

Graphic Designer

Gradient Mesh

This project was for my Drawing and Illustration Class. I had to use the Gradient Mesh Technique to make any photo of my choosing into a replica of itself using gradients in the shape of a mesh.

I chose to use this photo of this Air Jordan 1 sneaker. As you can see below, the sneaker is actually a gradient mesh, and not the real photo.

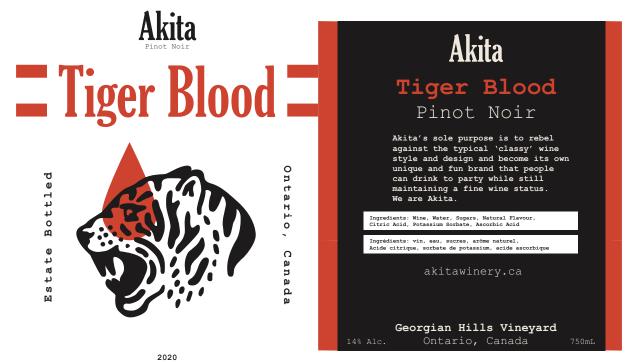
Each intersecting line has a point which has a gradient applied to it from the original shoe. These dots are done one by one manually.



Package Design

This Project involved me developing a wine brand from scratch. I had to do extensive research on wine bottling and what goes onto a wine bottle label. Then I developed the label shown below using illustrator. After that, I took that label and made 2 other variants of it which

are supposed to be different flavors, and then placed the labels on mockups like the one shown below.



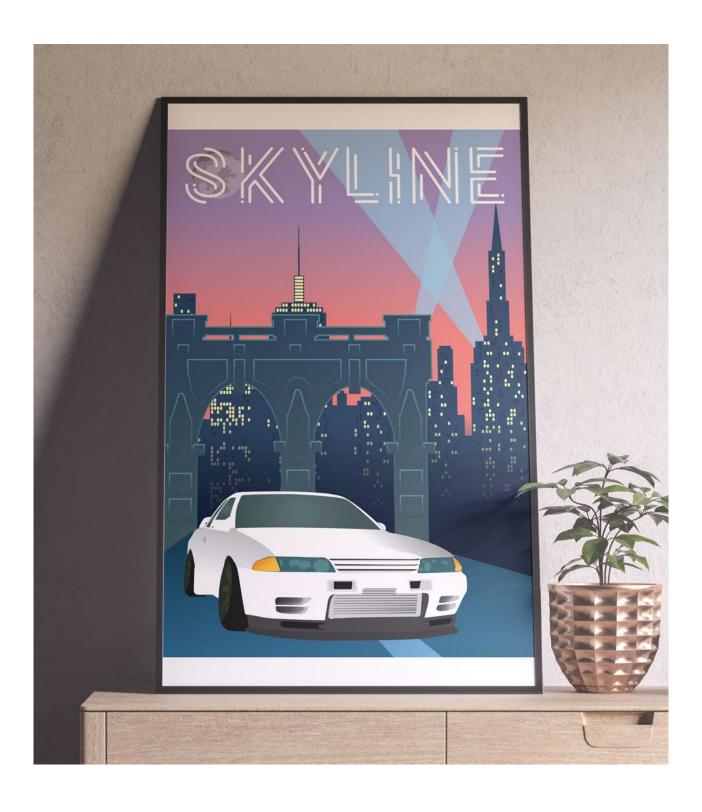


Art Deco Poster

This project was for my Drawing and Illustration Class. For this project, I had to design my own Art Deco.

I decided to go with one of my hobbies. I am a huge car enthusiast and I decided to show that by using

a photo of my dream car, the Nissan Skyline R32 GTR.

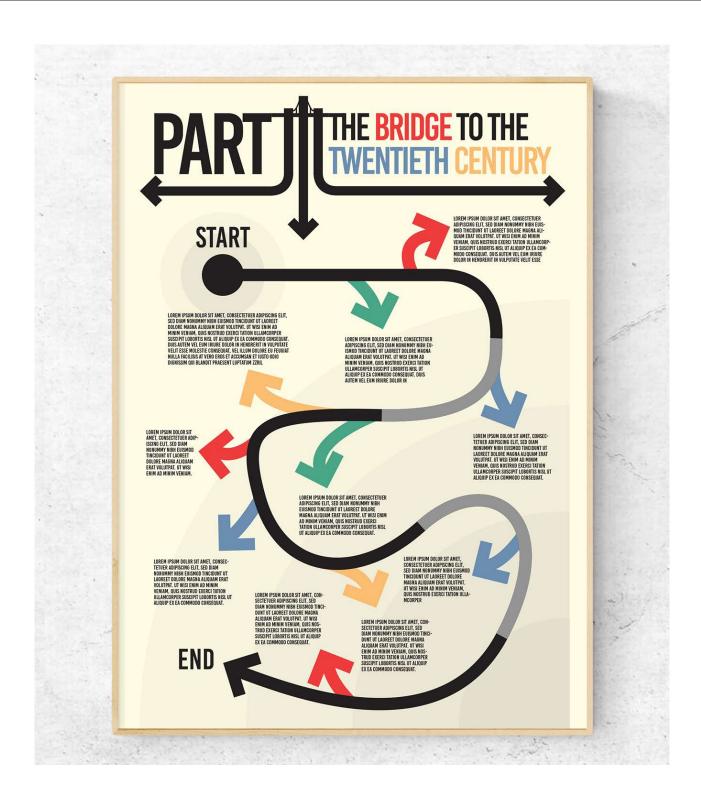


Infographic Poster

This project had me design and develop a poster explaining some

of the history of graphic design. I used illustrator to come up with the

design and then did research on twentieth century graphic designs.

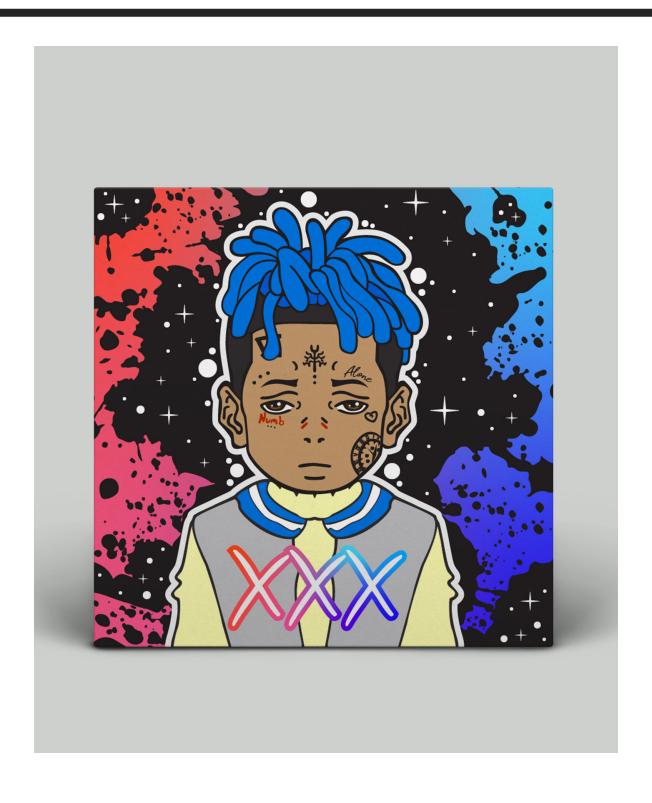


Album Cover Design

This project had me create an Album Cover. The cartoon illustration of the

artist was done by hand using my drawing tablet. I then added color

and refined it using Adobe Illustrator.



Hot Sauce Labels

This project involved creating a hot sauce brand as well as a series of hot sauce bottle labels. These

three labels were designed in Adobe Illustrator and the red skull logo was hand drawn using my drawing tablet, then refined and colored in Illustrator.









Skateboard Brand & Deck Design

For this project I created 3 variations of skateboard decks all carrying the same aquatic

theme. I used a combination of drop shadows and stacked objects to give the designs a sense of depth and texture.

