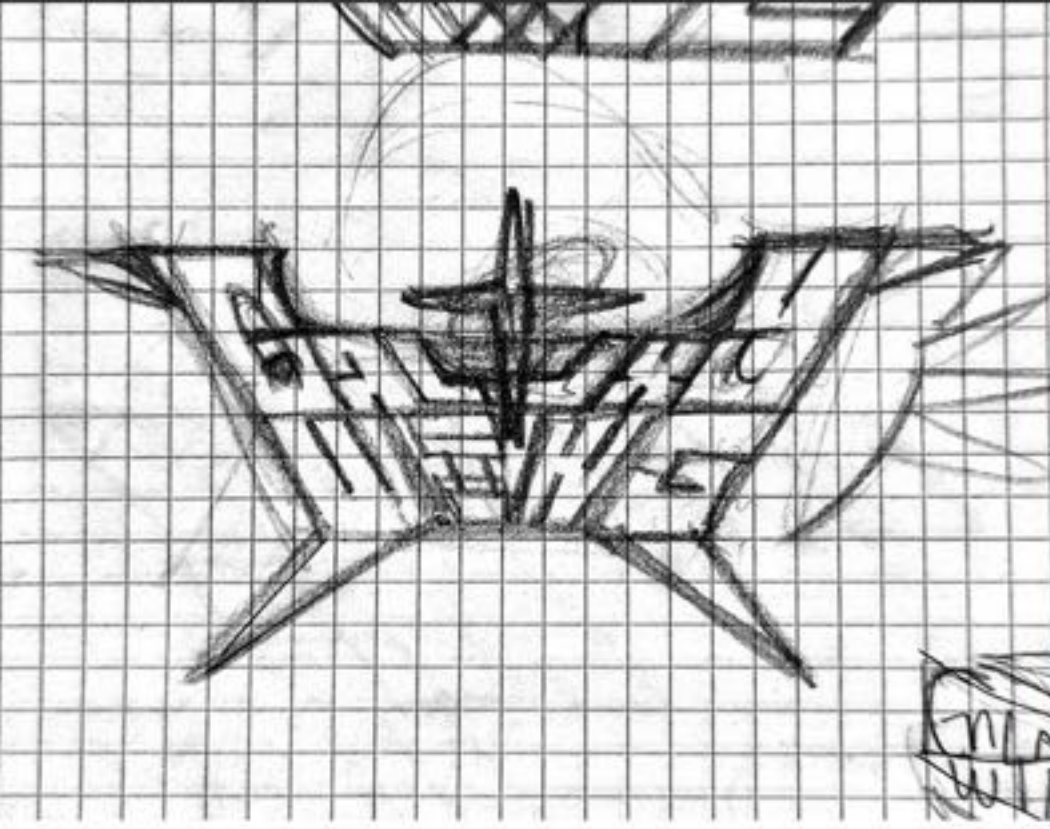




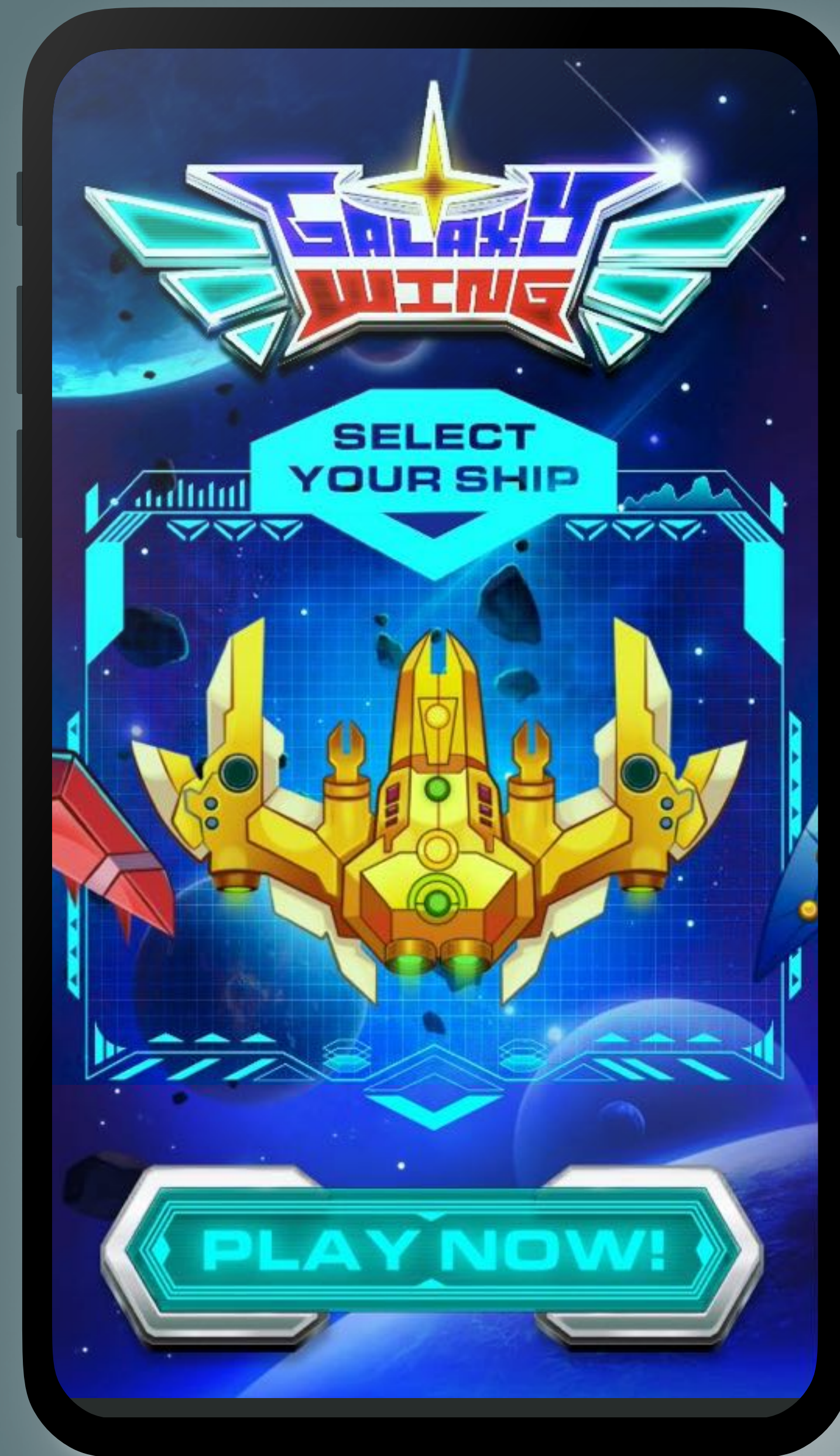
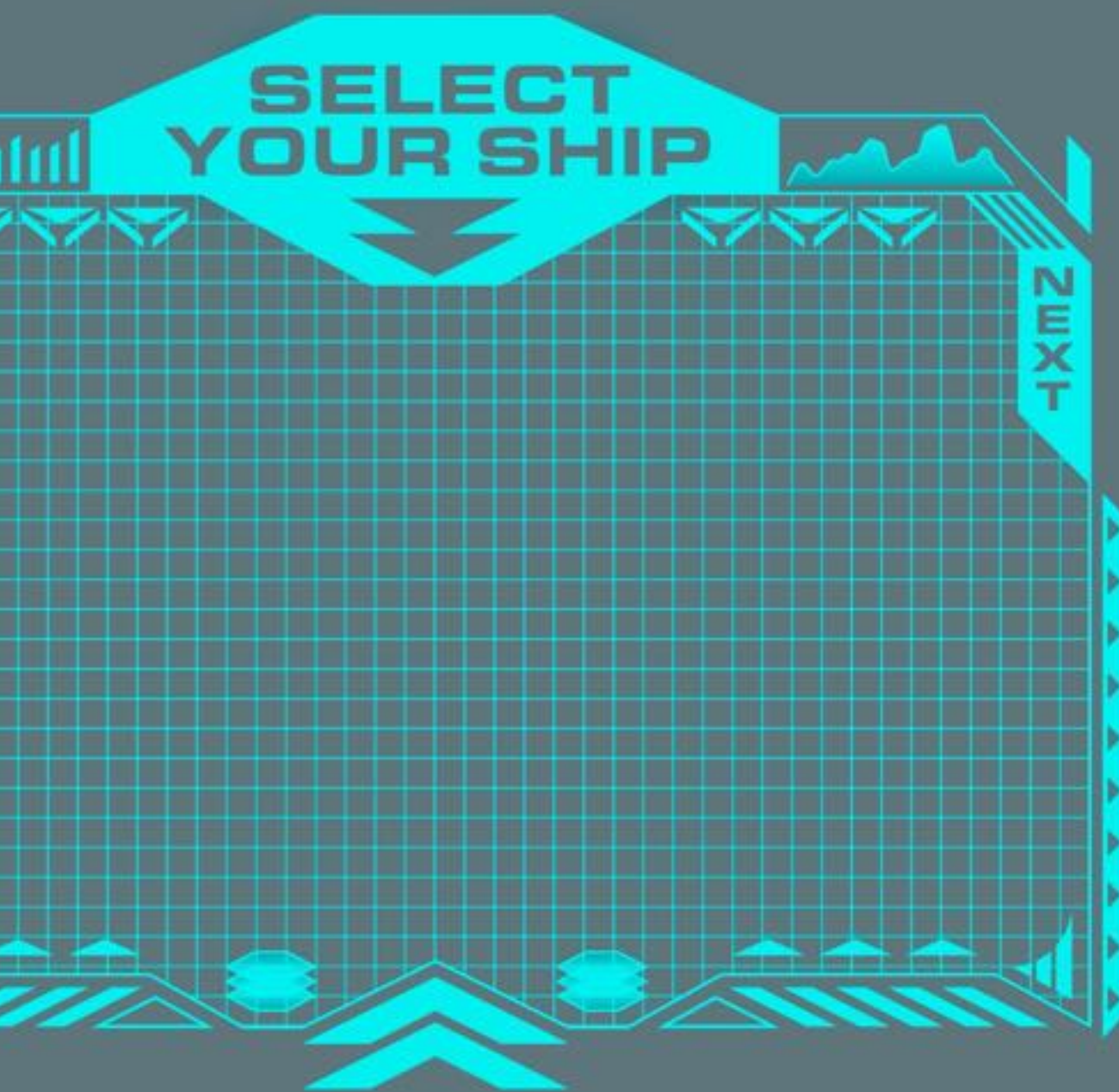
/// PORTFOLIO ///

2023



logo vector banners

Logo design for arcade shooter game Galaxy Wing.



UI

arcade

selection screen

UI for the game Galaxy Wing. Adhering to high-tech clichés helped users with more immediate identification of the game genre.

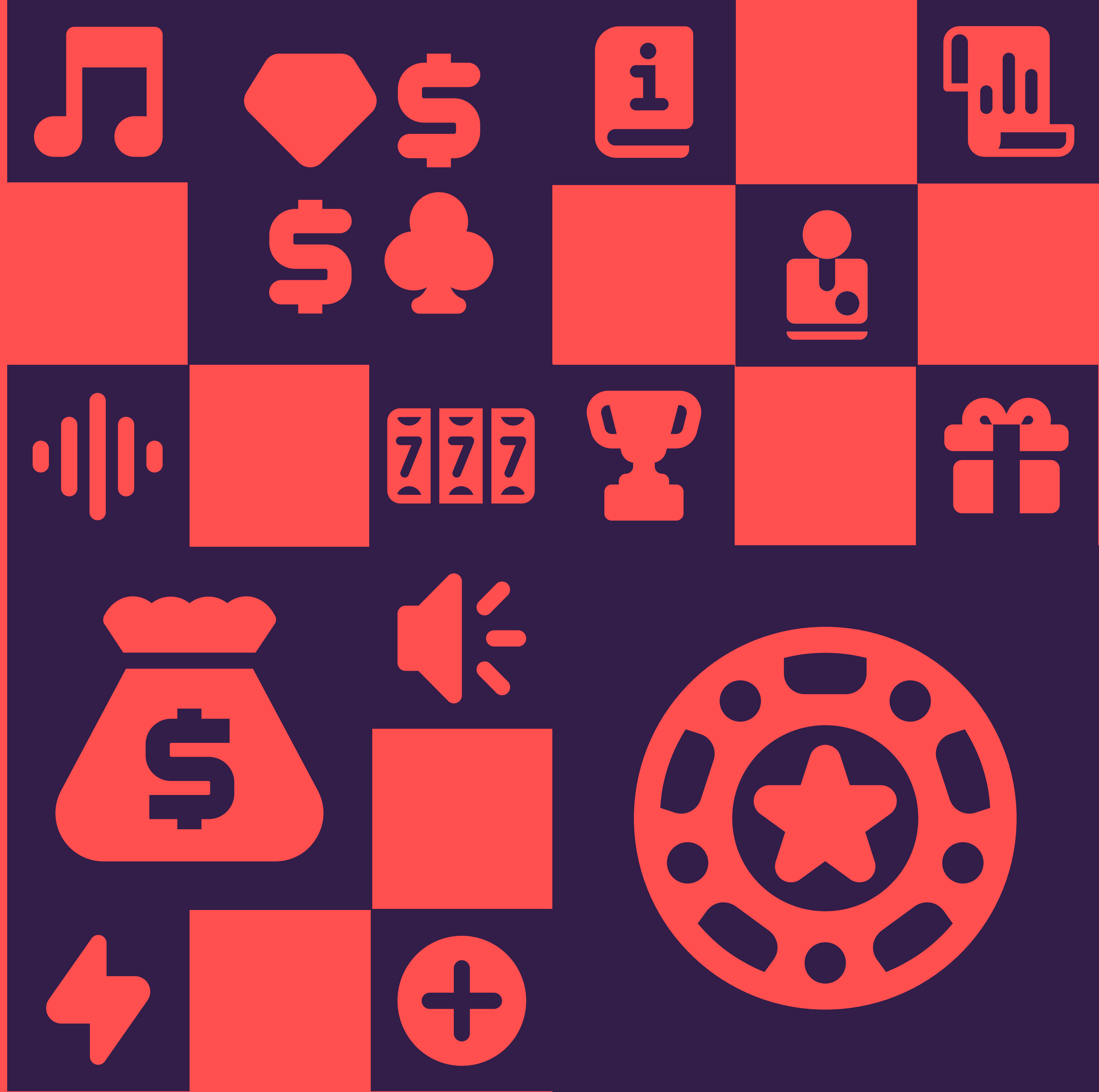
UI

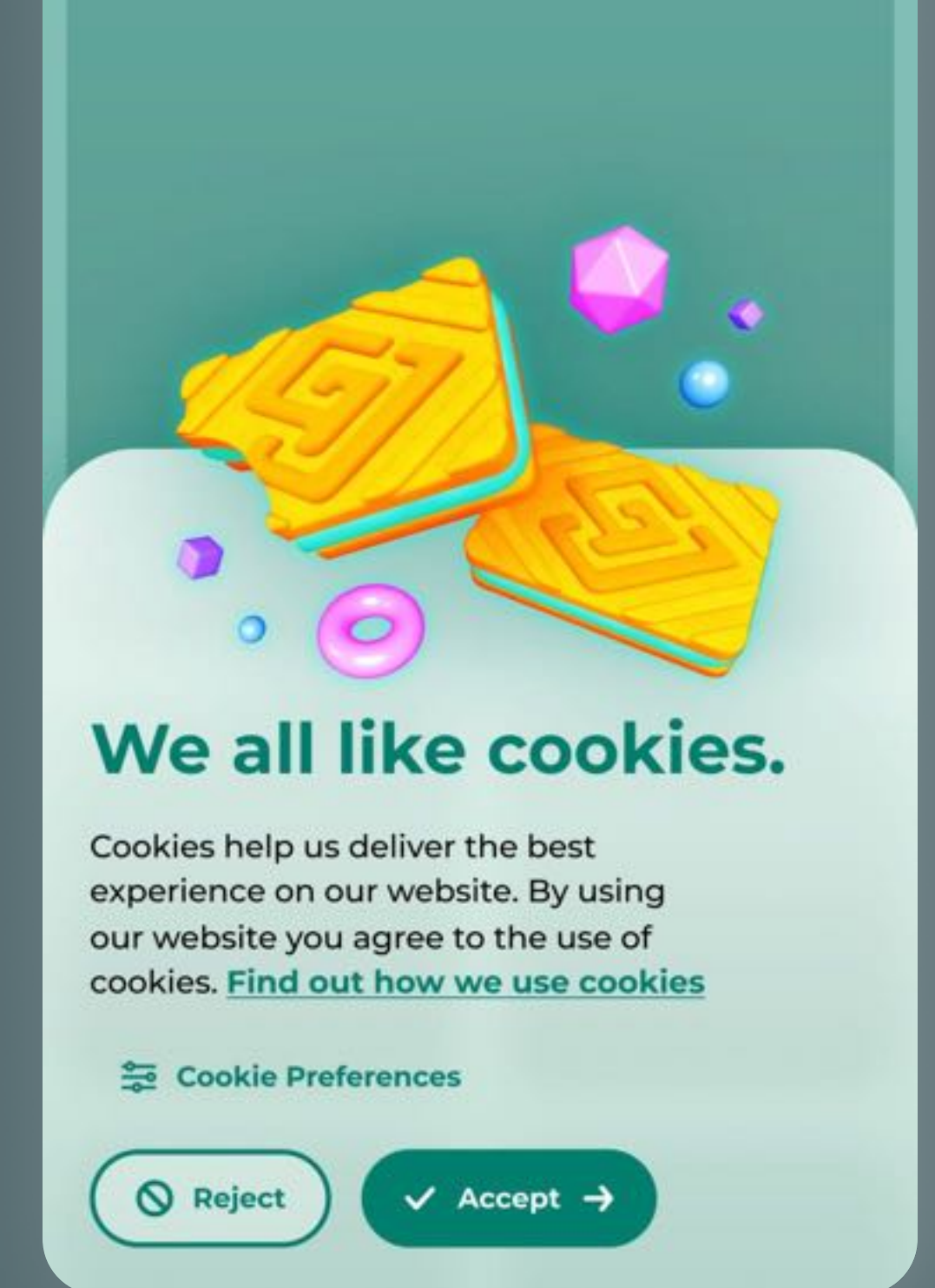
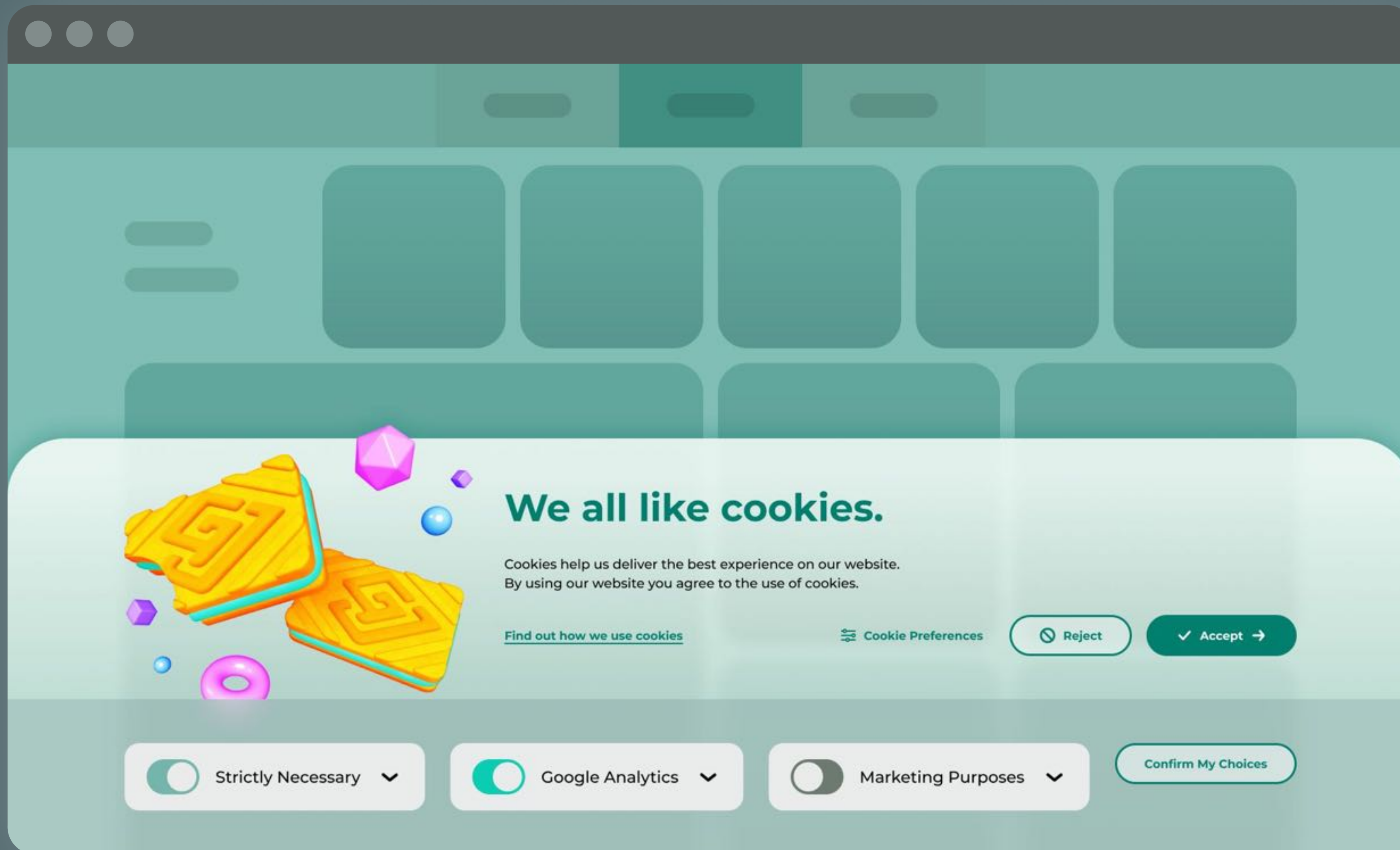
icons

design system

Icon set for an igaming firm. These icons were made to be part of the UI, and became the building atoms of the Design System of the company.

This gaming company wanted of to have a closer, friendlier relationship with the users. I translated this desire in a soft look and gentle shapes for these icons.

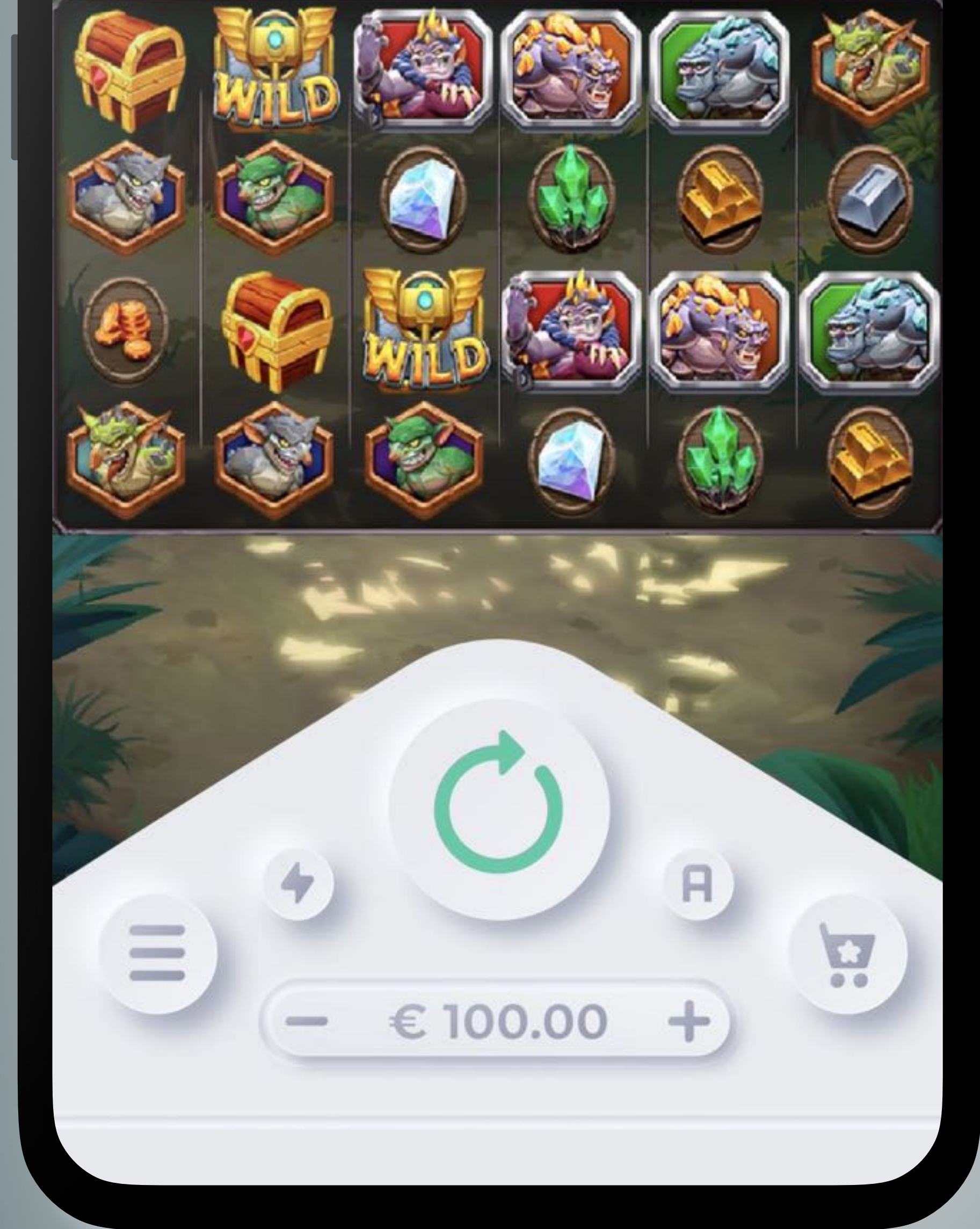
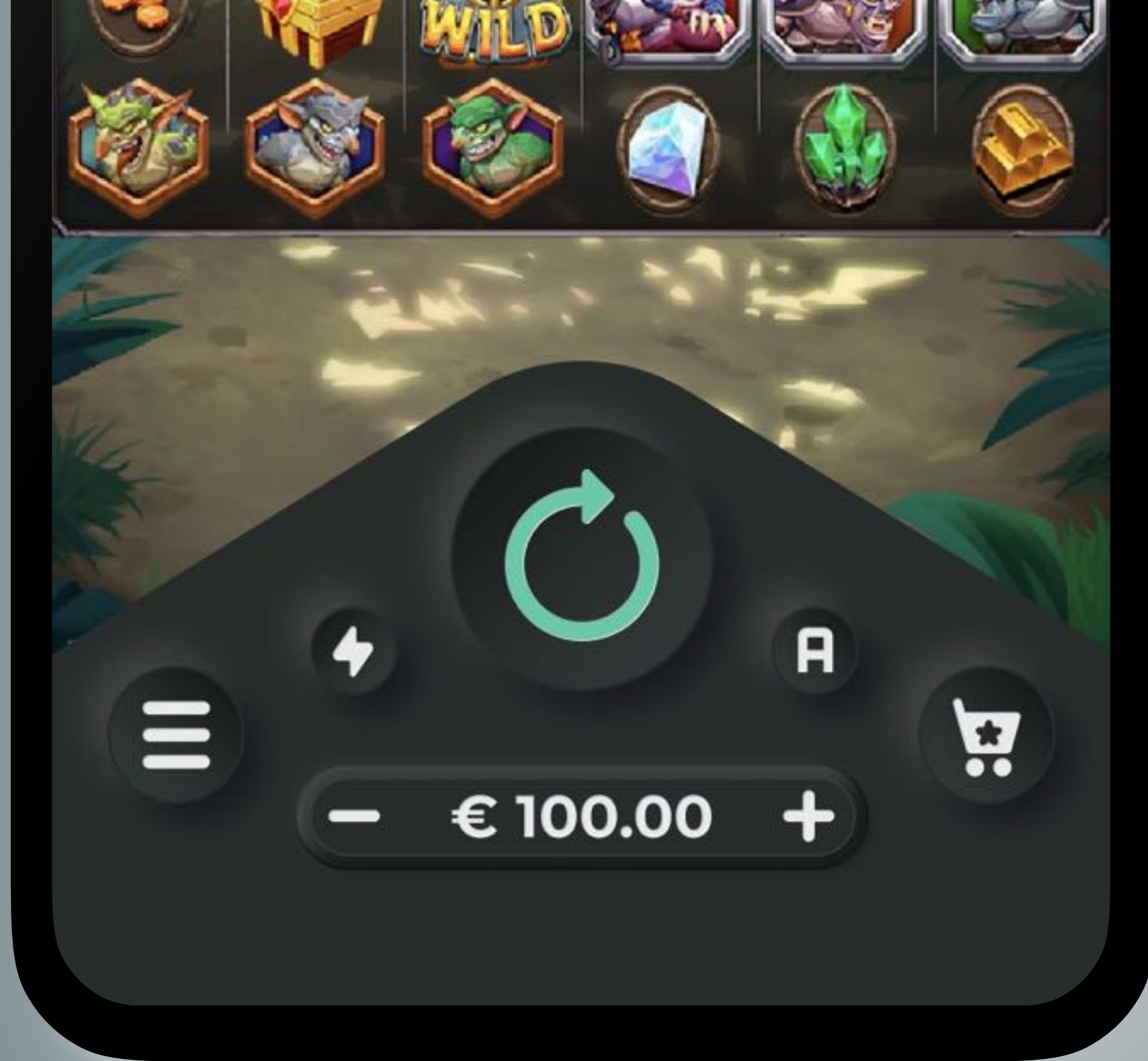




- UX
- UI
- prototype
- modal
- 3D
- illustration

Interactive prototype for the cookie and privacy policy of a casino lobby homepage.

Together with the general layout and functionality of this floating modal, I created a 3D illustration featuring cookies with the company's logo.



UX

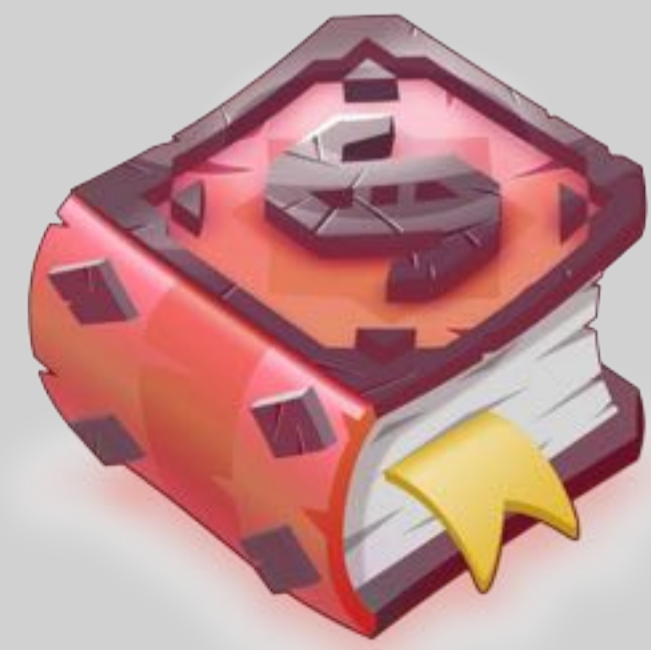
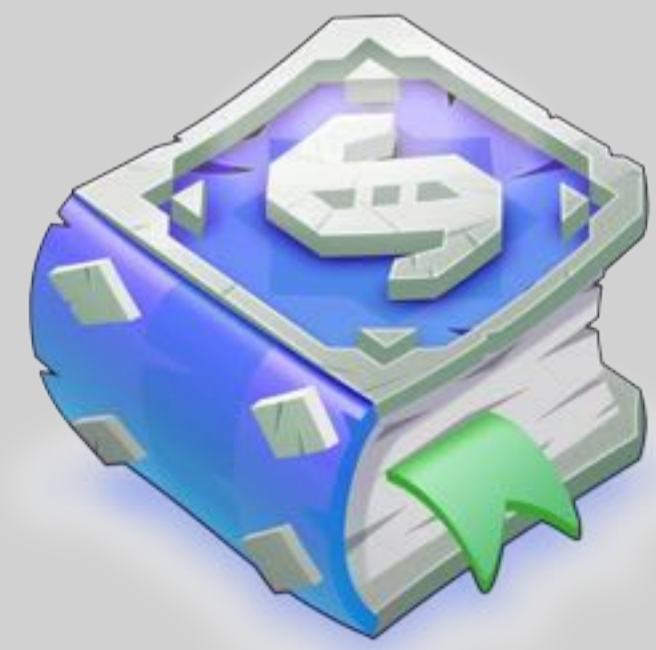
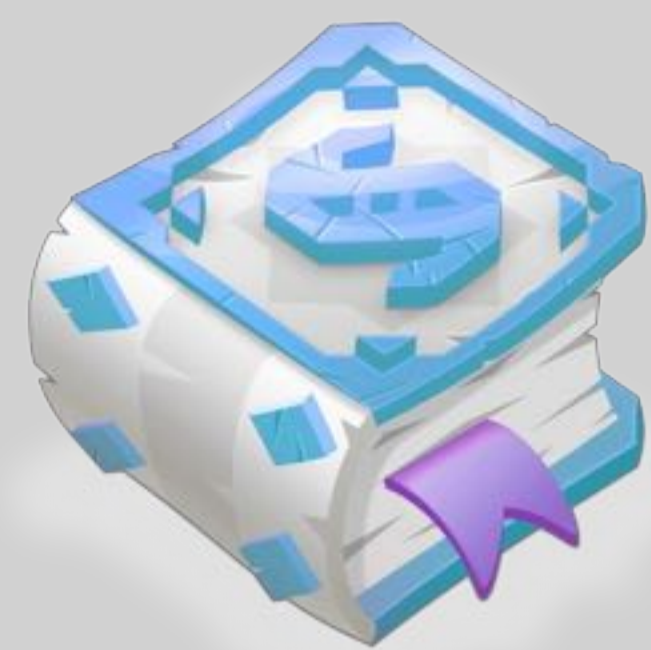
UI

information architecture

slots

Interface design for a slot game framework. This project wanted to emphasise user control over a game of chance. For this reason, I took the remote control analogy and used physical button shadings as a reference, which resulted in a neumorphic aesthetic for this interface.

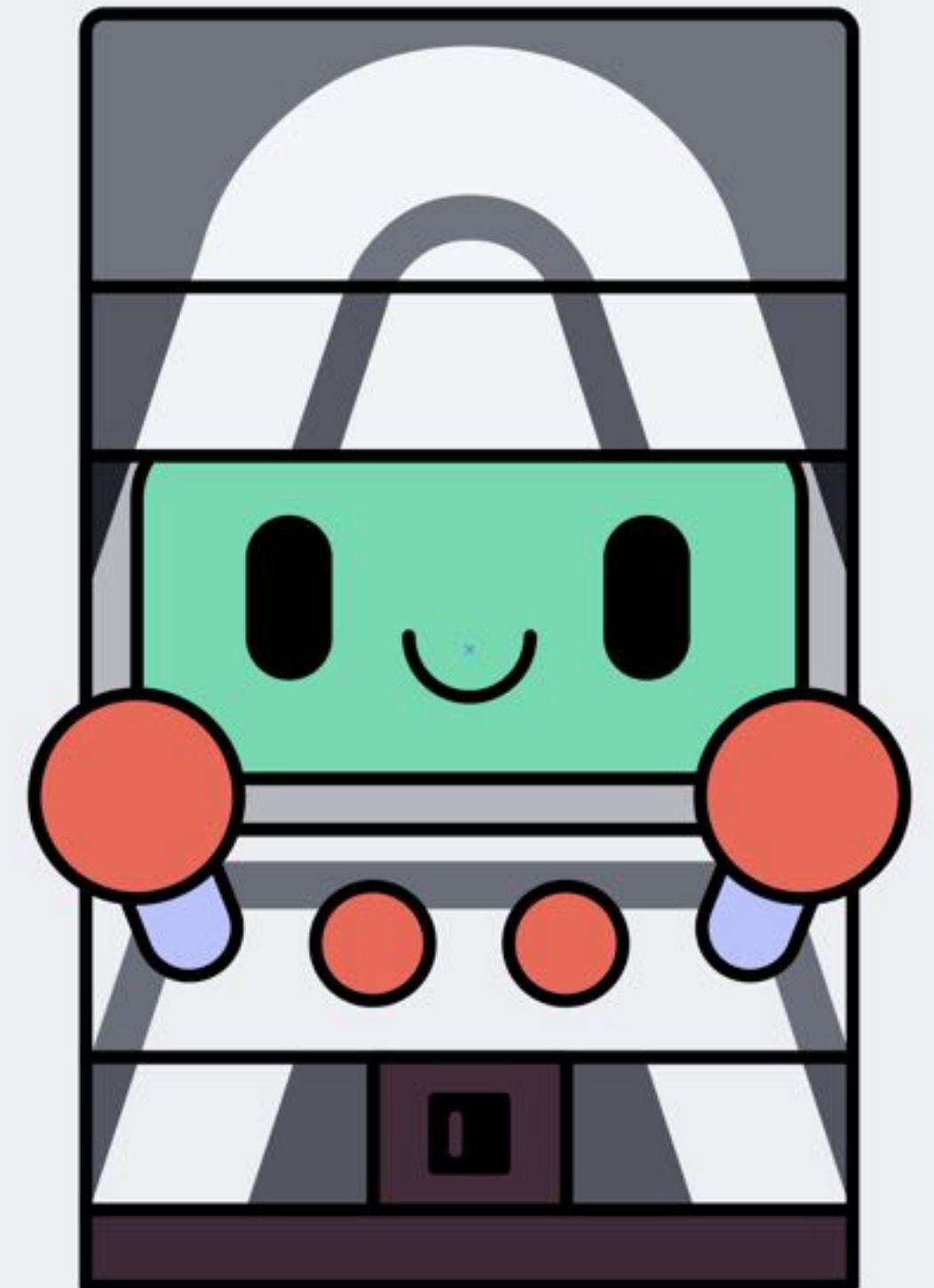
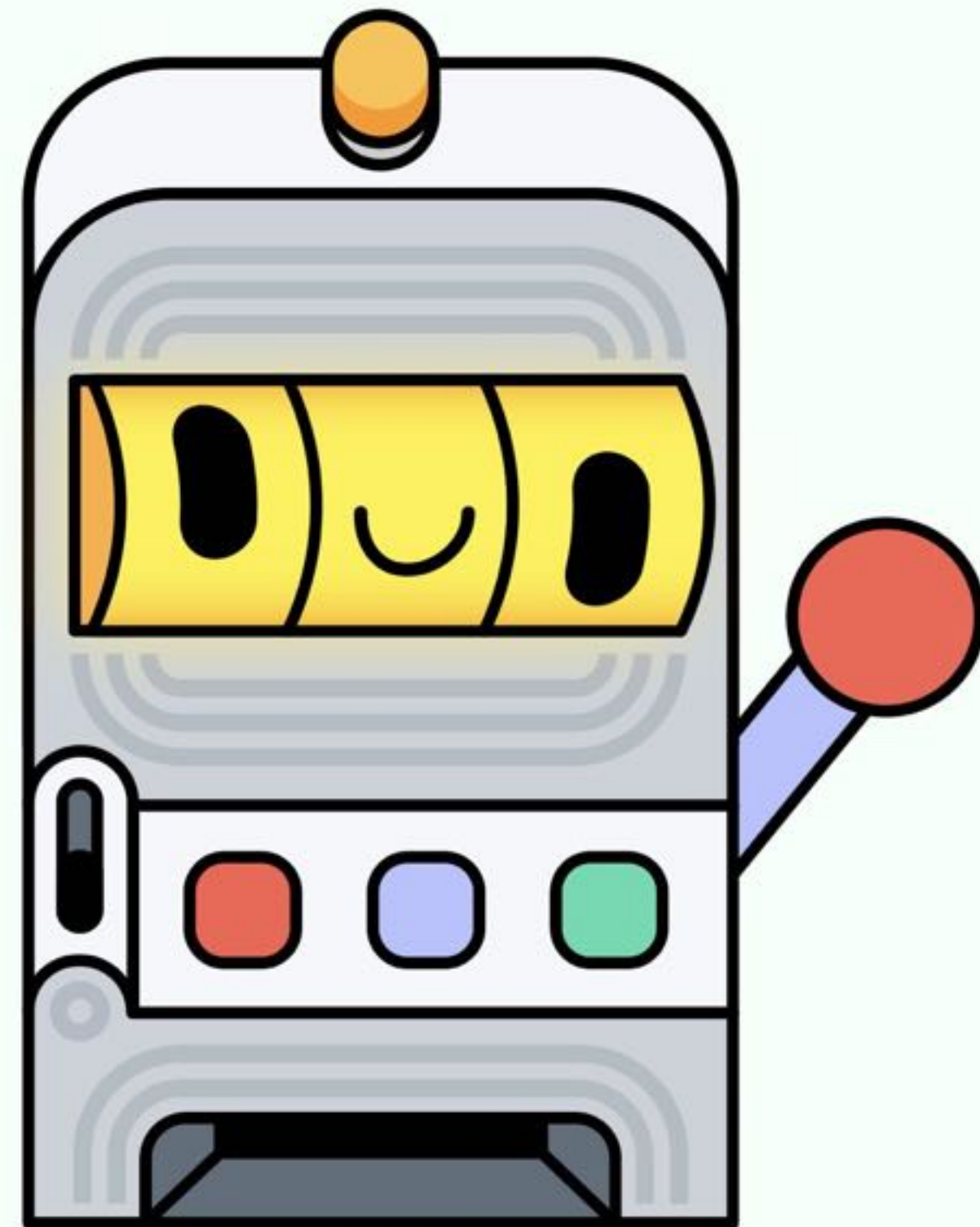
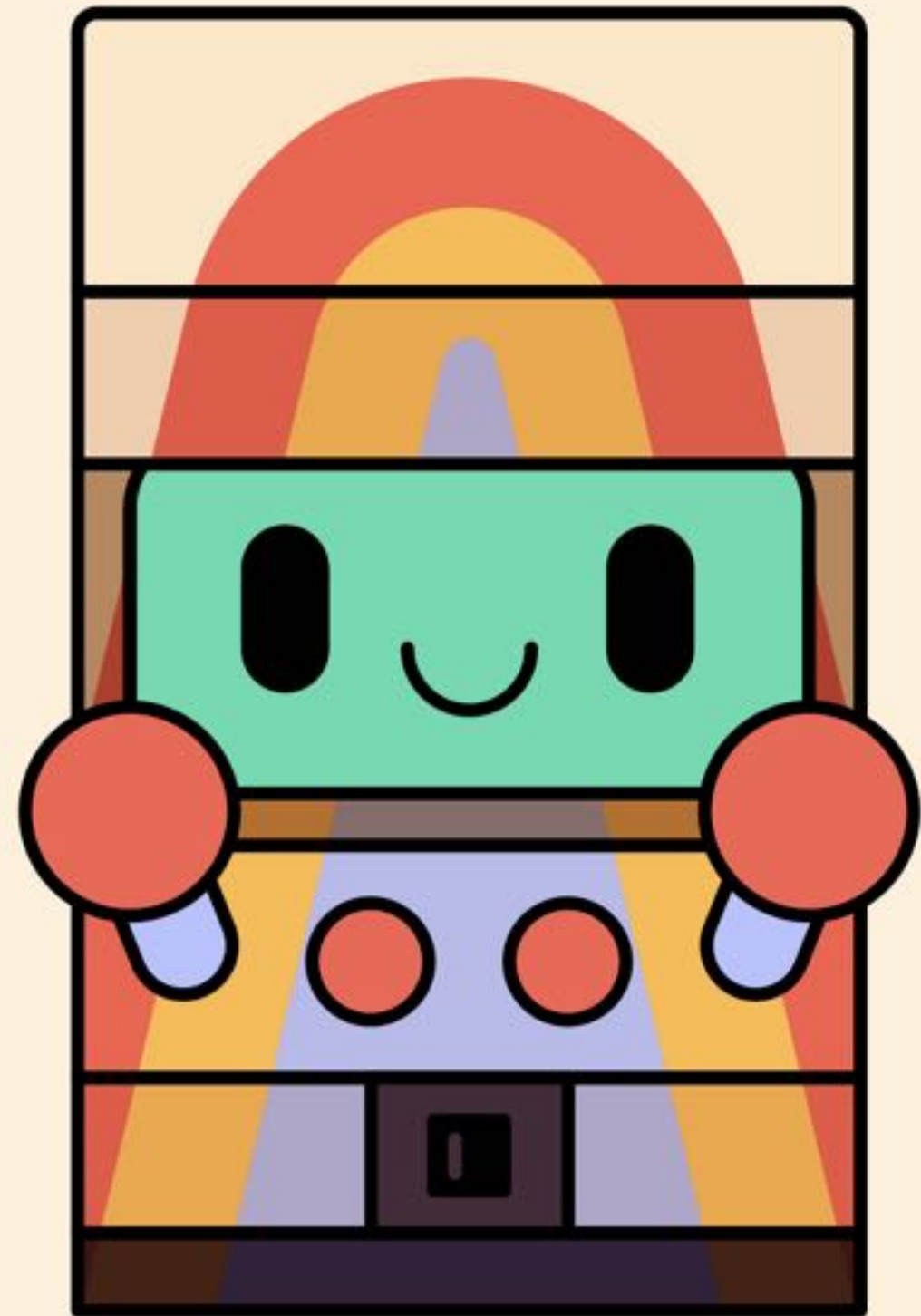
Elemental Spell Book concept drawings.
These were meant to be used as symbols on a slot game.





UI items
vector 2D

Coin icon designs used to illustrate a digital currency inside a social game lobby.



characters

2D

Mascot design skins for a company producing arcade and slot games.



items 3D icons logo

Prop design of a cardboard shipping box. I created a fictional cookie company logo and some packaging related icons. I subsequently applied these 2D graphics to my 3D model of the box.

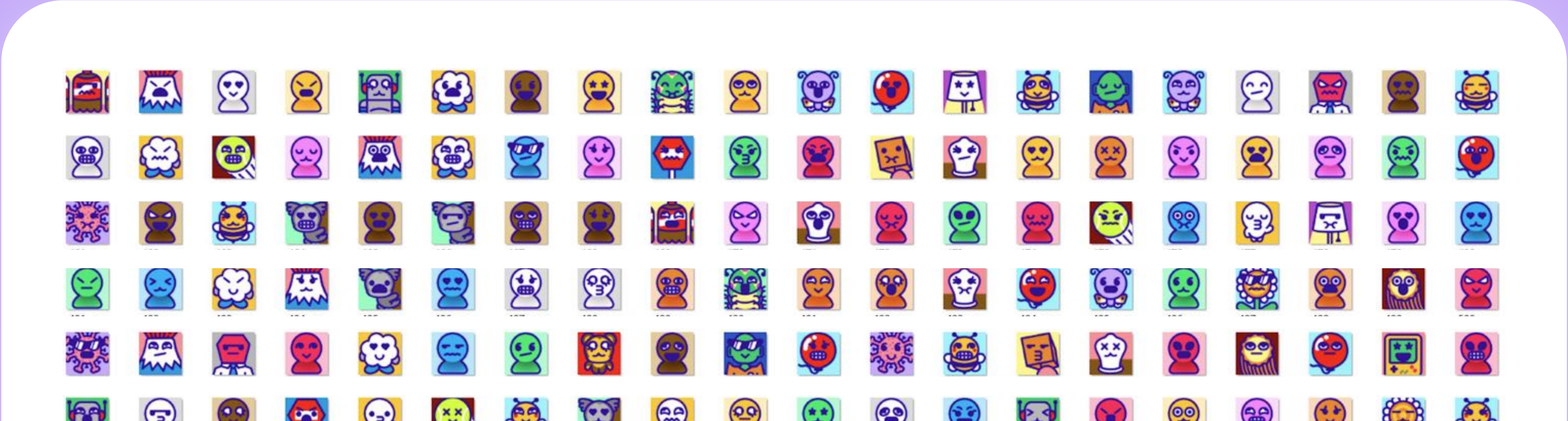
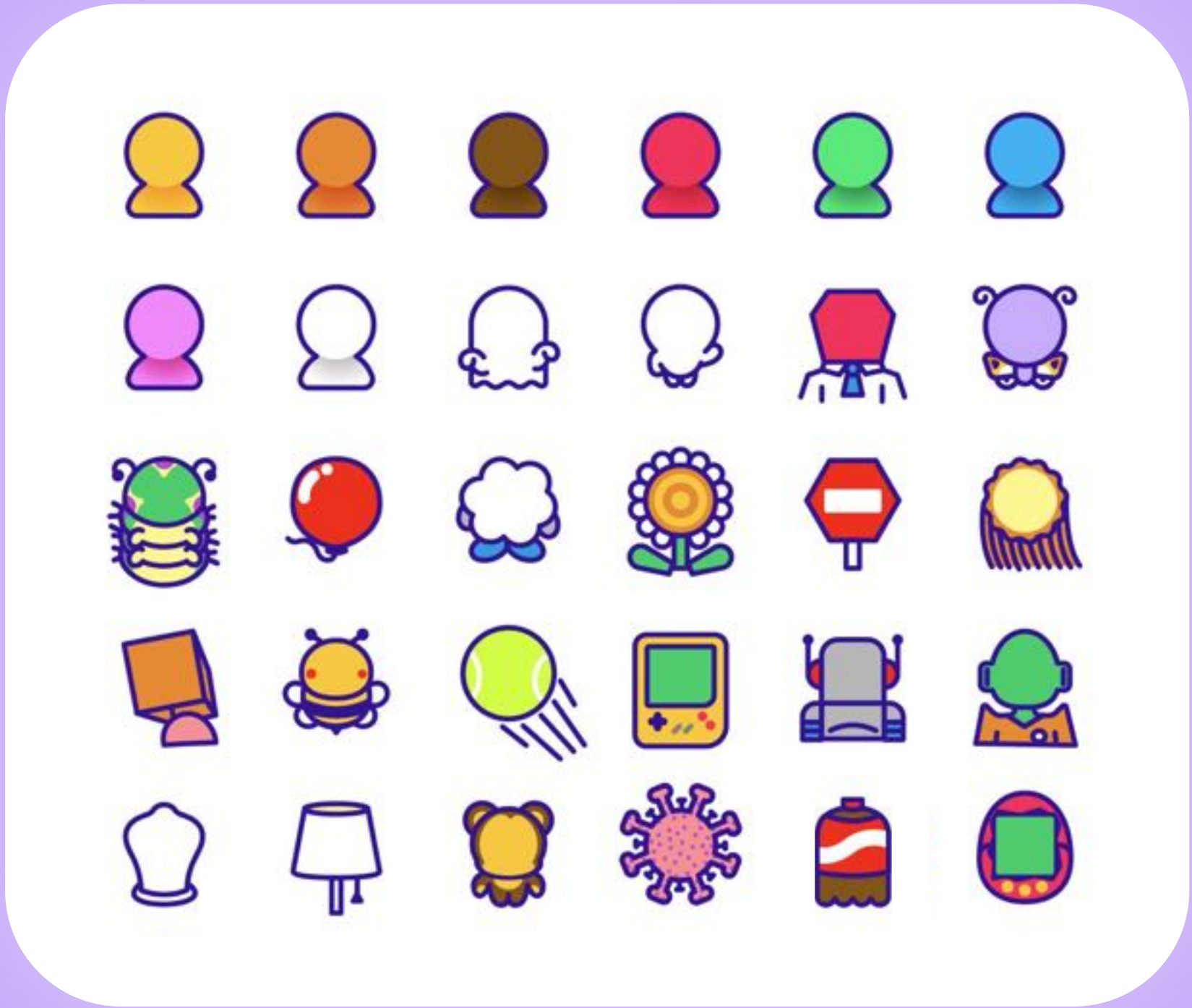
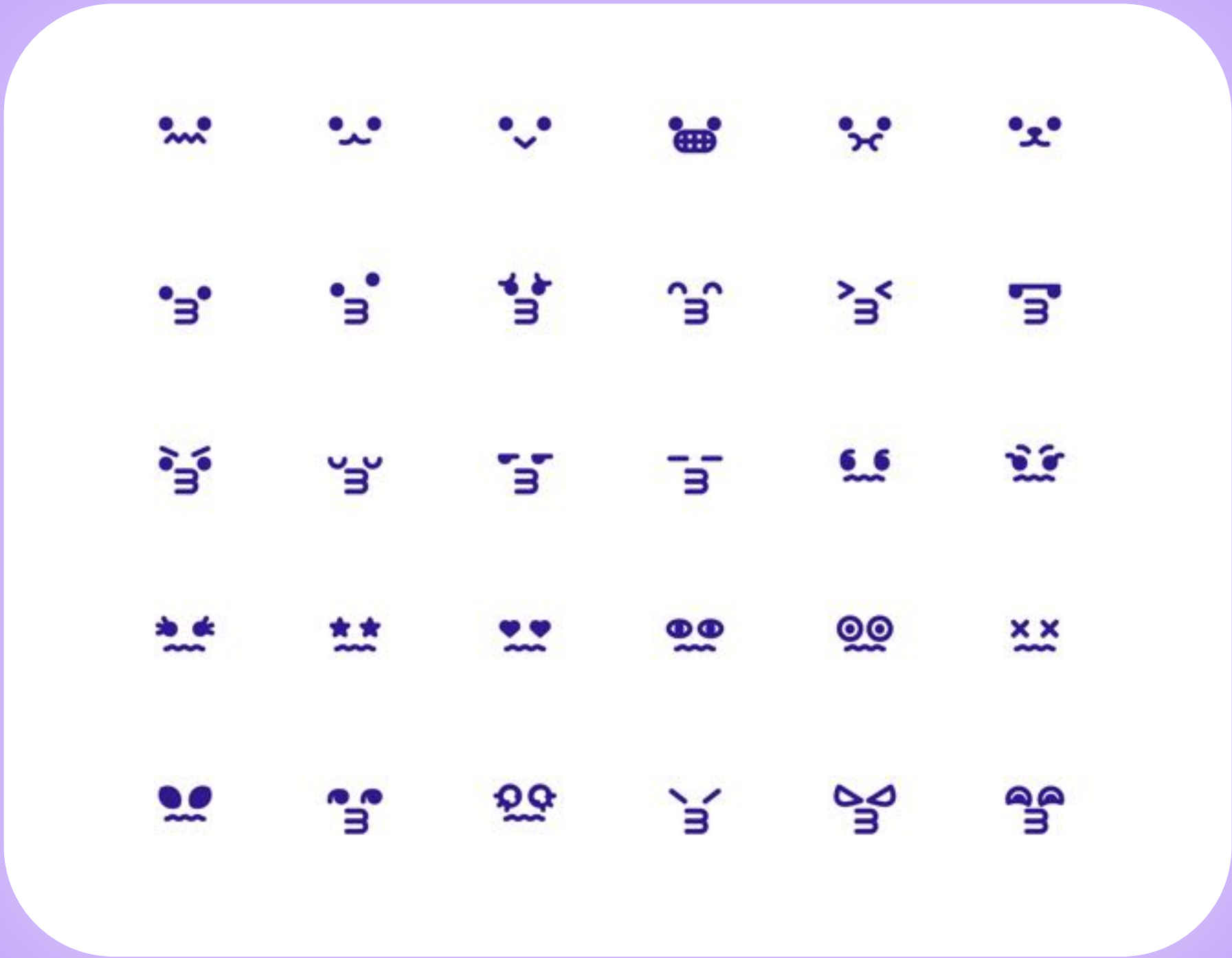
Kawatars

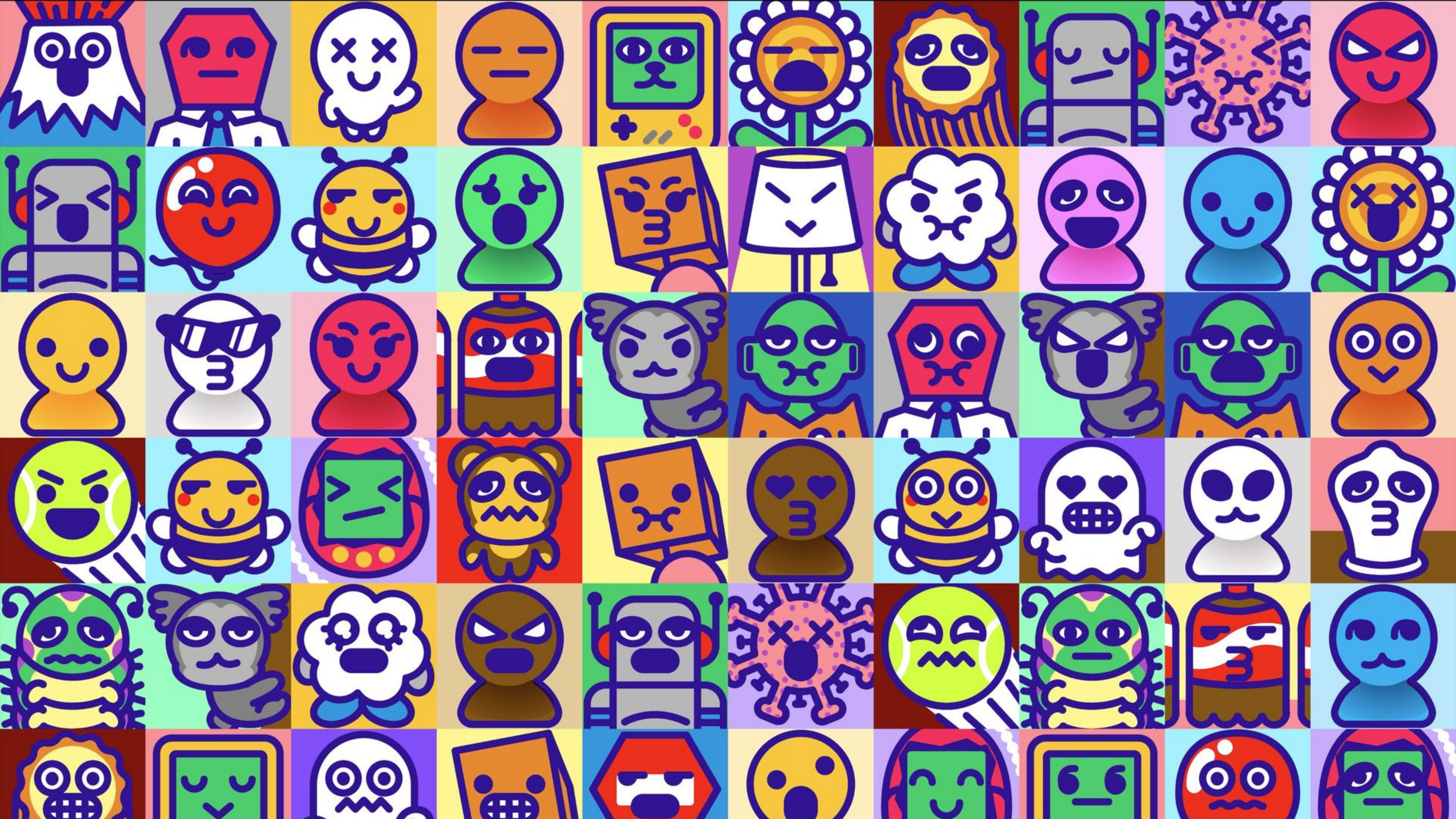
NFT generative avatars

These NFT designs were meant to be offered to users for their profile picture.

On one side, I created many facial expressions on the other characters and backgrounds. The combination of the designs was done using a randomiser NFT collection generator.

As a result, we got thousands of unique avatars.







illustration

2D

vector

Vector illustration made for a slot company to send Halloween greetings to their users.



illustration

2D

Fan art for The Legend of Zelda: A Link to the Past.
First prize in an illustration contest by a retro gaming brand Retroid.

Darkroom Investigations

concept

art

UI

sketch

Concept art idea for the interface of a game set inside a private investigator's gloomy photography darkroom.

I envisioned the game symbols representing different pieces of evidence leading to a suspect. The elements appearing on the header rows and columns will affect this evidence in different ways.



Hyper Wormz

concept

art

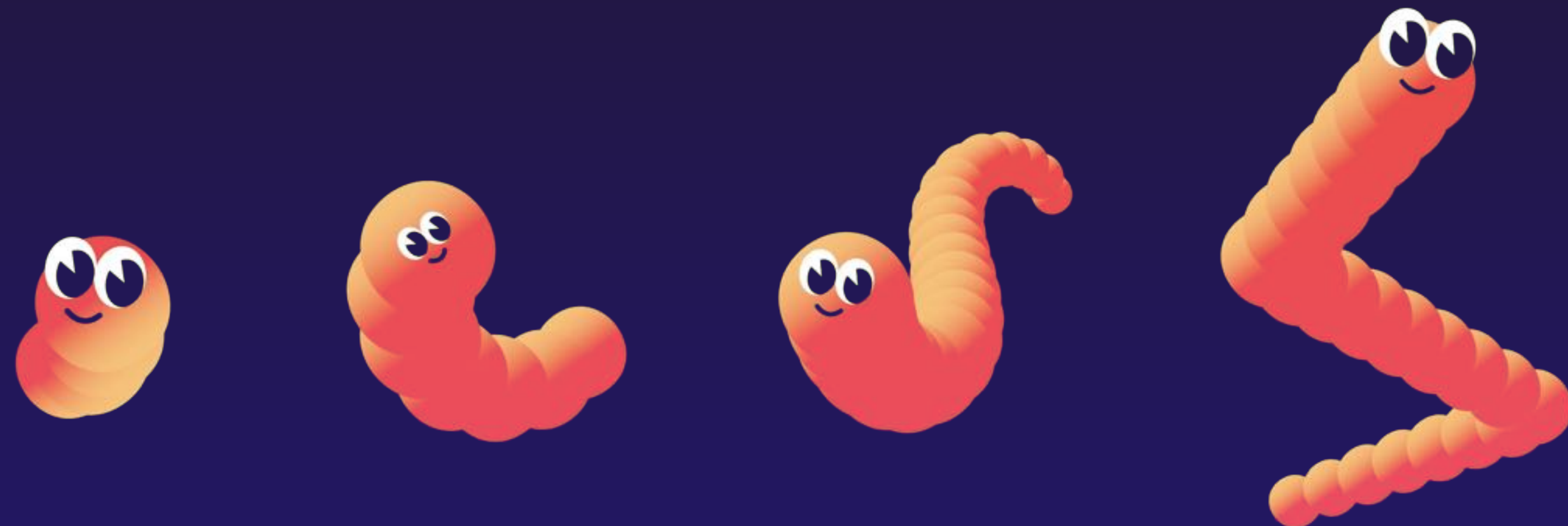
vector

modular

characters

Concept for a puzzle game following the trend for Worm/Snake games. Worms will get longer by connecting with other worms of the same kind that are placed on the adjacent reels.

Baby worms take one slot and will keep on growing from there. On this kind of slot, the "lines" are actual worms!





concept

art

sketch

Concept drawing for the interface of a pirate-themed game. This concept consists of treasure chests hiding different items. Those items will have effects on the boats of the reels and be displayed on their sails.

Ace Bandits & The Tear Of India

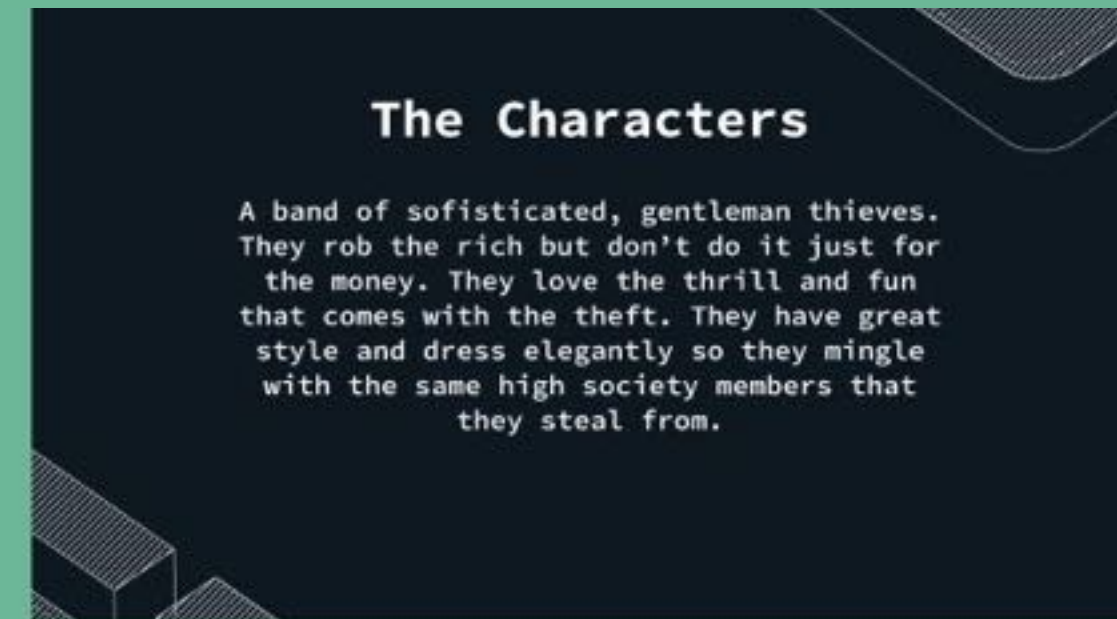
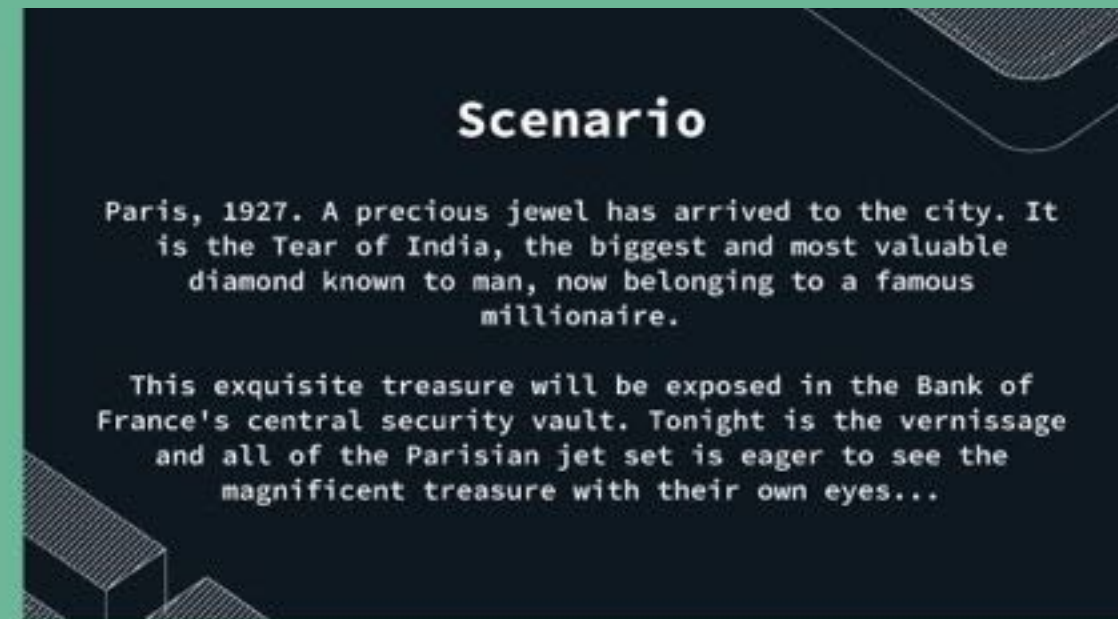
concept

art direction

logo design

branding

slot



game mechanics

concept

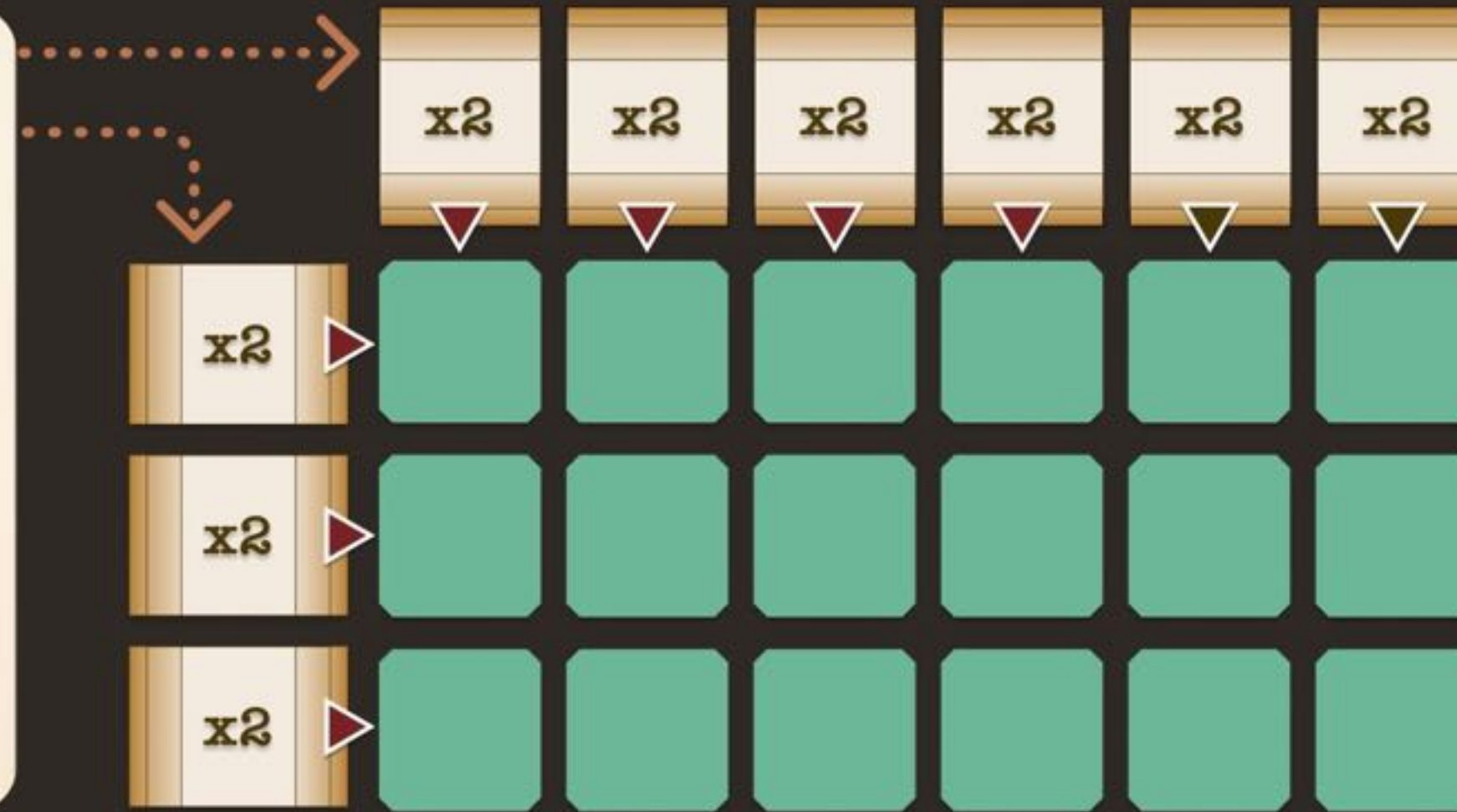
UI

plot

The mechanics of this game involved two header reels of symbols that, when unlocked, gave perks.

Firstly, I took the analogy of a safe lock and applied it to the mechanic of the game.

Once I was sure that the mechanics of the game were a good fit for this concept, I developed the whole plot and characters: a gang of stylish thieves wanting to crack a vault containing a legendary jewel (The Tear of India).



art direction

characters

game symbols

Final art for the symbols was commissioned to an external company, following the concepts and storyline that I created.





logo

branding

I also created the naming and logo design for this game.

Elemental Sentinels

concept

art direction

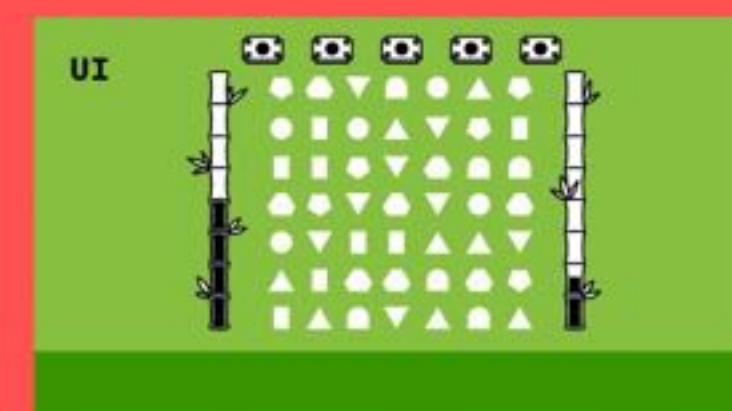
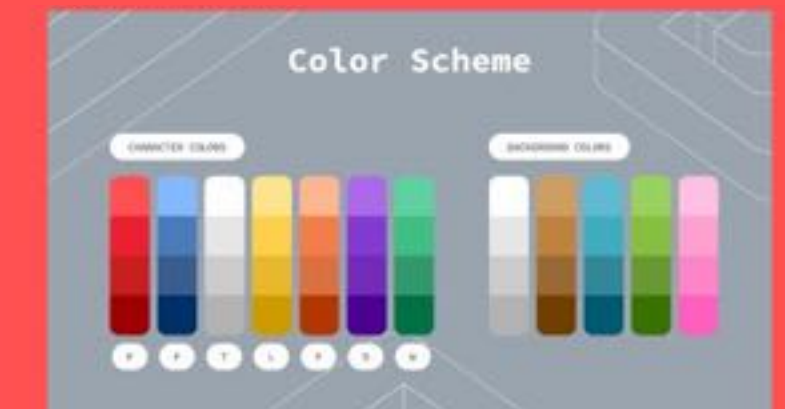
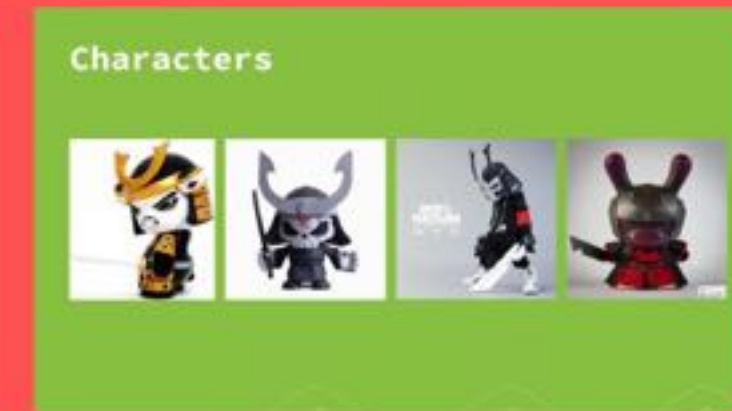
character design

UI

icons

cluster

slot





PHOENIX



FISH



FALCON



SNOW TIGER



LION



DRAGON



WILD

UX

UI

characters

game symbols

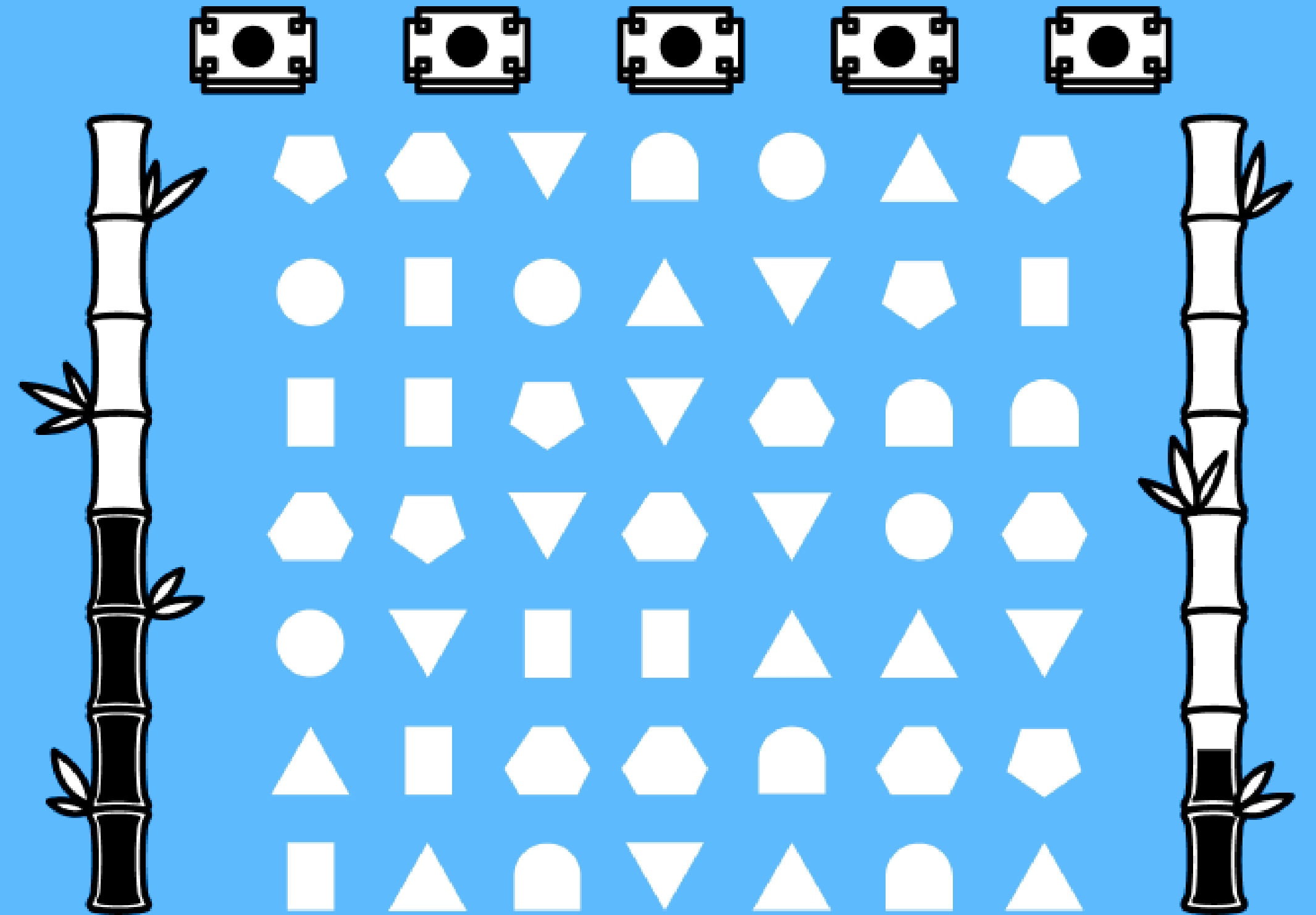
As a cluster game, it was essential for the user to identify the different pieces clearly. On this case, the pieces were quite complex characters (warriors with animal helmets) so I thought a good way to improve user recognition was to start designing each one of the them with a distinctive shape in mind and a main colour.

UX

UI

Every character had an elemental superpower that got triggered under certain circumstances. When all the elements have been triggered once, the game entered on a special bonus stage.

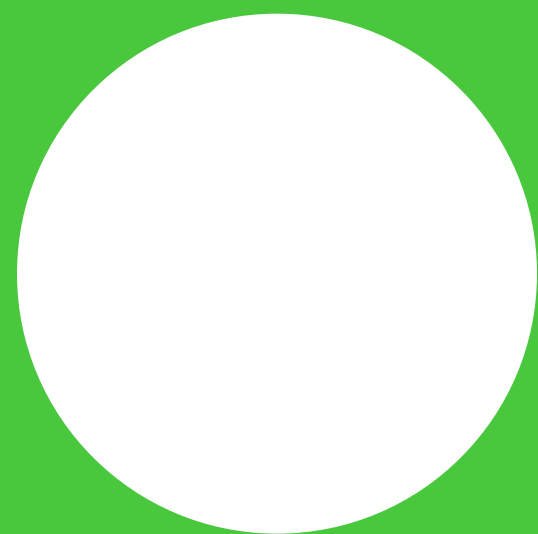
I thought about using a scoreboard and other UI indicators framing the game board to show to the user what superpowers were missing to get to the bonus, creating a bigger sense of anticipation onr the players.



concept

character

Frogs bearing a golden coin are commonplace amulets in China because they are thought to bring good luck and fortune. I thought this was a good fit for the Wild symbol of this game. As with lions, Chinese mythological frogs are very distinct from actual frogs.

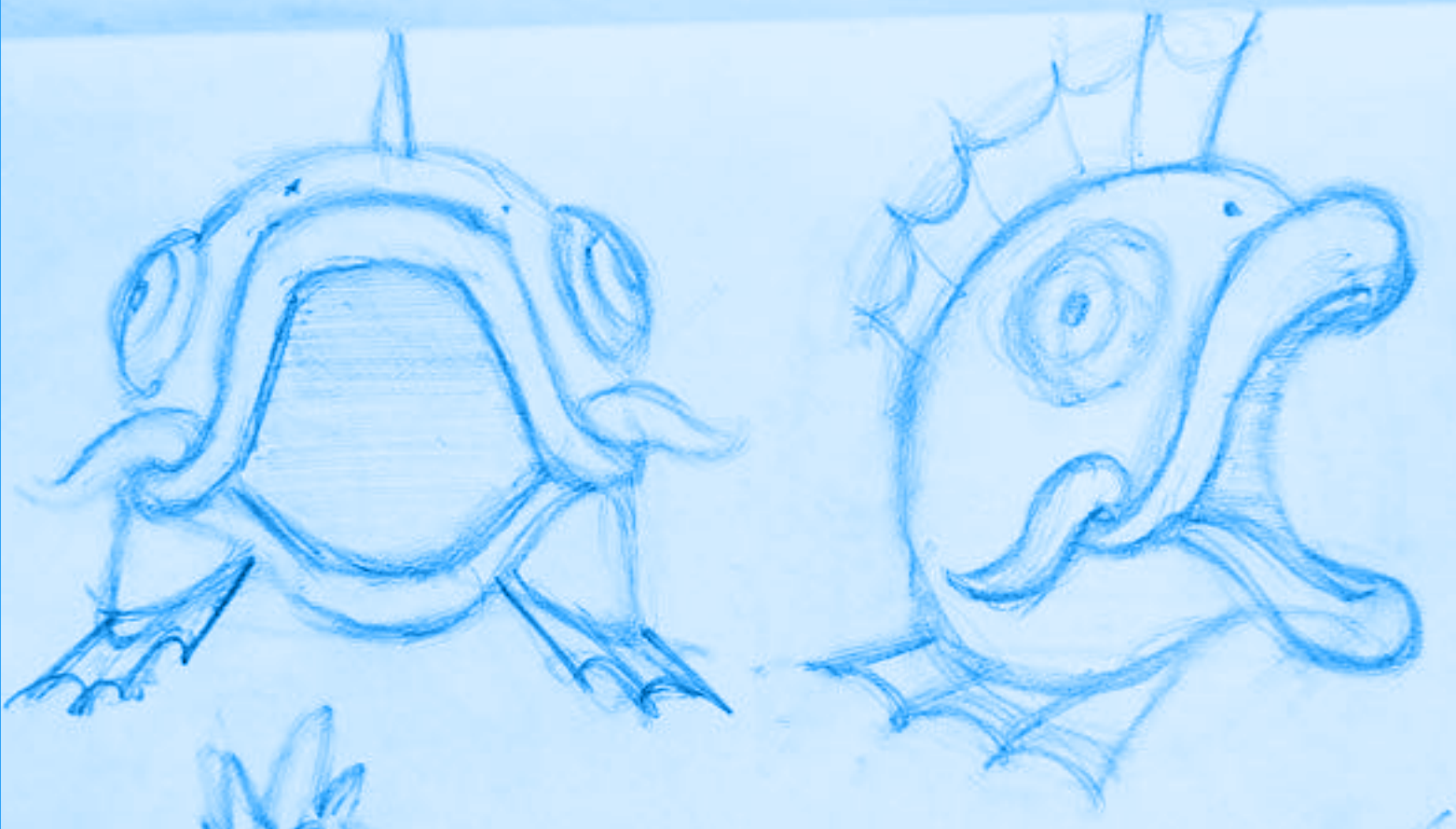


concept

character

Sketches for the Lion warrior character. Chinese lions are quite different to realistic lions and this game was set in ancient China, so references for Chinese lion sculptures were used for this character design.



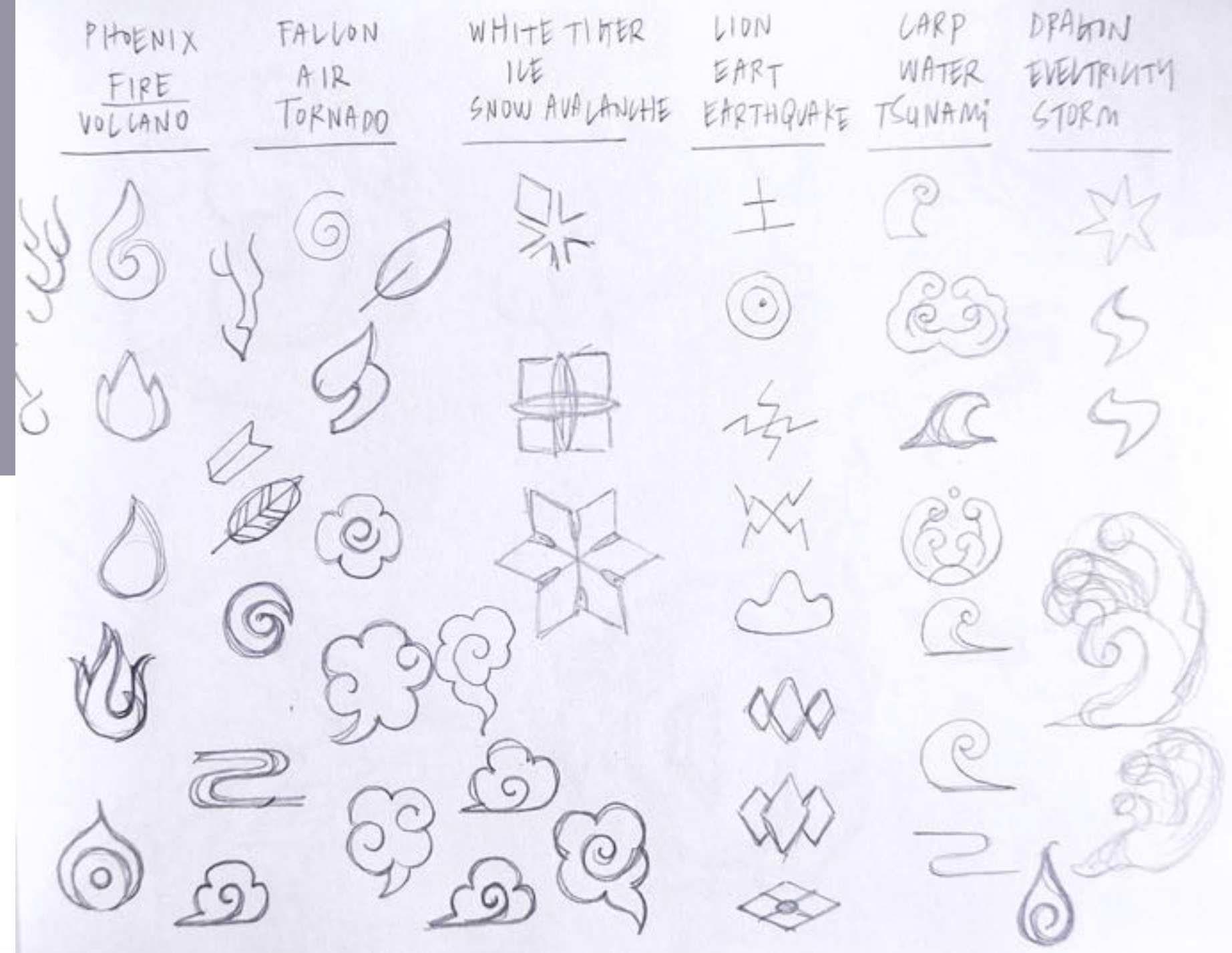


concept

character

Character designs for the Carp warrior character.





UI icons

I created the symbol for each one of the elements / superpowers to the shown on the main game's interface. Their shapes were based on traditional Chinese motifs taken from classical paintings and textiles.

Magic Biscuit Factory

concept

art direction

backgrounds

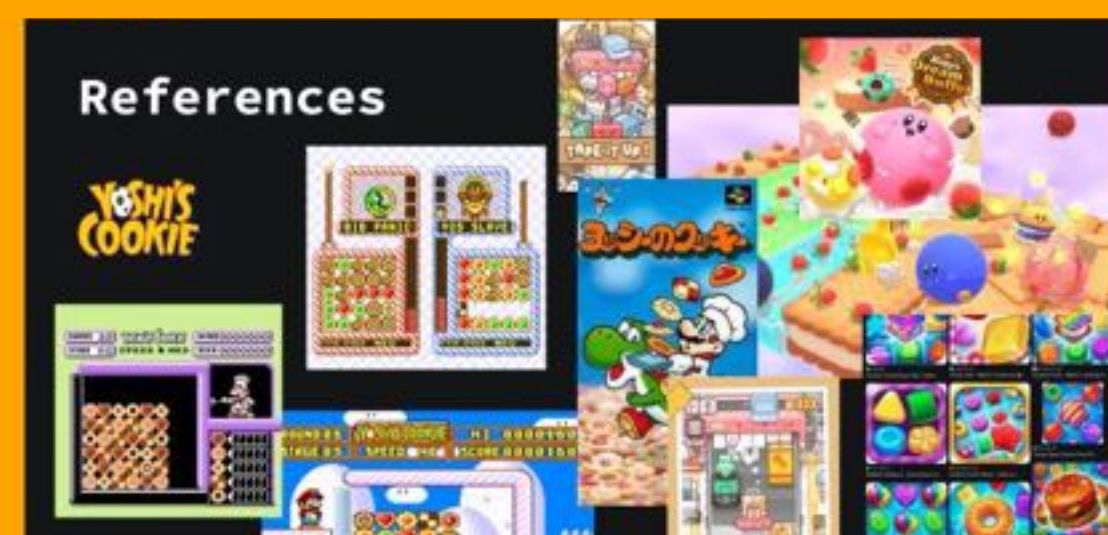
items

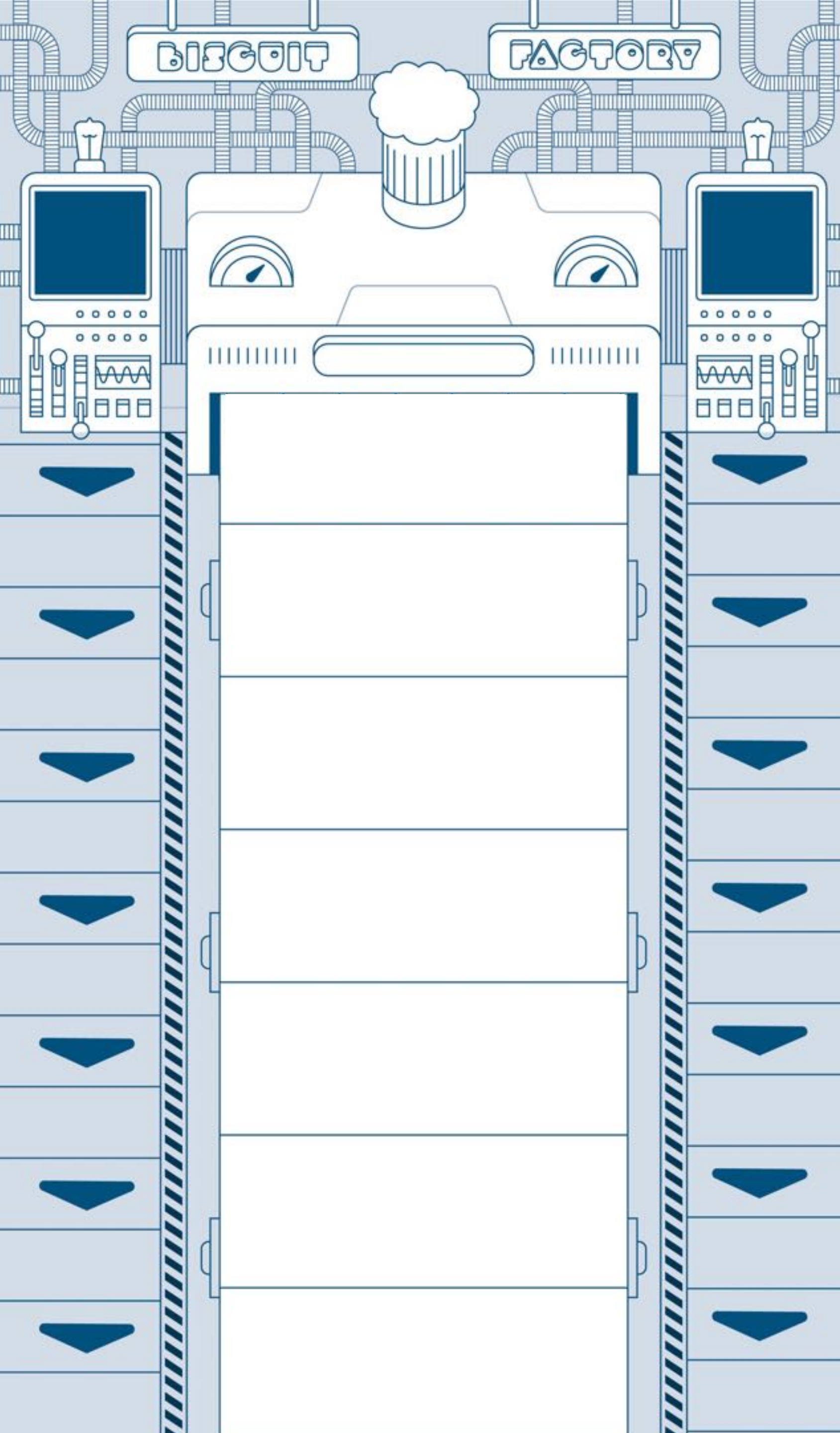
3D models

UI

puzzle

This is a game concept for a cluster slot game (block game type) using cookie pieces. The game is set in a fantasy biscuit factory where machines and robots are animated characters. To appeal to our desired target – mostly females, not previously interested in slot games– I chose hyper-casual, kawaii and playful aesthetics for this game.

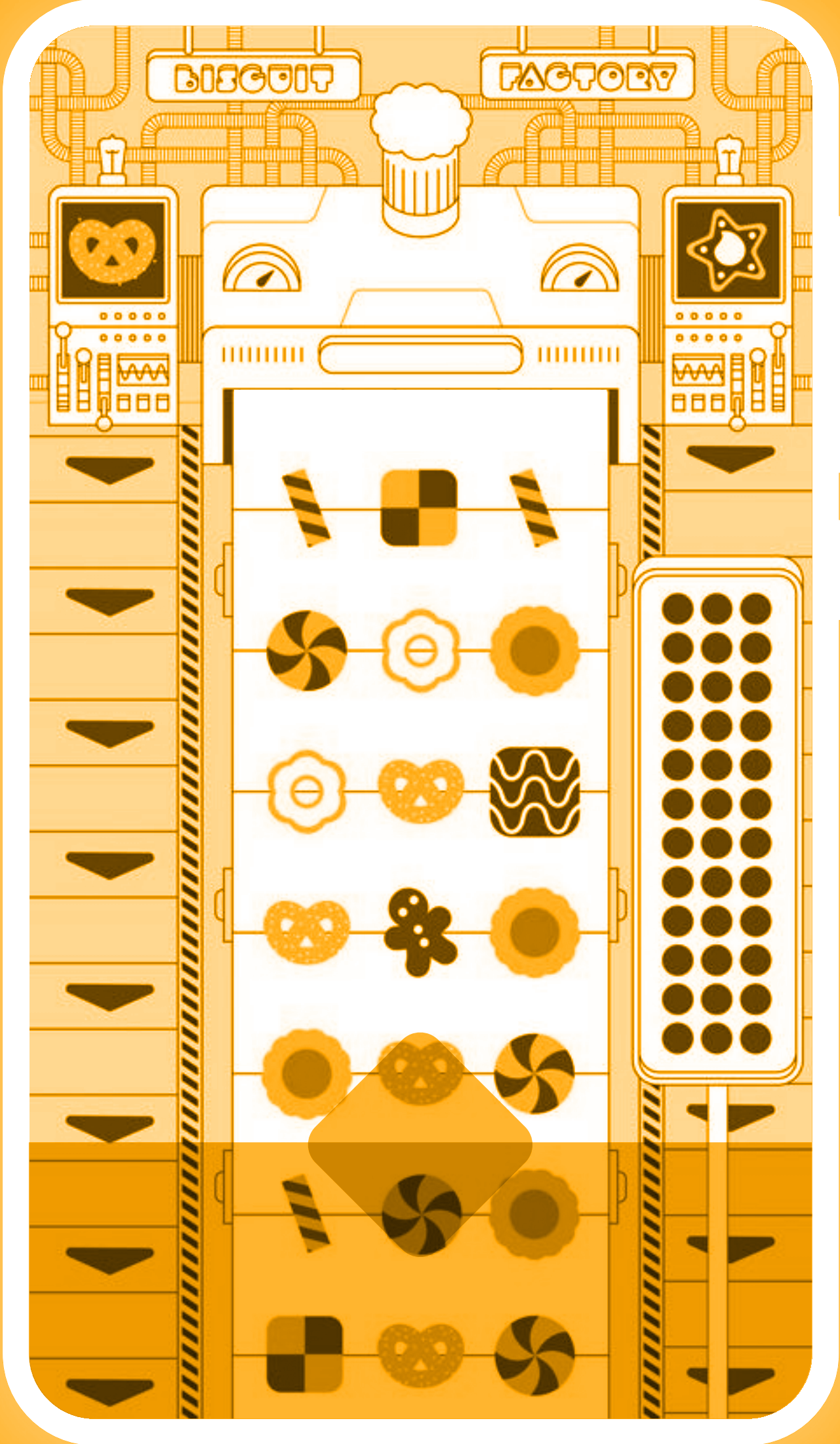




UI art direction backgrounds

Some of the first digital sketches I made for the game background and symbol presentation.

The main gameplay happens on the conveyor belt of the factory, where the central oven machine creates new game pieces on each round.

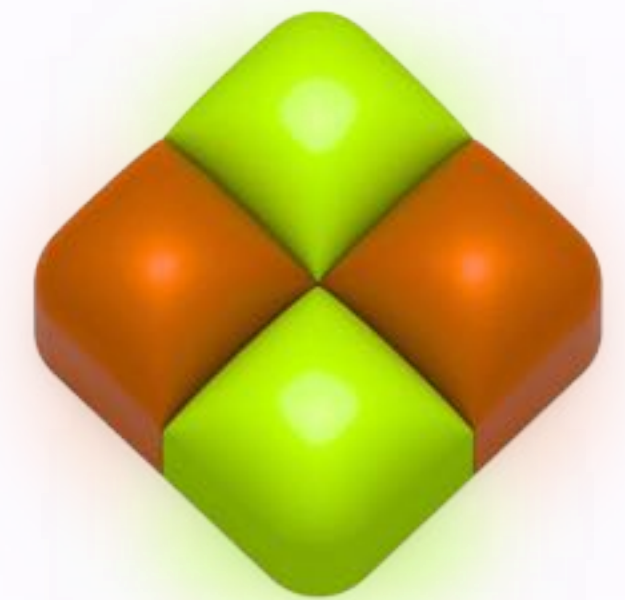


UI item

I normally start designing game symbols by their outline, to improve user recognition and differentiation between them.

For example, while drawing cookies is easy to start getting only rounded shapes, so I tried to add as many varieties as possible. User identification will be later enhanced by the use of colour.





UI

item

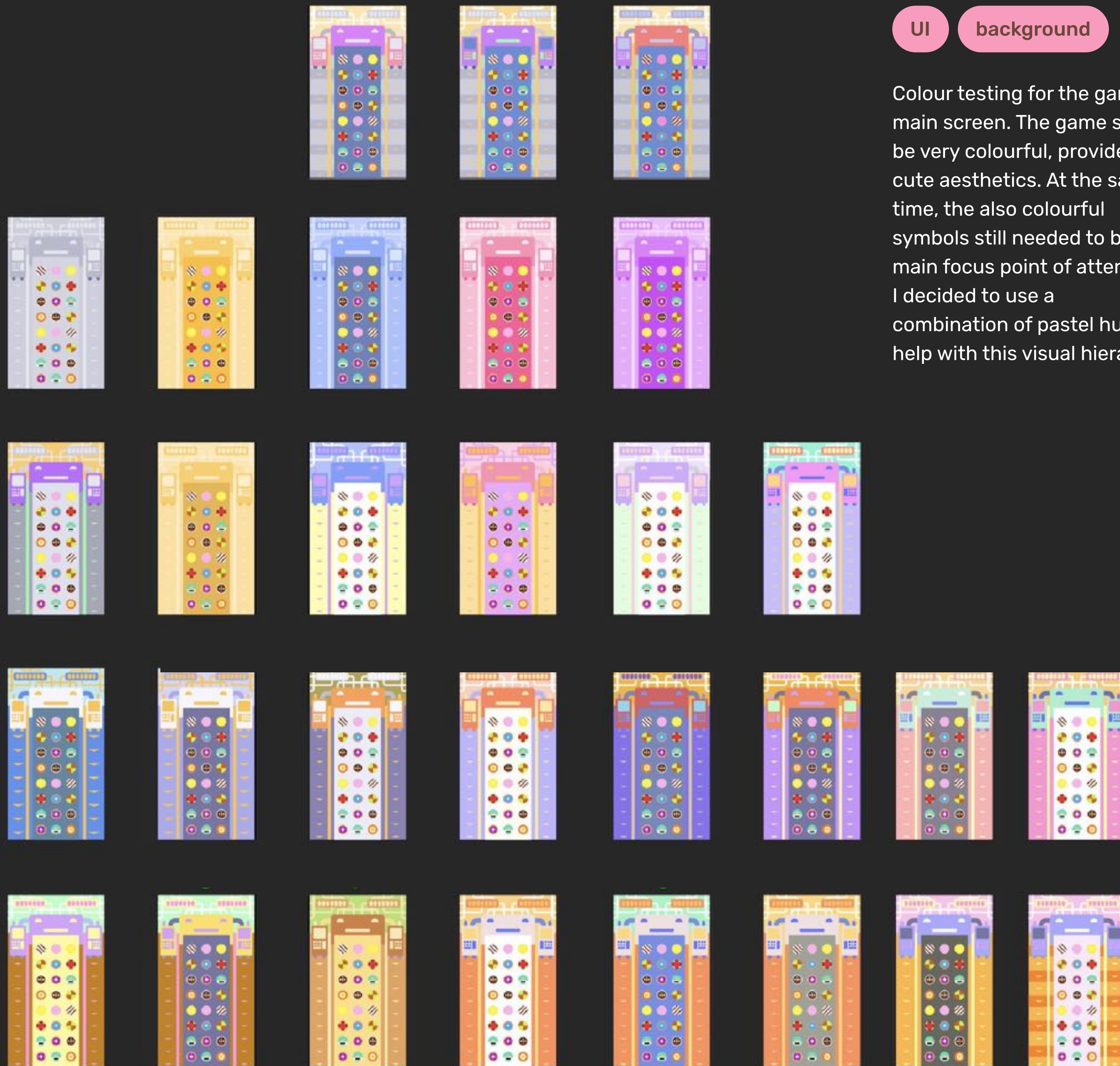
3D

First renders of the
game's symbols.



UI item 3D

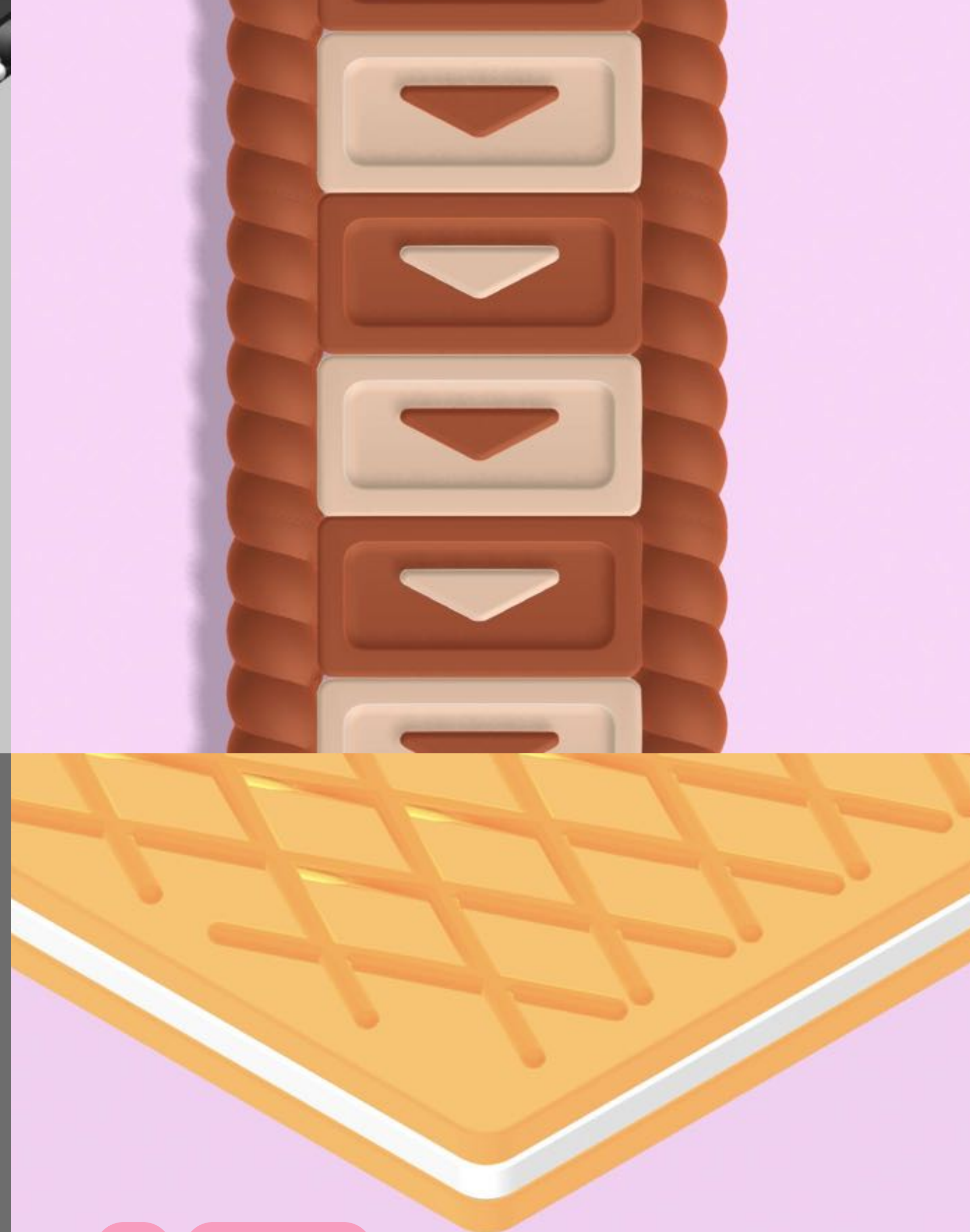
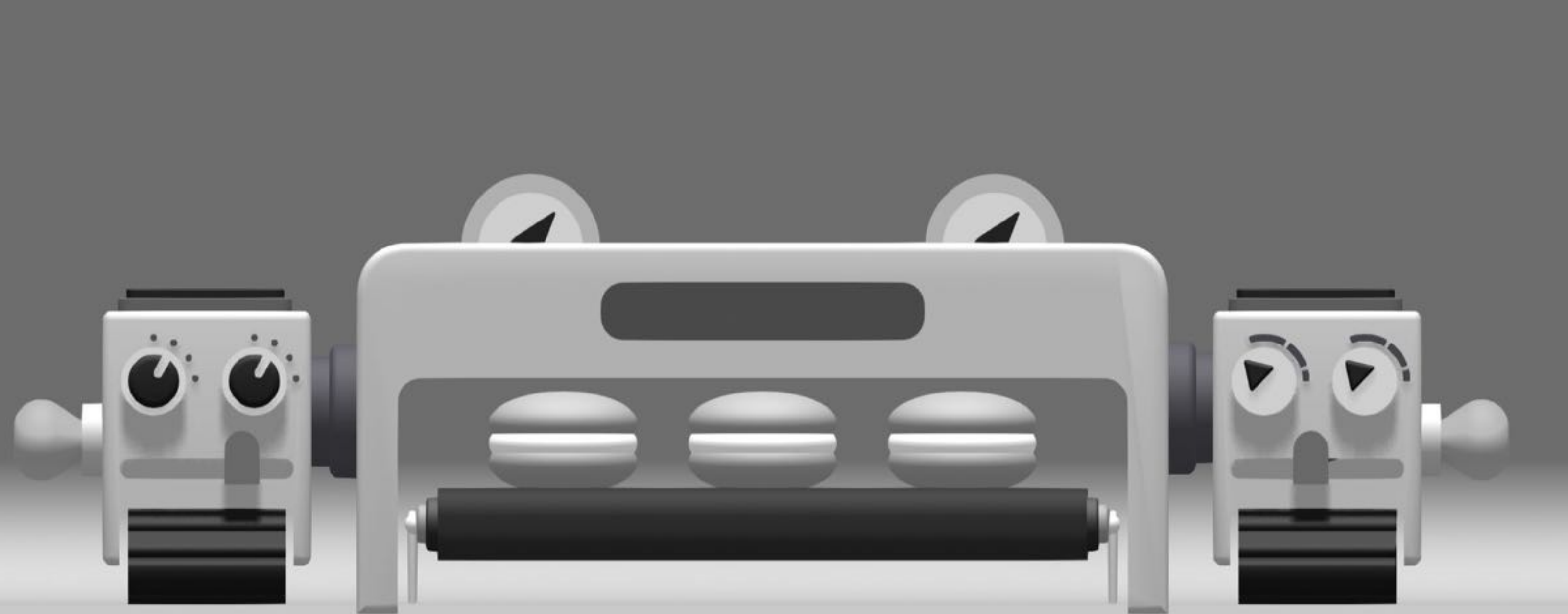
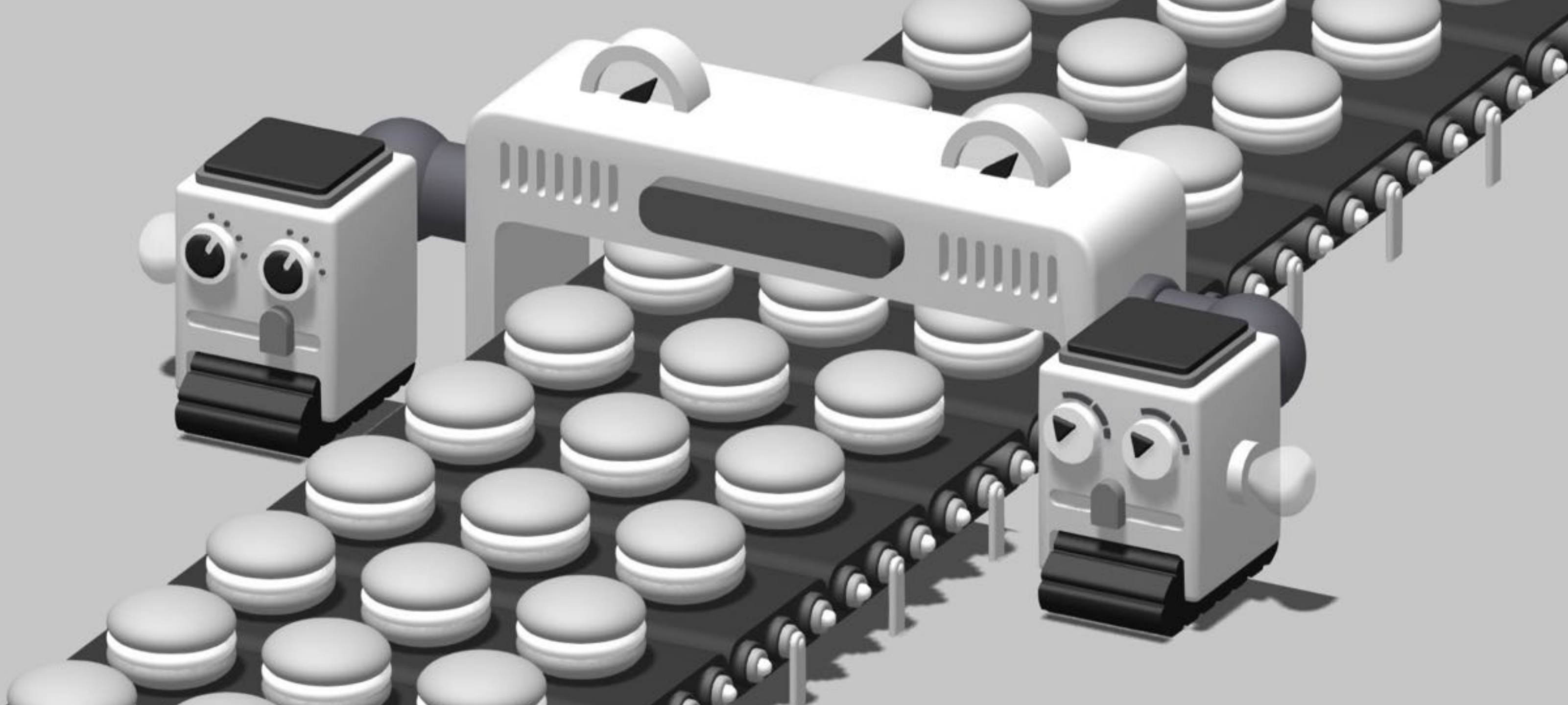
More renders of some the game's special symbols.



UI background

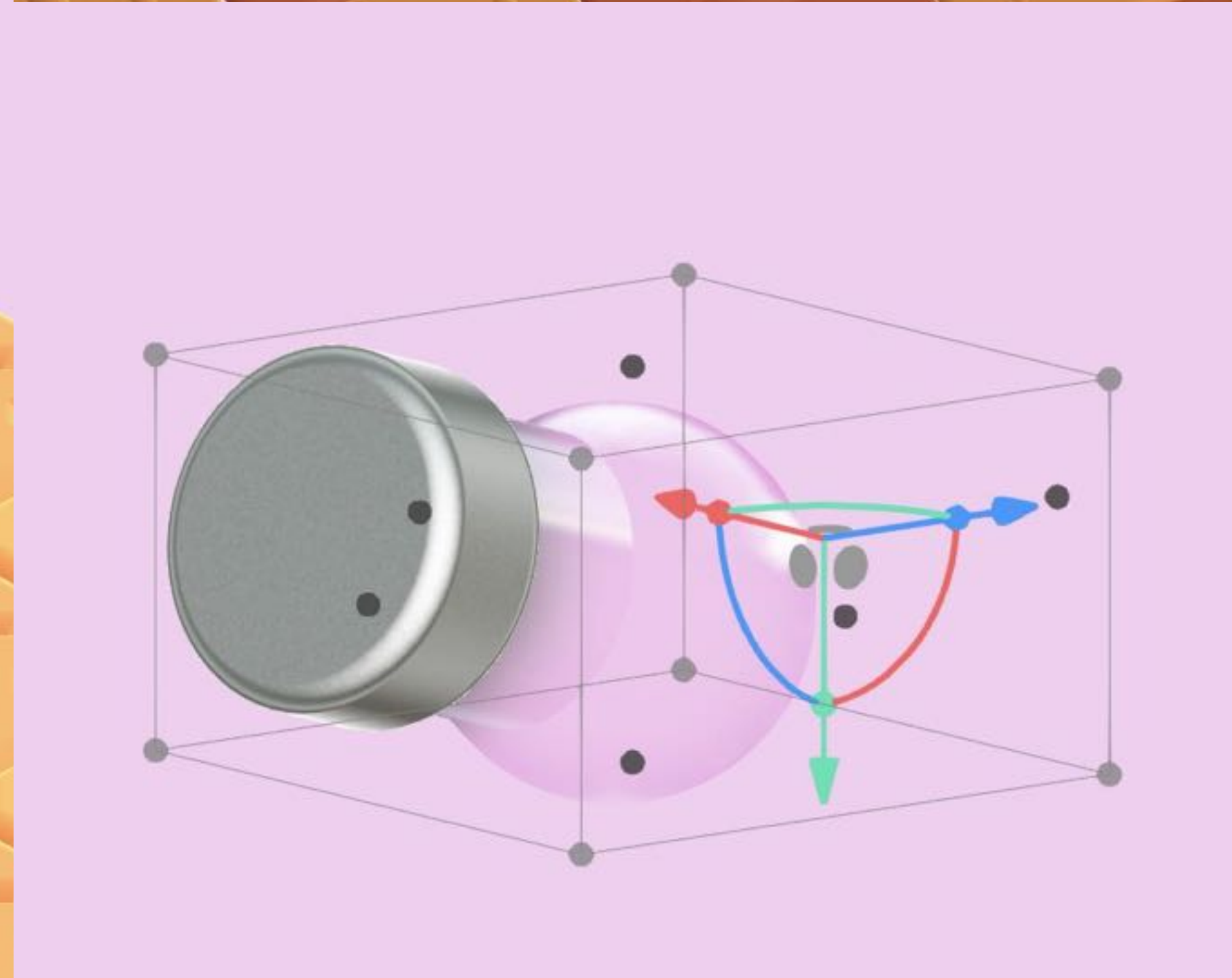
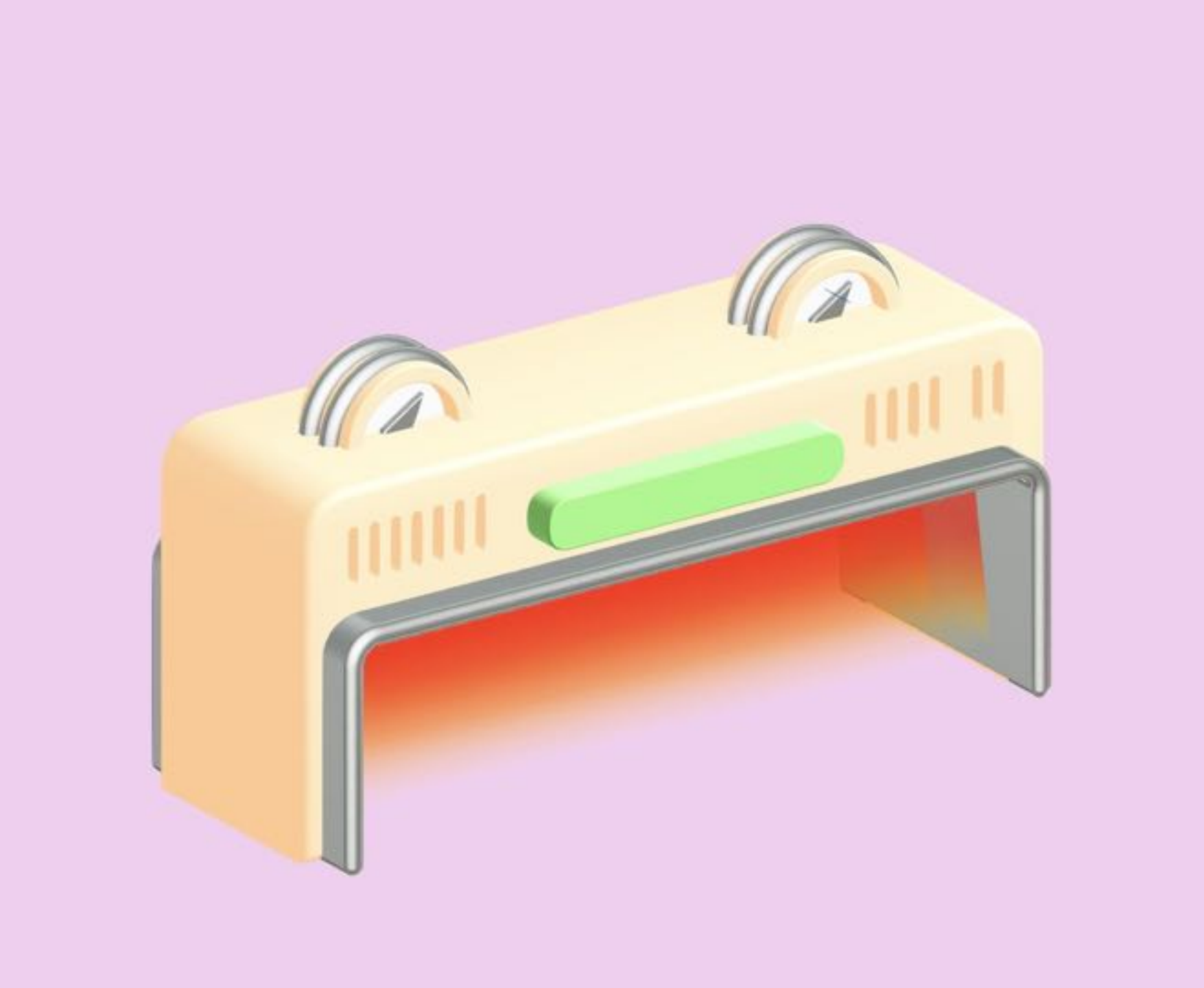
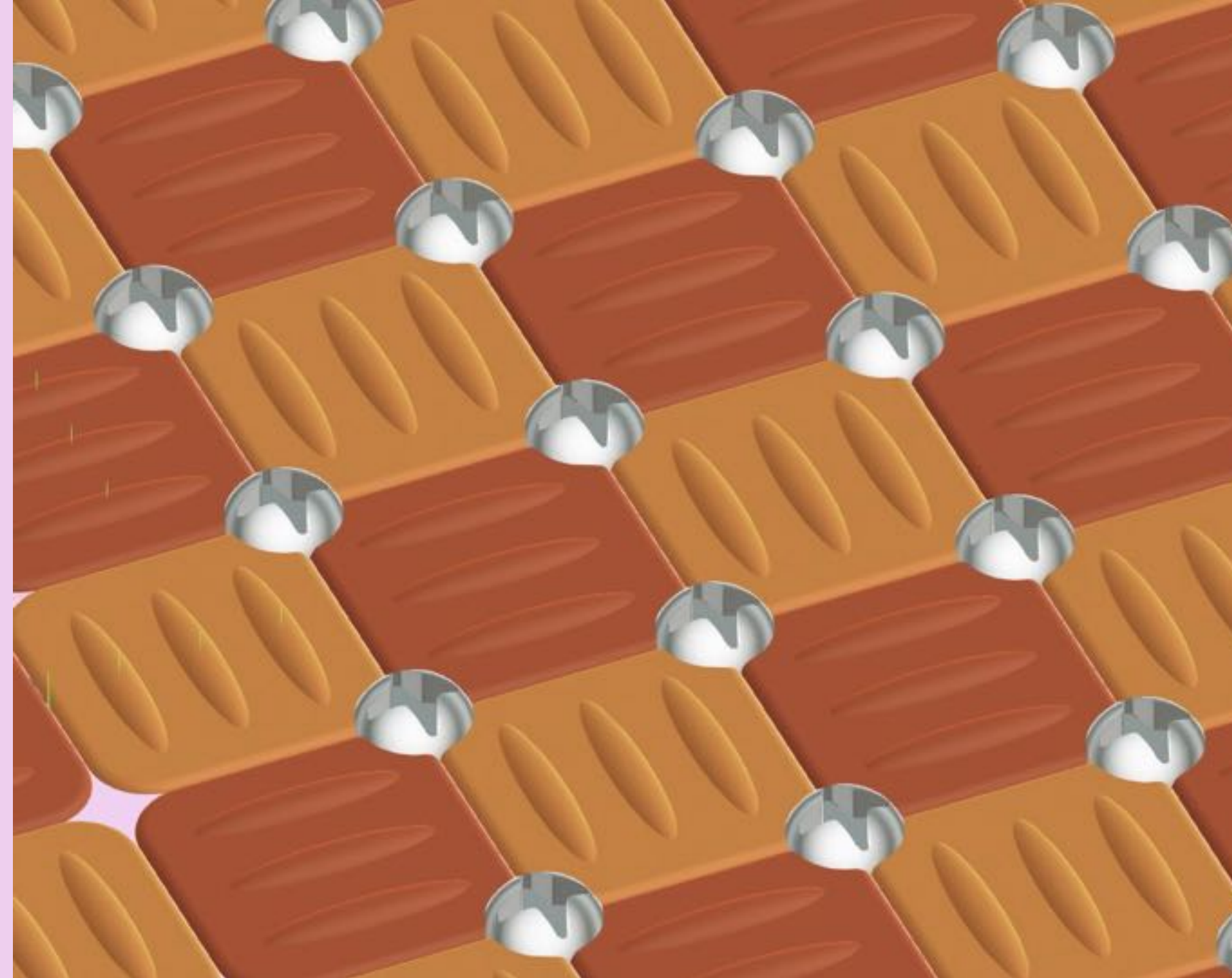
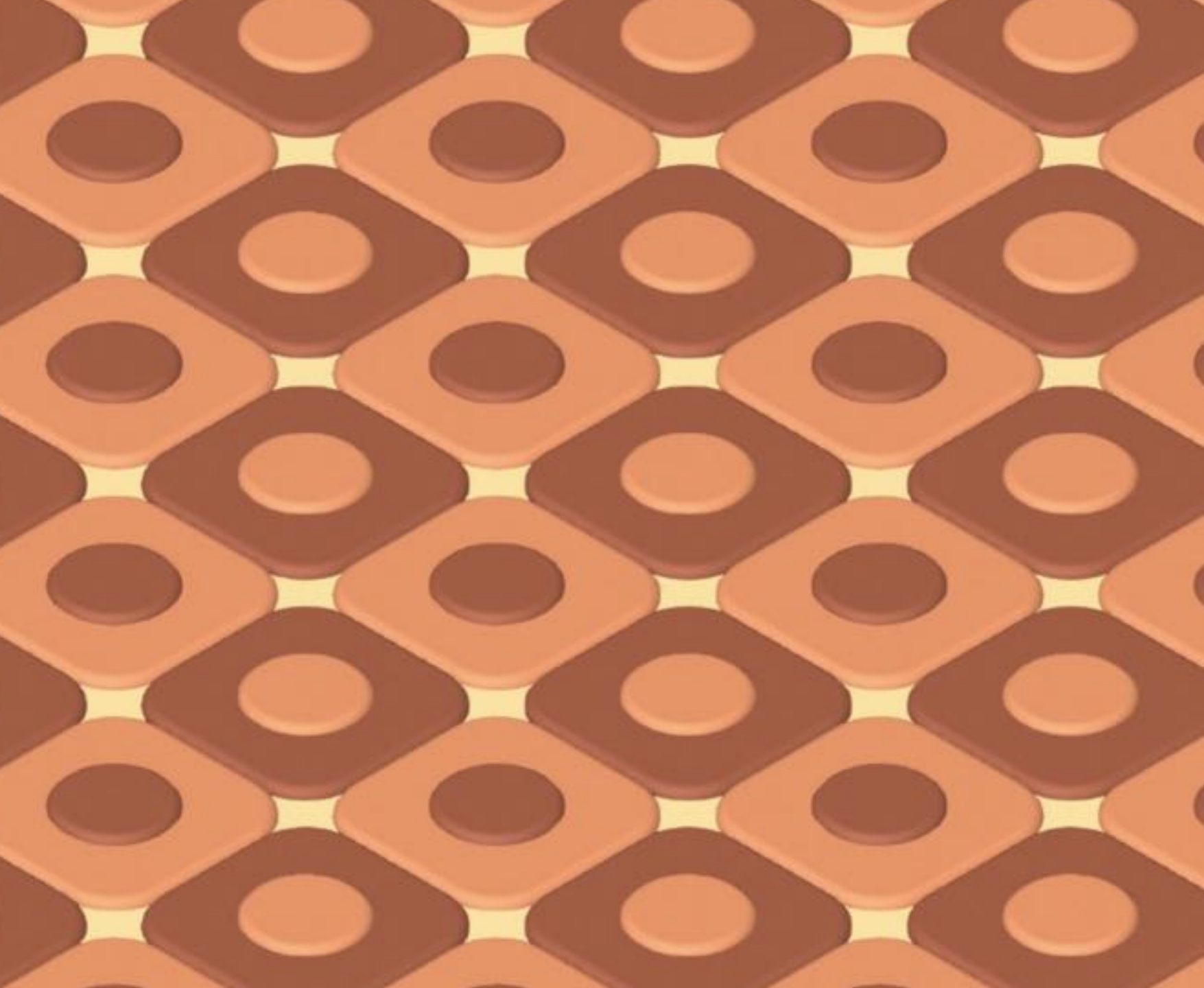
Colour testing for the game's main screen. The game should be very colourful, provided its cute aesthetics. At the same time, the also colourful symbols still needed to be the main focus point of attention. I decided to use a combination of pastel hues to help with this visual hierarchy,

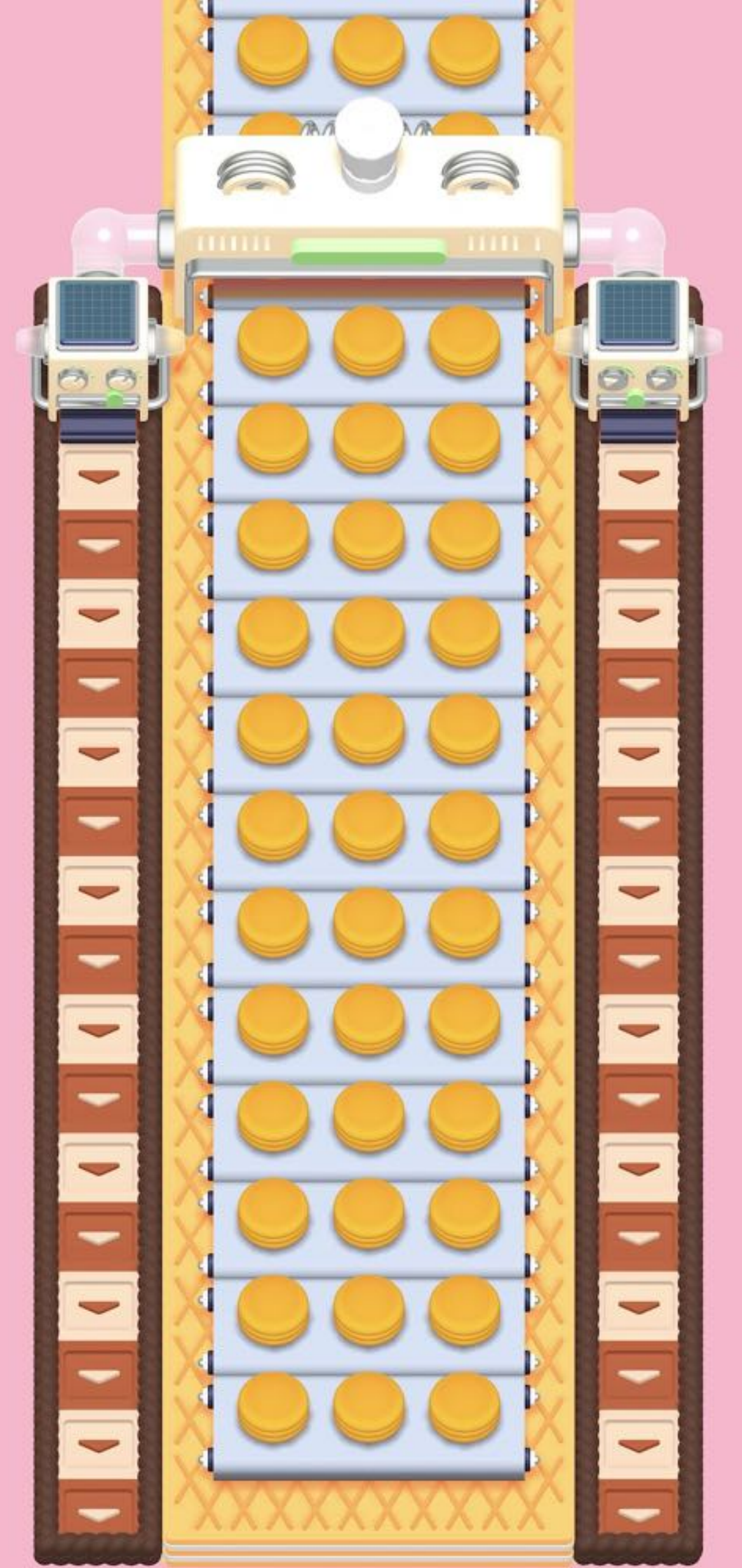
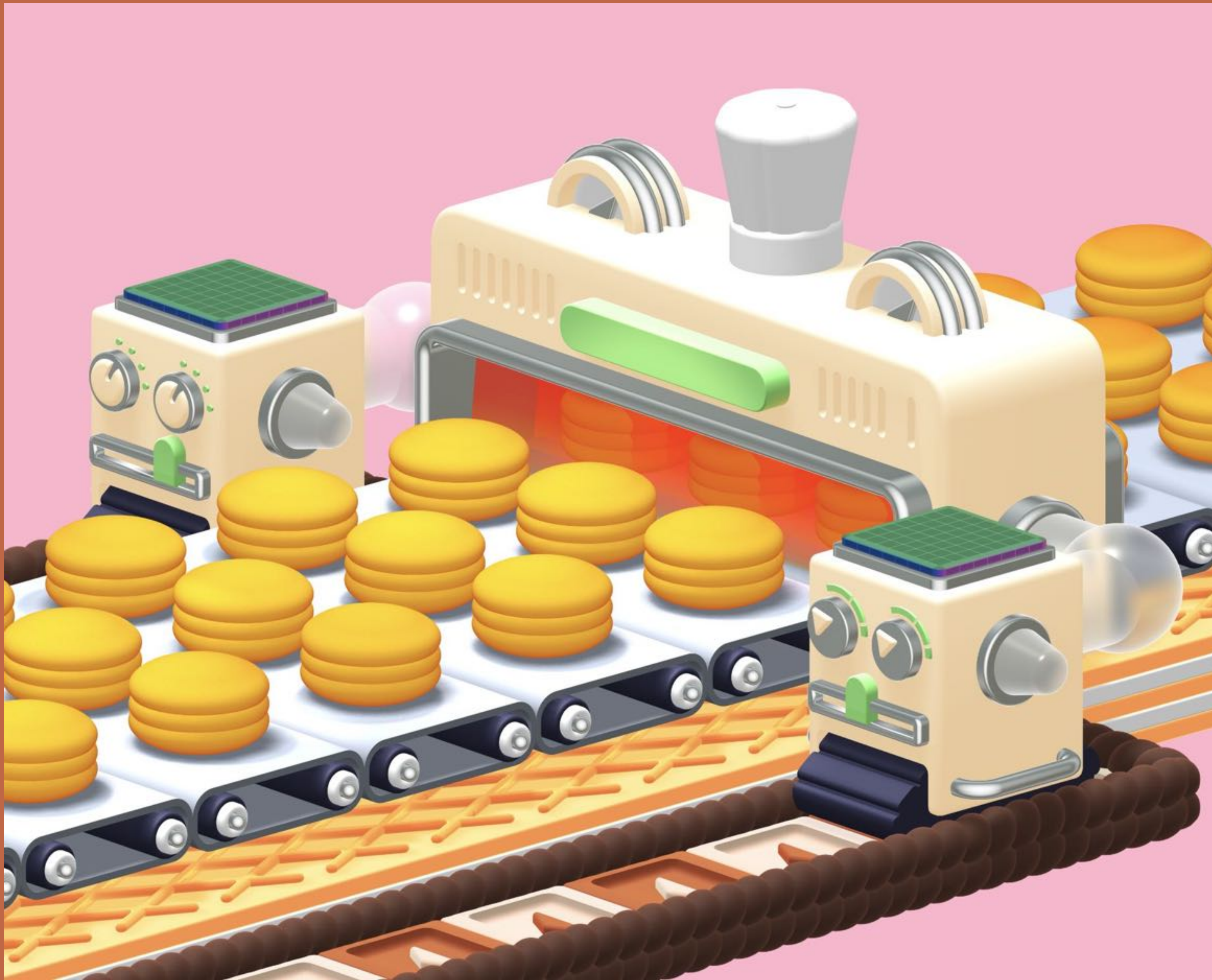




3D background

Considering the target requirements, I decided that 3D was the right medium for the visual style of this game, so I modelled the main elements and created the primary materials.







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