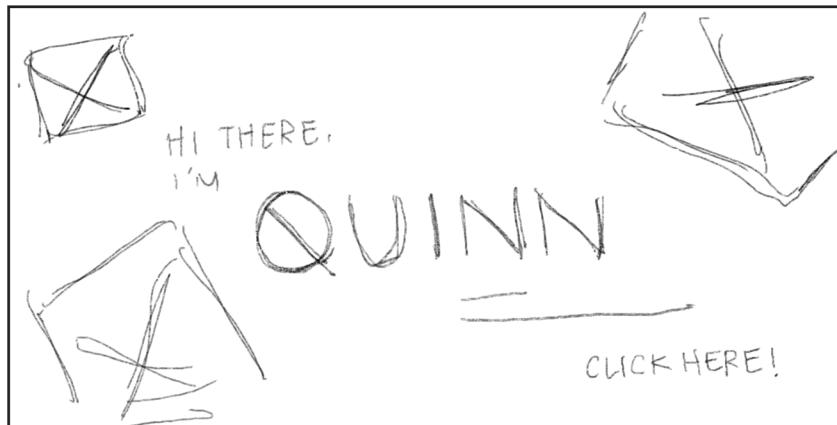


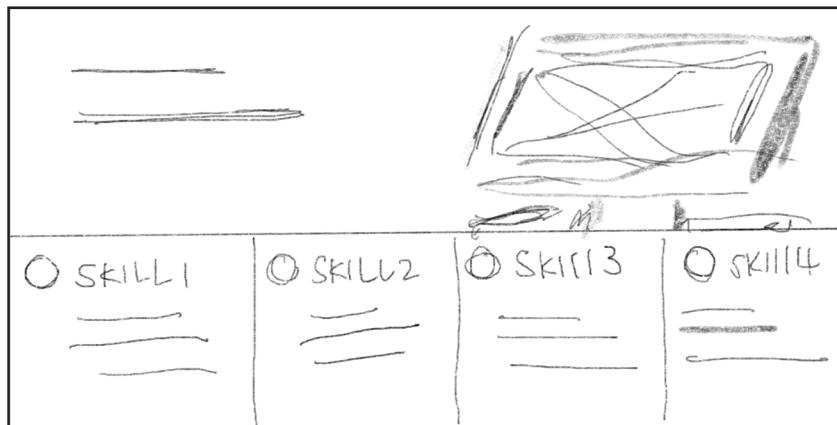
Concept Sketches 1

HOME
PAGE



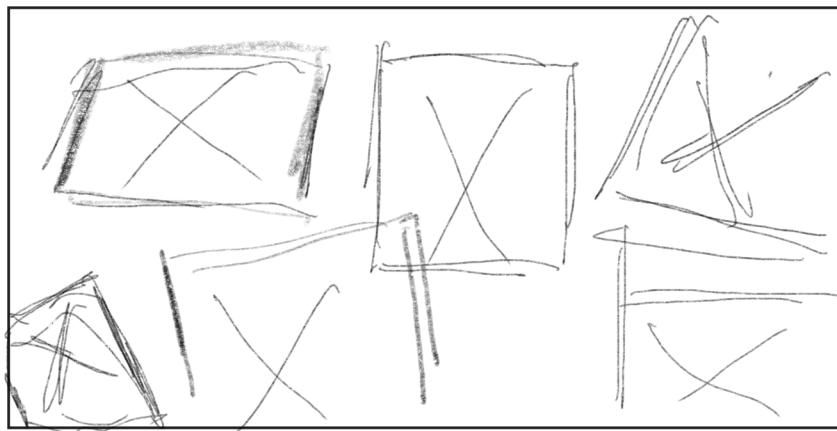
→ Image

ABOUT



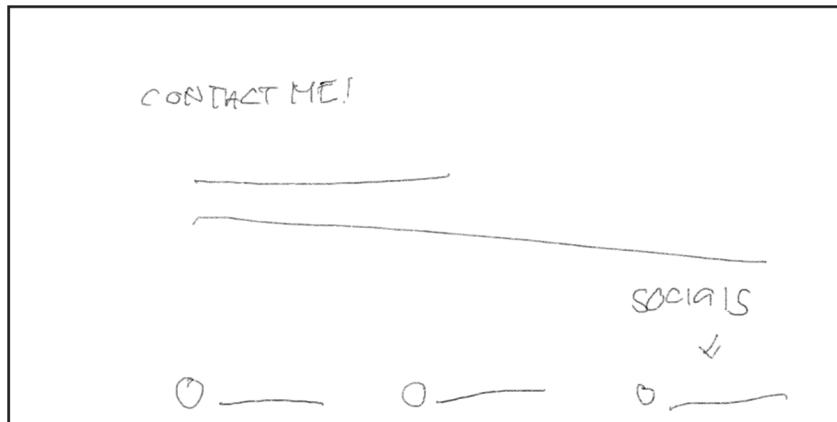
○
↳
ICON

PORTFOLIO



Images
scattered
across

CONTACT
ME

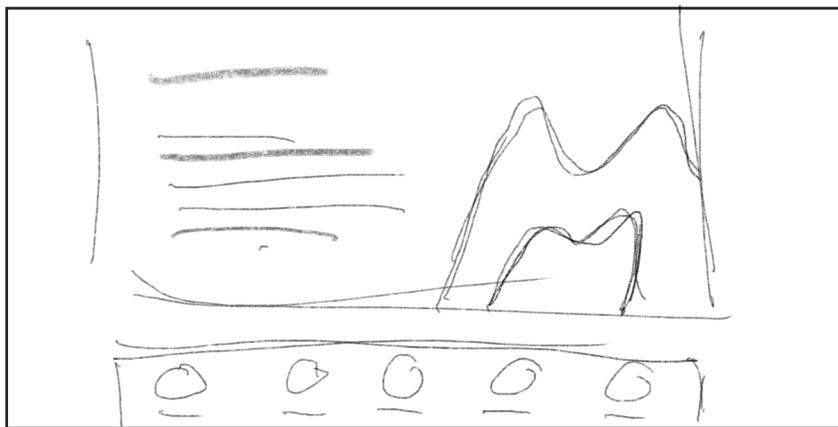


Concept Sketches 2

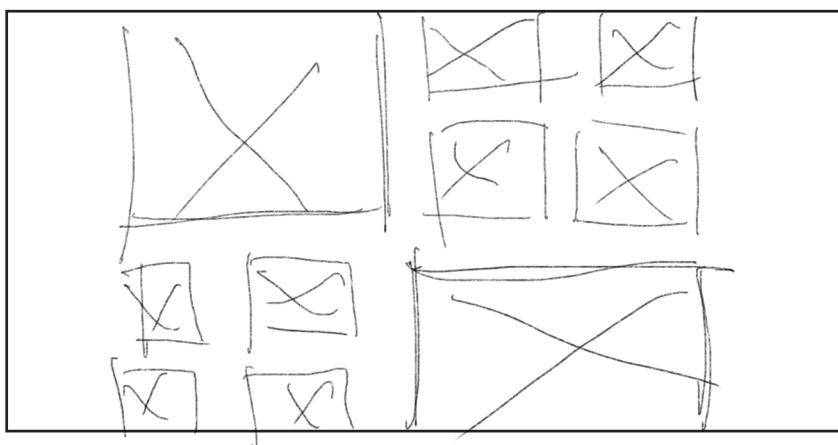
Home page



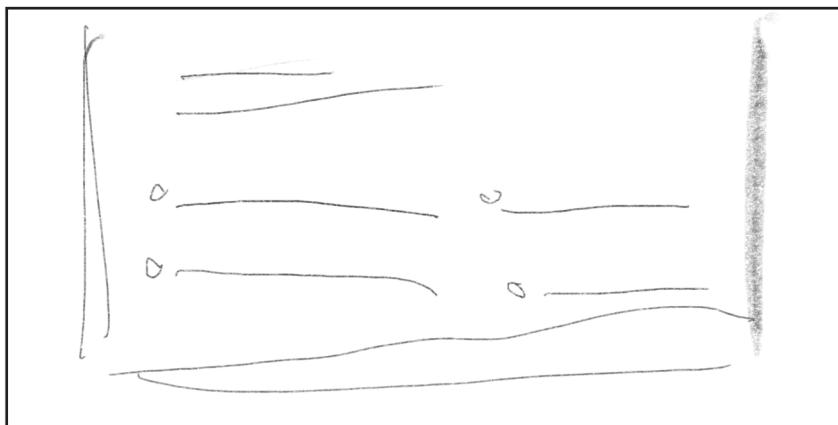
ABOUT



portfolio

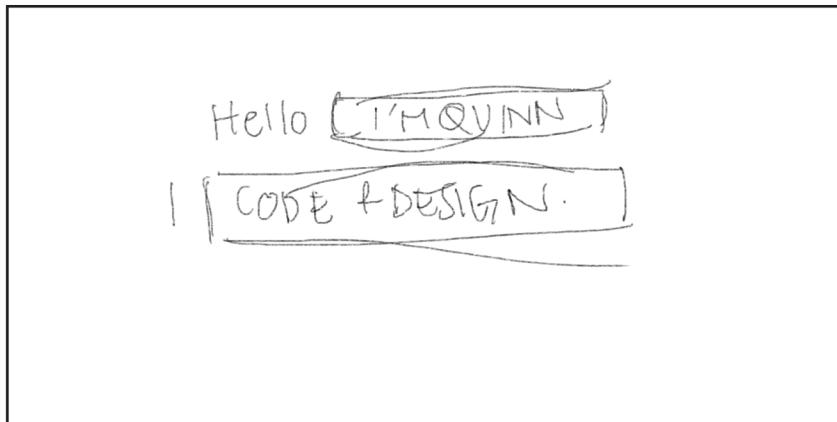


Contact me

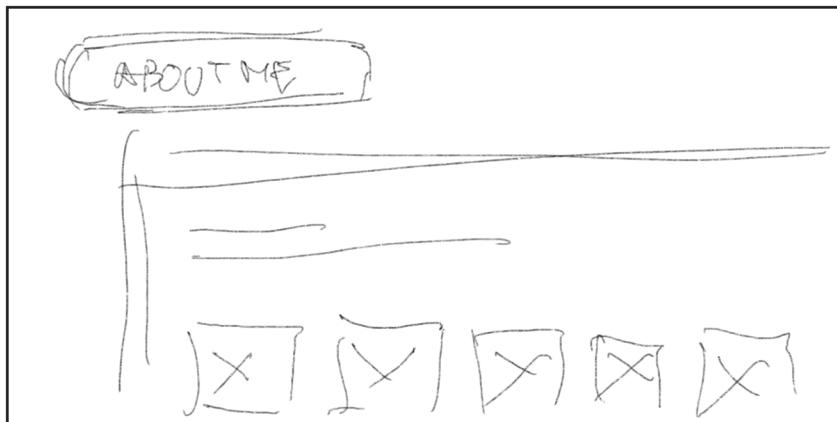


Concept Sketches 3

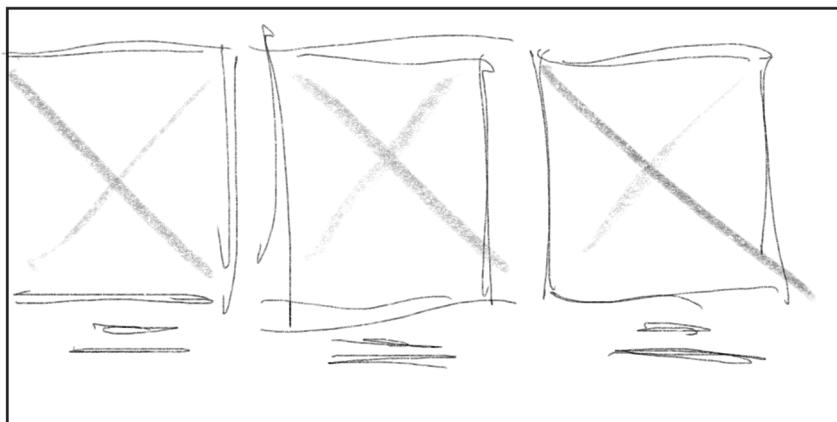
home page



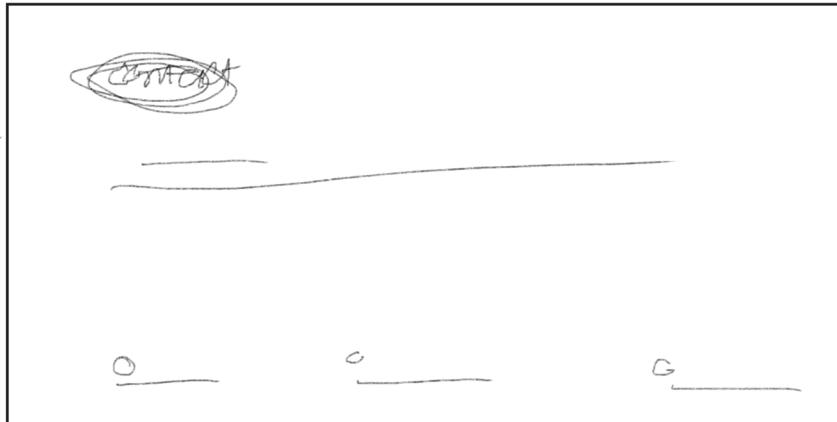
ABOUT



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Final Artwork (Home Page)

Modin — Where Code Meets Creativity

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Quinn —

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Design

Business Analytics

Database Management

Software Management

f G t

Final Artwork (Portfolio Page)

Portfolio

ALL DESIGN CODE MOBILE UI

VIEW ALL

CRAYON SINCHAN MOVIE TRACKER

THE SUPERMARKET APP

CHARACTER DESIGNS

IMMERSIVE TECHNOLOGY MODULE #1

TRAVELLY

ELDERLY ASSISTANCE APP

IMMERSIVE TECHNOLOGY MODULE #3

Final Artwork (About Page)

About Me

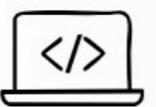
Blending Technical Expertise
with Creativity in Digital Design
& Development

Currently pursuing a Diploma in Digital Design & Development, I've built a solid foundation in software development, web technologies, data analysis, and virtual reality. My hands-on experience includes using VR headsets, SQL, Power BI, and Tableau.

Outside academics, I practice piano, which enhances my discipline, attention to detail, and creativity. I'm especially interested in roles such as data analyst, business intelligence, or software development where I can apply my skills in coding and analytics.



DATA ANALYSIS



CODING



WEB TECHNOLOGIES



SQL



CREATIVITY

Final Artwork (Contact Page)

Contact me for

Fanny Gonzalez



Email Address



Mobile Number



Message

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CRAYON SINCHAN MOVIE TRACKER

I built this Crayon Shinchan Clip Tracker as a fun way to combine my love for the show with my interest in web development. Inspired by the chaotic and memorable moments from Shinchan episodes, I created a simple app to organise and track my favourite clips. This project also gave me a chance to strengthen my coding skills while building something I genuinely enjoy.

MOCK UP 1

KEEP TRACK OF EPISODES

With just inserting titles, descriptions or image URLs, you can easily keep track of various episodes from Shinchan.

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TRAVELLY - AGENCY DESIGN

Travelly is a creative branding and design project that focuses on building a vibrant, modern identity for a travel agency. The goal was to capture the excitement and joy of exploring new destinations while maintaining a clean, consistent visual language across different platforms. From social media posts to promotional posters, the design system uses bold typography, dynamic layouts, and striking imagery to inspire wanderlust. This project demonstrates my ability to create cohesive branding solutions that balance functionality with strong visual storytelling.

Travel with **TRAVELLY**

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CHARACTER DESIGNS

This project explores modular character design through the use of interchangeable elements such as hairstyles, accessories, clothing, and facial features. By designing a flexible system of components, I created diverse characters that can be customised to express unique personalities and styles. The process emphasised consistency in illustration style while ensuring variety in character expression.

Final Artwork (Portfolio Page)

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THE SUPERMARKET APP

I developed a coded web application that allows supermarkets to manage their online grocery inventory. The app lets users add products by entering the name, uploading a product image, setting the quantity and price, and includes full functionality to edit or delete items.



This project was designed to simulate how a supermarket could update its product listings easily. I built it from scratch, gaining experience in front-end development, form handling, and implementing CRUD (Create, Read, Update, Delete) operations.

MOCK UP 2



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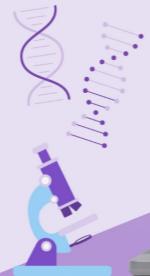


Immersive Technology Module #1

For my first project, I developed a virtual science lab experience using Unity and a VR headset. The VR environment was designed to simulate a realistic lab setup, allowing users to explore and interact with virtual equipment. I used Unity's XR Toolkit, including the XR Rig and XR Interaction Manager, to enable smooth VR interactions.

This project helped me understand the fundamentals of VR development, spatial design, and user interaction in immersive environment.

MOCK UP 1



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Immersive Technology Module #2

In this project, I built an interactive VR experience using Unity where users can engage with a slime model using VR controllers. When the slime is touched or grabbed, it disappears, and after a short period, it reappears automatically—creating a simple loop of interaction and timed events.

This project helped me explore object interaction, event timing, and scripting behaviours in a VR environment, while gaining hands-on experience with Unity's XR Toolkit and VR input handling.

MOCK UP 1

