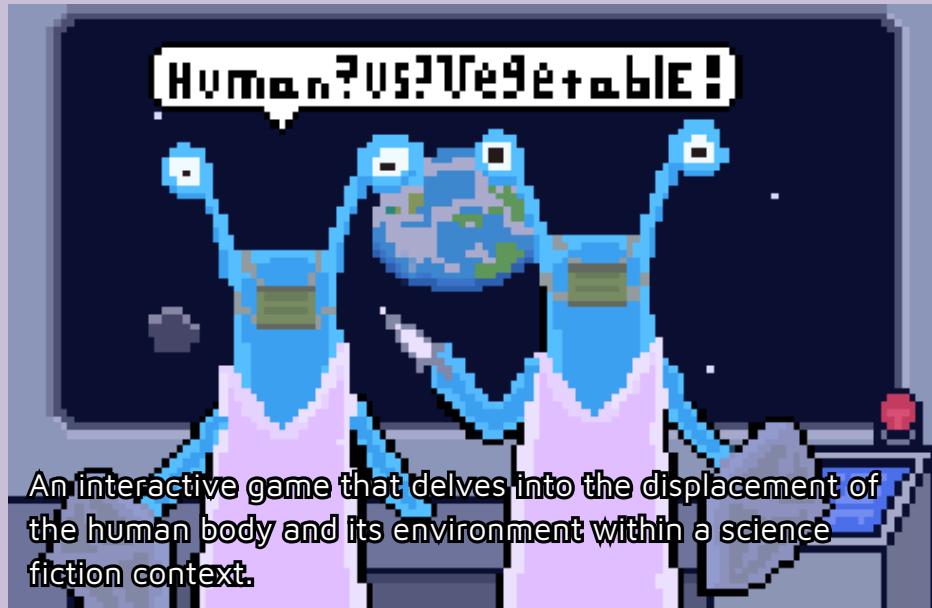
# Dragon New Year Celebrations

Illustrator/Graphic Design

2023



## Human? Aliens? Vegetables!



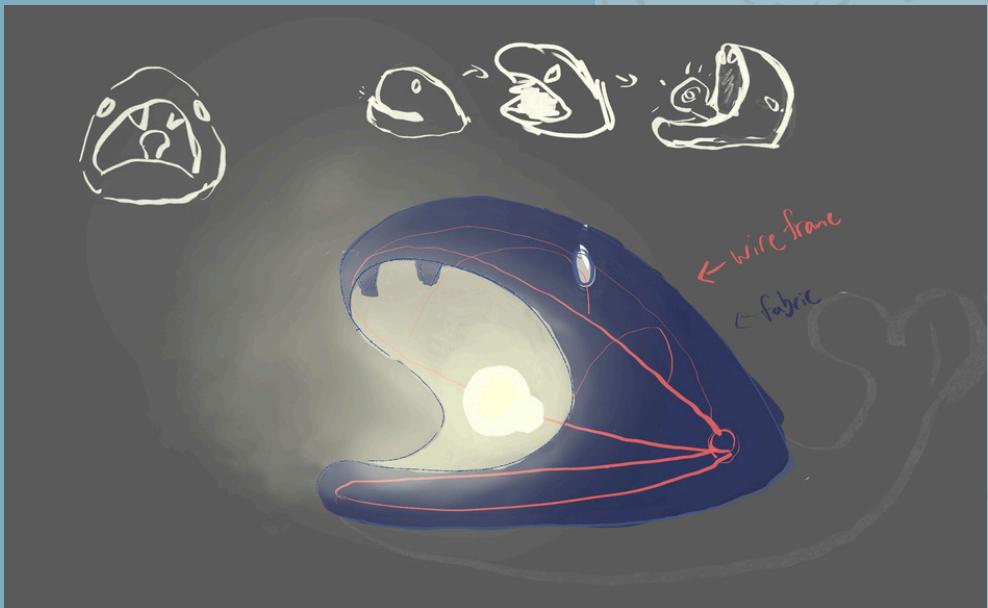
## Light Ocean

In this project, the animations are motion captured and acted by myself. As well as the background music created by myself. It all comes together to create this imagery, which expresses an experience or state somewhere between consciousness and unconsciousness.



The blue represents the liberated mind dancing/wandering through the open environment; the orange is the physical body that needs rest and a sense of security in the contained room.





A LED lamp designed in the charming and fluid shape of a whale, perfect for use as a night light. It can be easily adjusted or hung on shelves to serve as a table lamp. Control buttons for lightness & temperature are thoughtfully crafted to blend seamlessly into the lamp's organic form.

