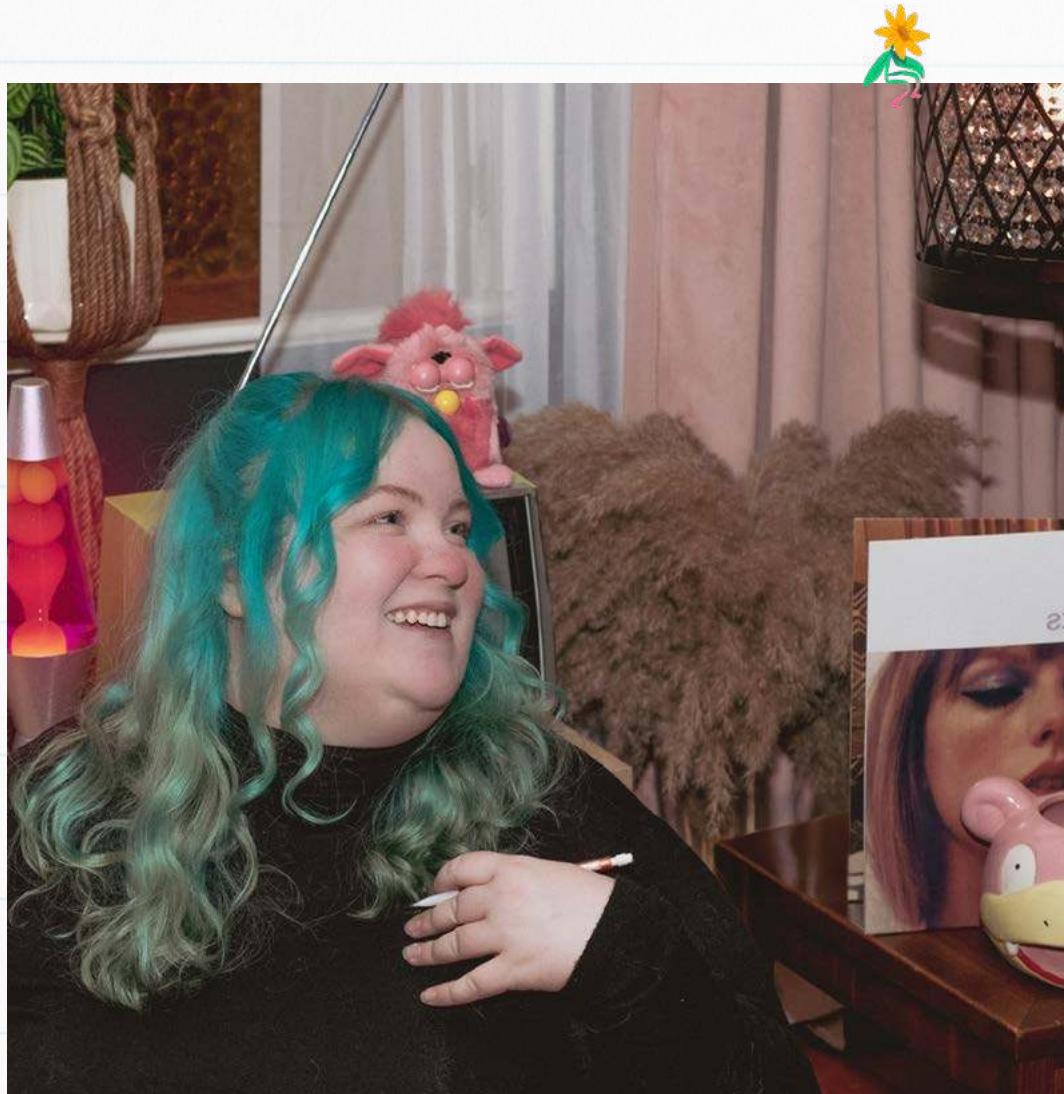


KAMBRIA PORTFOLIO



KAM
BRIA



Hi there, I'm KAMBRIA.

I'm a **designer** who loves **animation**, **motion graphics**, and **video editing**. I bring a strong background in **illustration** and **graphic design**, which allows me to create things from the ground up. I use storytelling, design, and technical skill to bring ideas to life through **bold** visuals.

Growing up, I wanted to be a dinosaur. Obviously, that didn't work out, so I started dreaming about becoming a paleontologist, marine biologist, or zoologist. Then I realized drawing them was actually the fun part.

Games like Dino Park Tycoon and Zoo Tycoon became my early playground for empathy, planning and design, teaching me how to create spaces where every creature could thrive. That early curiosity still drives me today. Whether I'm drawing, animating, or building games about animals, I'm happiest when my work celebrates their stories, inspires care for the world they live in, and reflects a sense of belonging and equity for all.

*Projects marked with a **leaf** highlight my passion for environmental, educational, and interpretive storytelling through design, connecting creativity with nature and purpose.*



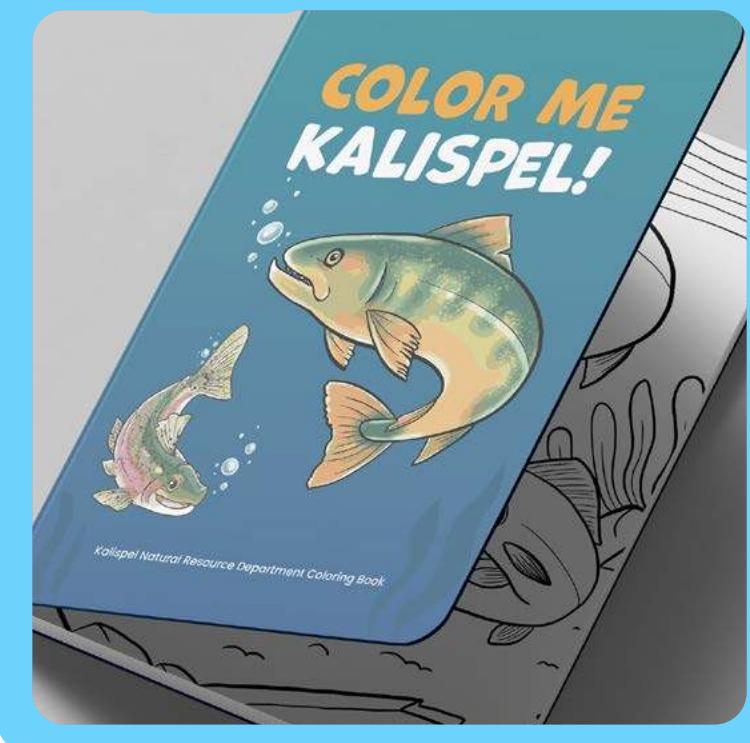
2025 ROY & LEONA SCHOLARSHIP RECIPIENT **2025 STCU VIDEO CONTENT CREATOR INTERN** **2025 MIDNIGHT WAFFLES INTERNSHIP** **2025 STILL DESIGNING FOR THE AAF AS A COMMUNICATIONS COMMITTEE MEMBER** **2025** SOLD ORIGINAL ARTWORK AND 3D MODELS WHILE MANAGING MY OWN BOOTH AT ZINE FEST **2024 FEATURED IN THE INLANDER (AI SHEEP)** **2024** DESIGNING FOR THE AAF AS A COMMUNICATIONS COMMITTEE MEMBER **2024** CREATED A SIGN FOR SFCC'S SCIENCE BUILDING **2024** SPOKANE ADDY'S COBALT AWARD WINNER (X2) **2024** PRESIDENT'S HONOR ROLL **2023 CONTRACT** WITH SPICEOLOGY AS PRODUCTION ARTIST **2023 HELVETICA HAUS SCHOLARSHIP** RECIPIENT **2023** PHI THETA KAPPA HONOR SOCIETY **2023 ELECTED** GDC PRESIDENT (SFCC) **2023 CCS FOUNDATION SCHOLARSHIP** RECIPIENT **2023 TMR SCHOLARSHIP** RECIPIENT **2022 AAF CREATE WINNER**



LITTLE FEATS



KNRD



SPOKANE RIVERKEEPER



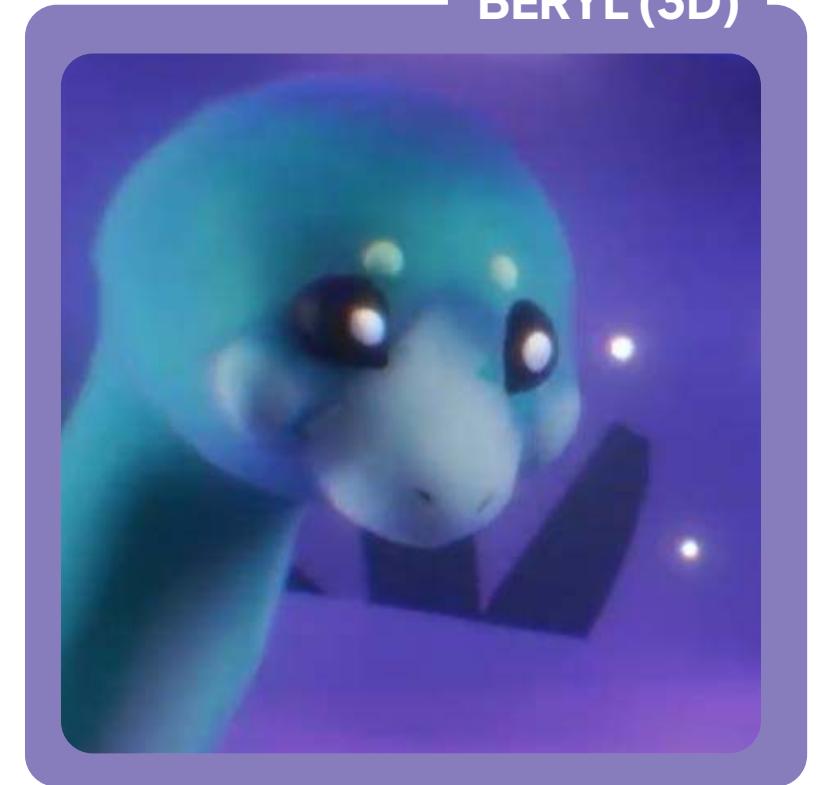
BIOSWALE



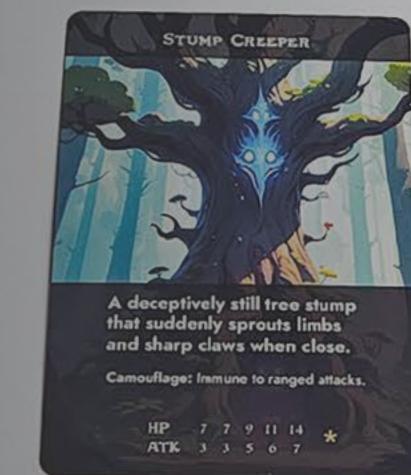
STCU



BERYL (3D)



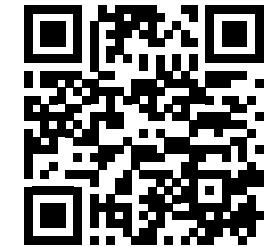
Little Feats



LITTLE FEATS

FROM IDEA TO BOARD GAME IN 5 WEEKS

SEE MORE



KXMBRIA.COM/
LITTLE-FEATS

Little Feats is a quick, replayable RPG board game for 2-4 players, blending dice-based combat, exploration, and leveling into a modular world that changes with every session. Through AI-assisted design and hands-on development, I learned how to balance creativity, mechanics, and production. AI helped to transform a digital idea into a tangible, fully playable experience in 5 weeks.



LITTLE FEATS

RESEARCH

Before creating anything, I spent weeks studying board game design. I analyzed mechanics, stat systems, and difficulty curves across 25+ games, from *Betrayal at House on the Hill* to *Gloomhaven*. I used a research table comparing elements like balance methods, replayability, and pacing. This analysis shaped Little Feats' modular tile system, loot distribution, and level-up structure, ensuring that every round felt fair and fun. What started as a 5-week challenge to make a board game became an obsession with building a world that felt alive in every tile and turn.

PROJECT TYPE

Game Design

ROLE

Designer — Concept, AI Prompt Engineer, Designer, & Production Artist

TOOLS

Illustrator, Photoshop, & InDesign

A	Name of the Game	# Minimum Players	# Maximum Players	Duration	Mechanic(s)
1.	Doomlings	2	6	0:45	End Game Bonuses Events Finale Ending Hand Management Move Through Deck Set Collection
2.	UNO flip!	2	10	0:30	Hand Management Take That
3.	Betrayal at House on the Hill	3	6	1:00	Dice Rolling Map Addition Modular Board
4.	Hues and Cues	3	10	0:30	Communication Limits Deduction
5.	Dixit: Disney	3	6	0:30	Storytelling Targeted Clues Voting
6.	Mantis	2	30	0:10	Hand Management Push Your Luck Set Collection Take That
7.	Cards Against Humanity: Bi...	4	6	0:30	Hand Management Simultaneous Action Selection
8.	Munchkin Legends	3	99	0:30	Take That Variable Player Powers
9.	5 second rule uncensored	3	6	0:45	Action Timer Real-Time
10.	heads up party game	2	99	0:30	Acting Action Timer Deduction Memory Real-Time Team-Based Game
11.	monikers	4	16	0:30	Acting Communication Limits Open Drafting Role Playing Singing Team-Based Game
12.	gloomhaven: jaws of the lion	1	4	2:00	Action Queue Action Retrieval Campaign / Battle Card Driven Communication Limits Cooperative
13.	donner dinner party	4	10	1:00	Betting and Bluffing Deduction party game
14.	cramium	4	99	1:00	Acting Line Drawing Paper-and-Pencil Roll / Spin and Move Singing Team-Based Game
15.	MTG	2	8	0:20	Betting and Bluffing Closed Drafting Deck Construction Hand Management Income Interrupts
16.	chess	2	8	0:20	Grid Movement Once-Per-Game Abilities Pattern Movement Square Grid Static Capture Sudden
17.	jenga	1	5	0:20	Physical Removal Single Loser Game Stacking and Balancing
18.	5 minute dungeon	2	5	0:30	Cooperative Game Elapsed Real Time Ending Hand Management Move Through Deck Real-Time
19.	bananagrams	1	8	0:15	Race Real-Time Spelling Tile Placement
20.	monopoly	2	8	3:00	Auction / Bidding Auction: English Income Loans Lose a Turn Ownership Player Elimination
21.	ticket to ride	2	5	0:30	Connections Contracts End Game Bonuses Hand Management Network and Route Building Op
22.	guess who	2	20	0:20	Deduction Questions and Answers
23.	what do you meme: family ...	3	6	1:30	Player Judge Hand Management Simultaneous Action Selection
24.	operation	1	5	0:10	Physical Removal Simulation
25.	kalah	2	6	0:10	Mancala
26.	perfection	1	99	0:06	Memory

LITTLE FEATS

PLANNING PHASE

I sat down and thought of the theme, characters, events, items and locations I wanted to exist in this game world. Little Feats is a play on words, as they accomplish little feats, they also all have little feets. This felt silly and fun and helped me think about size and scale for monsters and characters. Everything ended up small and perfect for a small creature experience.



Keys (Mandatory for Winning)

1. **Ruby Key:** One of the three magical keys needed to unlock the final boss's door.
2. **Sapphire Key:** One of the three magical keys needed to unlock the final boss's door.
3. **Emerald Key:** One of the three magical keys needed to unlock the final boss's door.

Weapons and Tools

1. **Shimmering Thorn Bow:** Allows attacks to be ranged, Adds +2 to attacks.
2. **Enchanted Mushroom Sword:** Adds +3 to attacks.
3. **Crystallized Fang Dagger:** Adds +1 to attacks, allows re-rolling on attack misses.
4. **Venom-Coated Claw:** Adds +1 poison damage for two turns after an attack hits.
5. **Phoenix Feather Staff:** Heals or adds +3 HP after attacking.
6. **Moonlit Boomerang:** Allows attacks to be ranged, attacks hit twice. Always returns to player.
7. **Flaming Lantern Blade:** Adds +2 to all attacks.
8. **Vine Whip:** Adds +3 to attacks and acts as a ranged weapon.

The One Wing (Rare Loot Item)

Description: An ethereal wing shimmering with iridescent feathers. It pulses with immense power, tempting its wielder with forbidden strength.

Effect: Grants +3 attack and +1 hp. Roll a die at the start of every turn:
1-2: The power overwhelms you. Skip your turn as you fight its influence.
3-4: Gain an extra attack this turn, but take 1 damage from the strain.
5-6: The magic stabilizes, granting +2 attack for this turn.

Flavor Text: "One wing to rule them all, one wing to bind them..."

Armor

1. **Enchanted Mushroom Armor:** Gives +3 HP.
2. **Scales of the Crystal Hydra:** Reduces incoming damage by -2.
3. **Pixie Dust Cloak:** Negates the first attack each fight.
4. **Acorn Shell Shield:** Blocks 2 damage per turn.
5. **Feathered Cloak of Gliding:** Avoid 1 attack per game, allows for Ranged attacks.
6. **Barkmail Chestplate:** Gives +1HP, does 2 damage to anyone attacking you.

Healing Items

1. **Resurrection Rocks:** Revive a player to full HP (1-time use).
2. **Golden Nectar Flask:** Fully heals one player of your choice.
3. **Fungal Elixir:** Heals 3 HP.
4. **Refreshing Spring Water:** Heals 2 HP for every party member.
5. **Rejuvenation Seed:** Plant it on your turn to AOE heal +2 HP to nearby members every round for 3 rounds.

Magical Buffs

1. **Gem of Swiftness:** Allows a player to flip an additional map tile for 2 turns, then discard the gem.
2. **Wind Chime of Protection:** All players take -1 damage for 2 turns.
3. **Whispering Leaf Band:** Grants +1 to attacks for the entire party.
4. **Harmony Crystal:** Distributes +1HP to every player at the end of every round.

Unique Utility Items

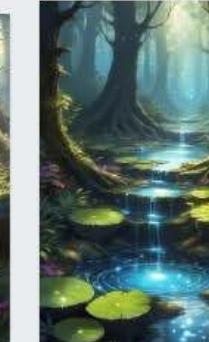
1. **Bag of Holding (Mini):** Draw two extra loot cards but keep only one.
2. **Spider Silk Rope:** Escape one battle harm free, collect no loot.
3. **Luckstone Shard:** Re-roll any dice once per turn.
4. **Vision of the Fireflies:** Illuminate next three event cards, place them back on top of the event deck in the order you desire, immediate usage on drawing this card, One use only.
5. **Summoning Stone:** Summon willing party members to battle by your side, 2 turn cooldown.

Temporary Buffs

1. **Potion of Strength:** Adds +2 attack for 2 turns.
2. **Potion of Resilience:** Reduces damage taken by -2 for 2 turns.
3. **Pixie Blessing:** Adds +1 attack to every party member for 1 turn.
4. **Mystic Barrier Potion:** Blocks all incoming damage for 1 turn for all players nearby.

Consumable Combat Items

1. **Exploding Acorn:** Deals 3 damage to an enemy when thrown, 3 uses.
2. **Freezing Leaf Charm:** Freezes one enemy for 1 turn, one time use.
3. **Molten Mushroom Cap:** Burns 1 enemy for 1 damage per round for 3 rounds.
4. **Sticky Web Bombs:** Immobilizes an enemy for 2 turns.



Random Scenes (4 cards)

1. Abandoned Burrow:

- "If you're brave enough to look inside, roll a dice." **Positive Roll:** Gain a loot card. **Negative Roll:** Take 2 damage.

2. Shimmering Puddle:

- Restore or add 5 HP to a player of your choice.

3. Hidden Hollow:

- Draw an extra item card.

4. Twinkling Glade:

- Restores 10 HP to the entire party.

5. Hoarded Treasure Pile:

- The entire party draws 1 loot card.

6. Singing Flowers:

- Party members gain +2hp permanently.

7. Lucky Dice:

- Roll 2 dice, if you roll 2 even number dice, search the loot deck for 1 of the 3 keys to keep. Shuffle loot after.

8. Golden Compass:

- The compass points towards your path forward, play two extra map tiles this turn.

9. Whispering Willow Wisp:

- Lures a player, entrancing them, convincing them to attack the nearest ally. Roll a 6 to snap out of it and not attack.

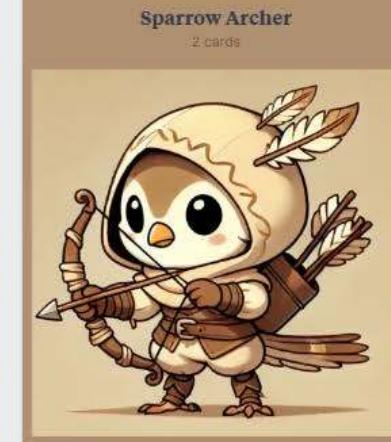


1. Mouse Warrior

Role: Tank/Frontline Damage Dealer

Level: 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10
Health: 7 | 8 | 9 | 9 | 9 | 10 | 10 | 11 | 12
Attack: 3 | 3 | 4 | 4 | 5 | 6 | 6 | 7 | 7 | 8

Abilities:



2. Sparrow Archer

Role: Ranged DPS/Support

Level: 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10
Health: 4 | 4 | 5 | 6 | 6 | 7 | 7 | 7 | 8 | 8
Attack: 4 | 4 | 4 | 5 | 5 | 6 | 7 | 8 | 8 | 9



3. Frog Rogue

Role: Sneaky Damage Dealer/Debuffer

Level: 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10
Health: 4 | 4 | 5 | 6 | 6 | 7 | 8 | 8 | 9 | 9
Attack: 2 | 2 | 2 | 3 | 4 | 4 | 4 | 5 | 6 | 6



4. Butterfly Mage

Role: Support/Healer

Level: 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10
Health: 3 | 4 | 5 | 5 | 6 | 6 | 7 | 8 | 8 | 8
Attack: 2 | 2 | 2 | 3 | 4 | 4 | 4 | 5 | 5 | 5

LITTLE FEATS

EARLY PROTOTYPING & PAPER TESTING

After defining my mechanics and balance goals, I started with a rough paper prototyping using sticky notes, sketches, and handwritten cards. This phase helped me test stat systems, event pacing, and tile interactions before any digital work began. Each quick playtest revealed where numbers broke or gameplay stalled, allowing me to refine rules and simplify mechanics early.

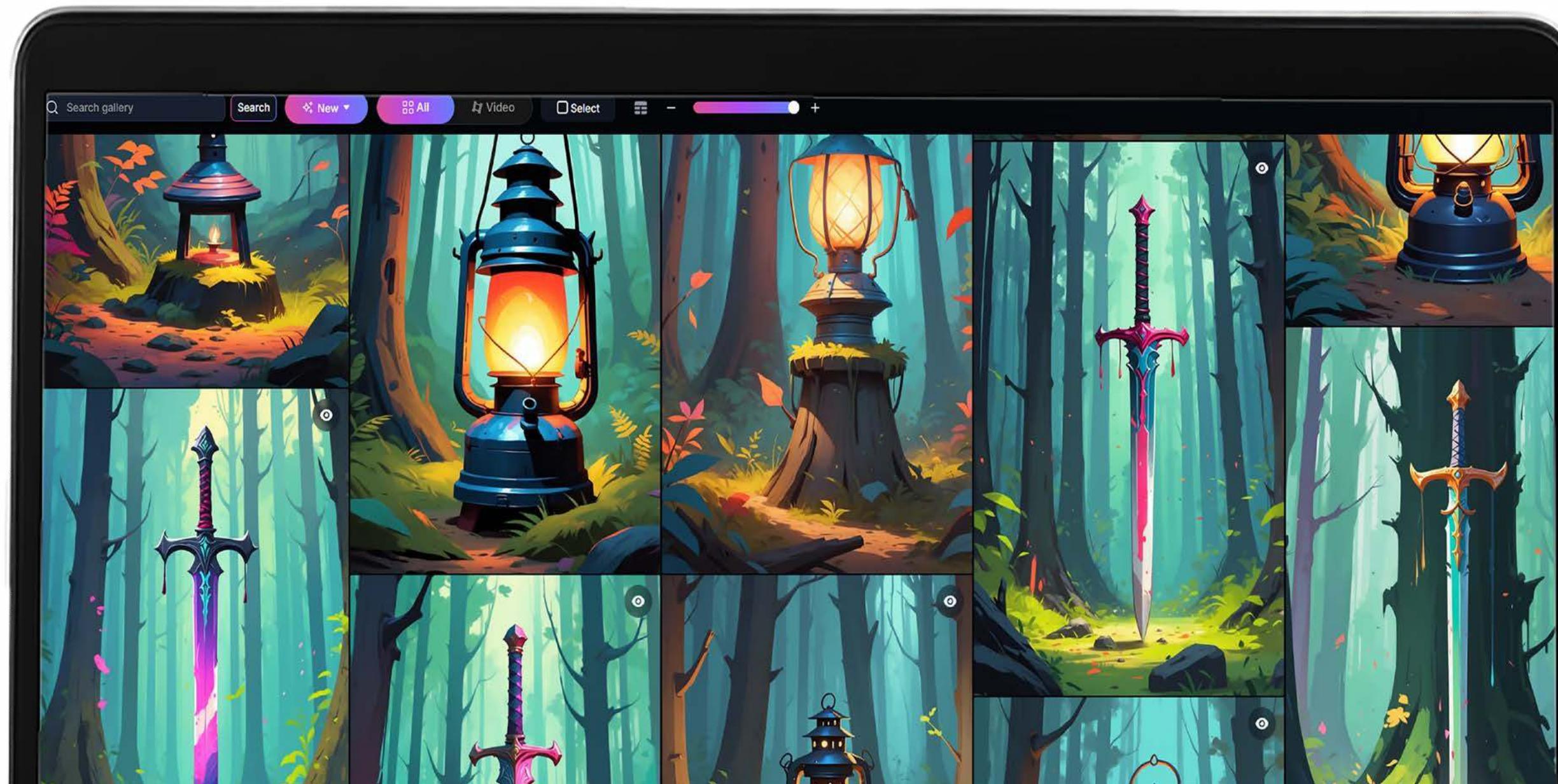


LITTLE FEATS

VISUAL DEVELOPMENT & AI EXPLORATION

Once gameplay felt solid, I shifted focus to visuals. Using Leonardo AI and ChatGPT, I generated concept art for map tiles, loot cards, and character illustrations. Over 20 hours of prompting and iteration went into achieving a consistent aesthetic that matched the tone of Little Feats.

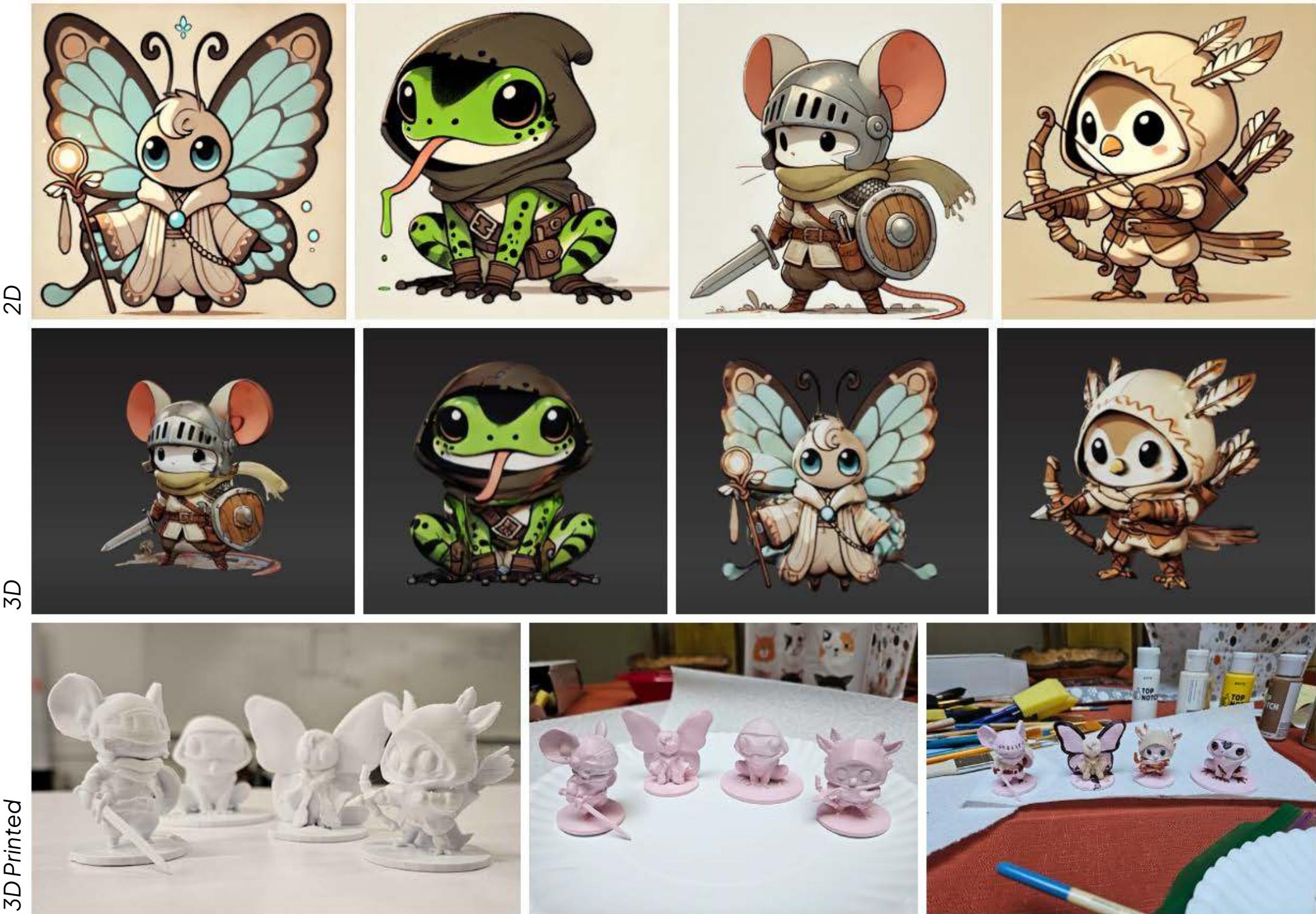
A big part of the process was building a cohesive world that felt both charming and fantastical. The characters have a slightly hand-drawn look, standing apart from the more polished, AI-assisted items and environments. That contrast helps players feel like these small, quirky heroes are exploring a world much bigger than themselves. Each playthrough reveals a new map layout and mix of events, ensuring that no two adventures ever feel the same.



LITTLE FEATS

3D MODELING & CHARACTER PRODUCTION

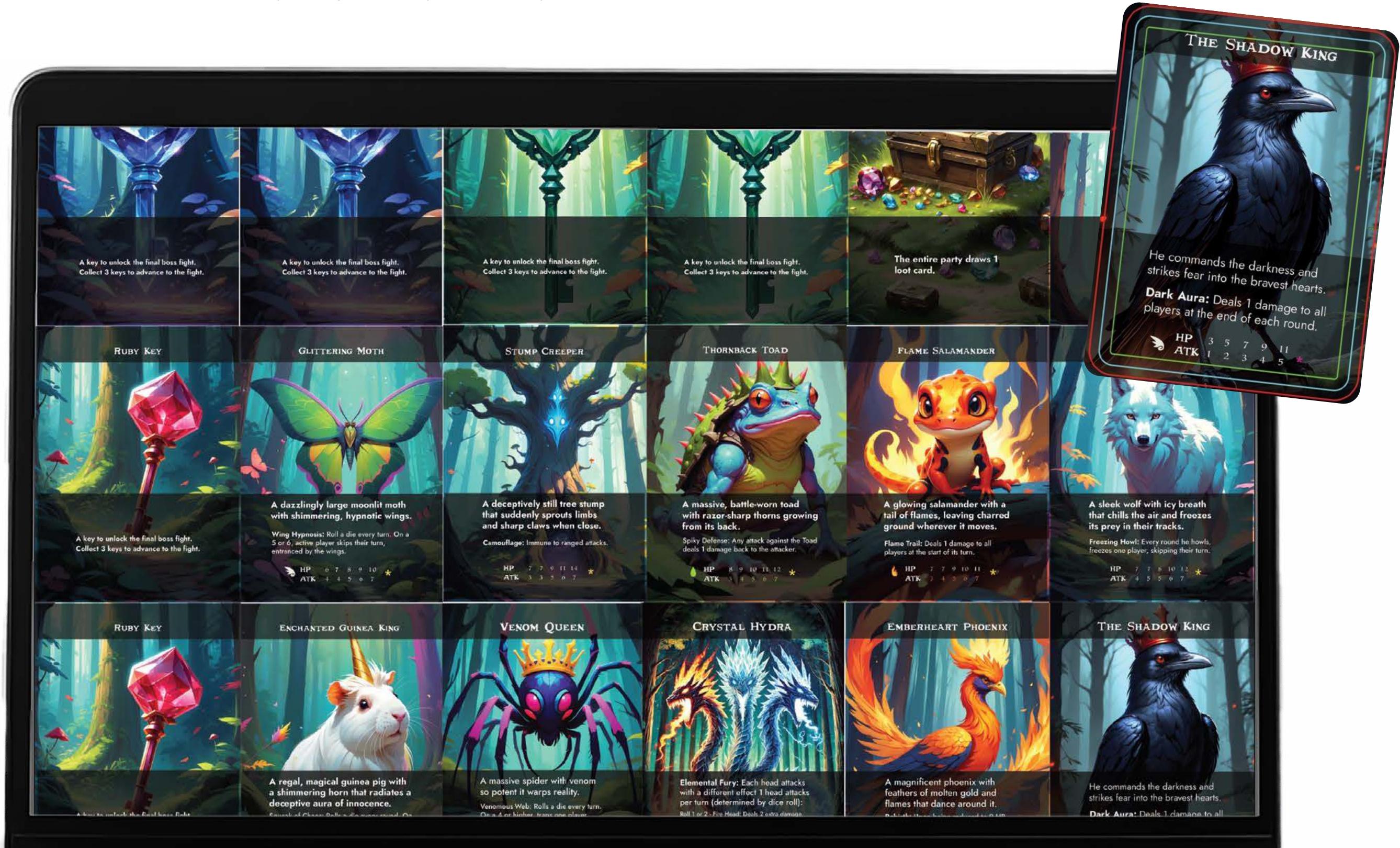
For player pieces, I used Tripo AI to convert my 2D AI-generated characters into 3D models, then refined them in Blender for print stability. After 15+ hours of 3D printing, sanding, priming, painting, and sealing, the characters came to life as tactile, paint-finished miniatures.



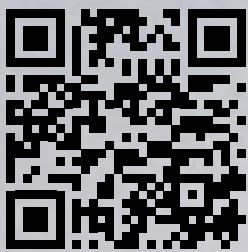
LITTLE FEATS

GAME DESIGN & FINAL PRODUCTION

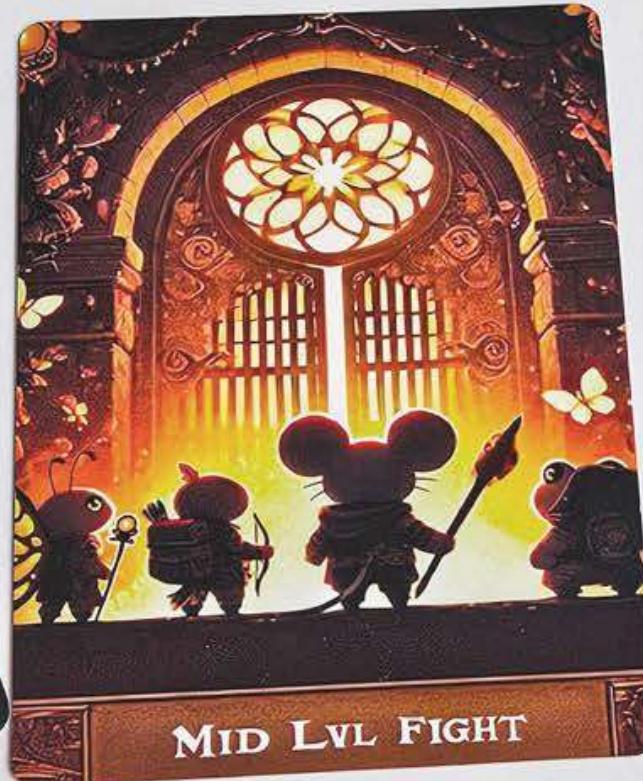
With visuals and mechanics finalized, I moved into production. I designed all player cards, map tiles, event and loot decks, the game box and a printed rulebook. After multiple test prints and adjustments to color, layout, and bleed, I sent off the files for the final pro-printed version of Little Feats. I had a physical game in my hands 5 days later.



SEE MORE



KXMBRIA.COM/
LITTLE-FEATS





KNRD

A youth-focused campaign with the Kalispel Natural Resources Department to raise awareness of native fish.

Collaborated with Ashleigh Hughes and Brittany Wallace on design, copy, and interactivity. I created the illustrations, coloring book, rack card, and video game component. Ashleigh refined layouts and signage, while Brittany handled copywriting, booklet design, and production.



PEND OREILLE
SALMONID RECOVERY TEAM





This project extended across multiple mediums to reach a young audience. Our team created educational print materials, apparel, and an interactive fishing game to help kids connect with native fish and conservation in a fun, memorable way.

- PROJECT TYPE

Educational Campaign
(Youth Audience)

- ROLE

Illustrator, Designer, & Game Dev

- TOOLS

Illustrator, Procreate, InDesign,
Construct 3, & Powerpoint

- COLLABORATION

Ashleigh Hughes and Brittany Wallace

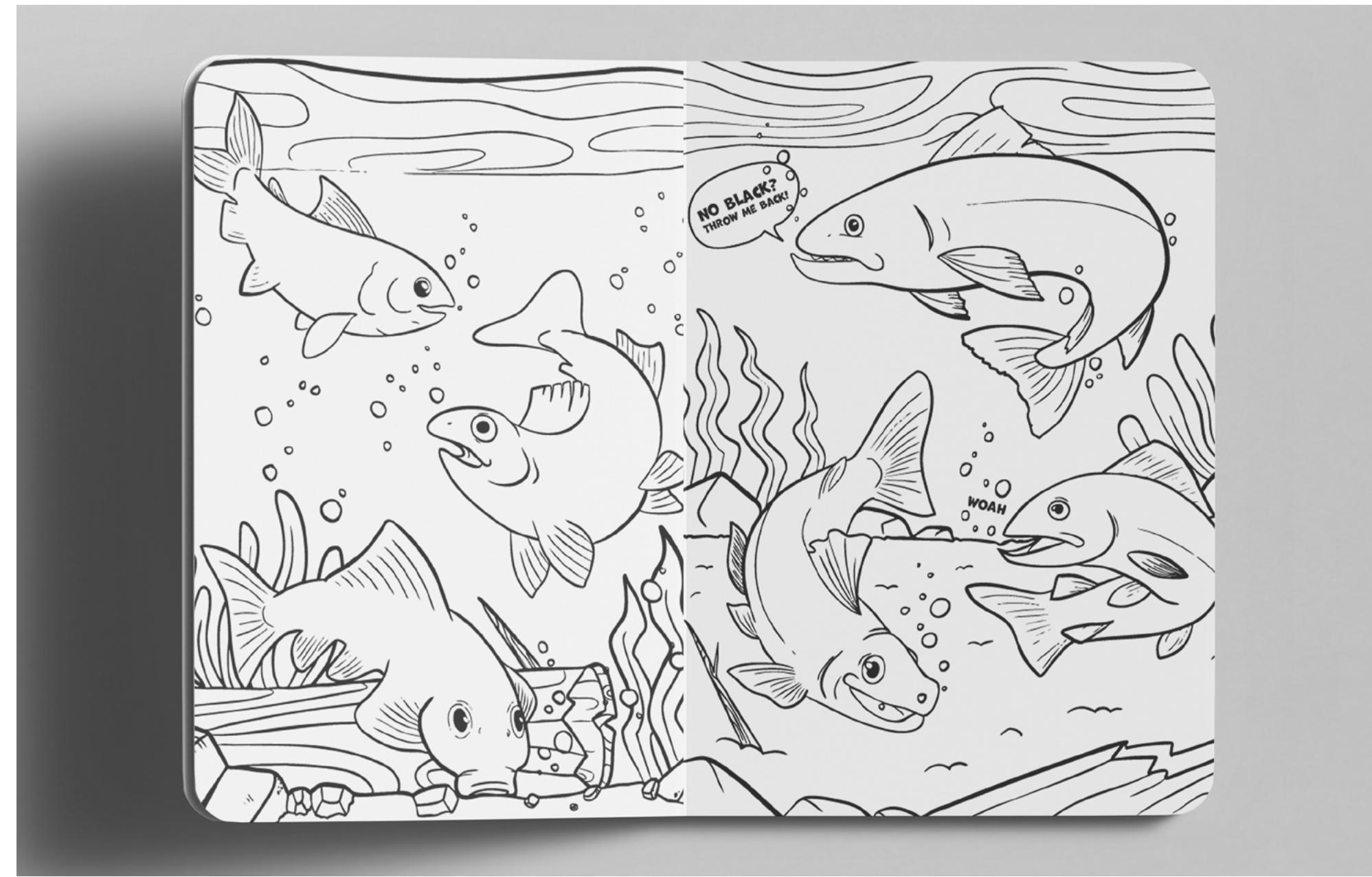
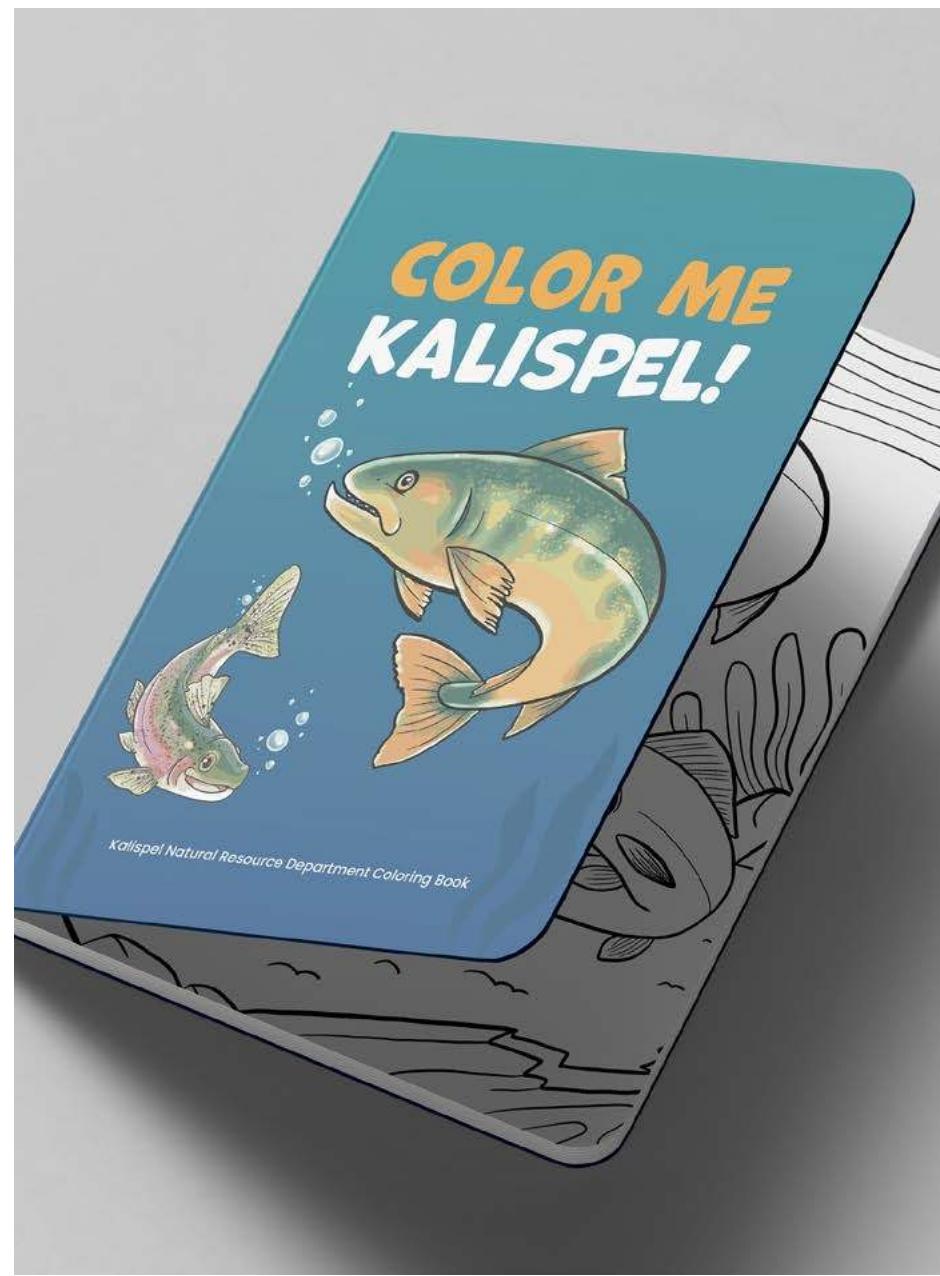
- CLIENT

Kalispel Natural Resource Department



COLORING BOOK & EDUCATIONAL MATERIALS

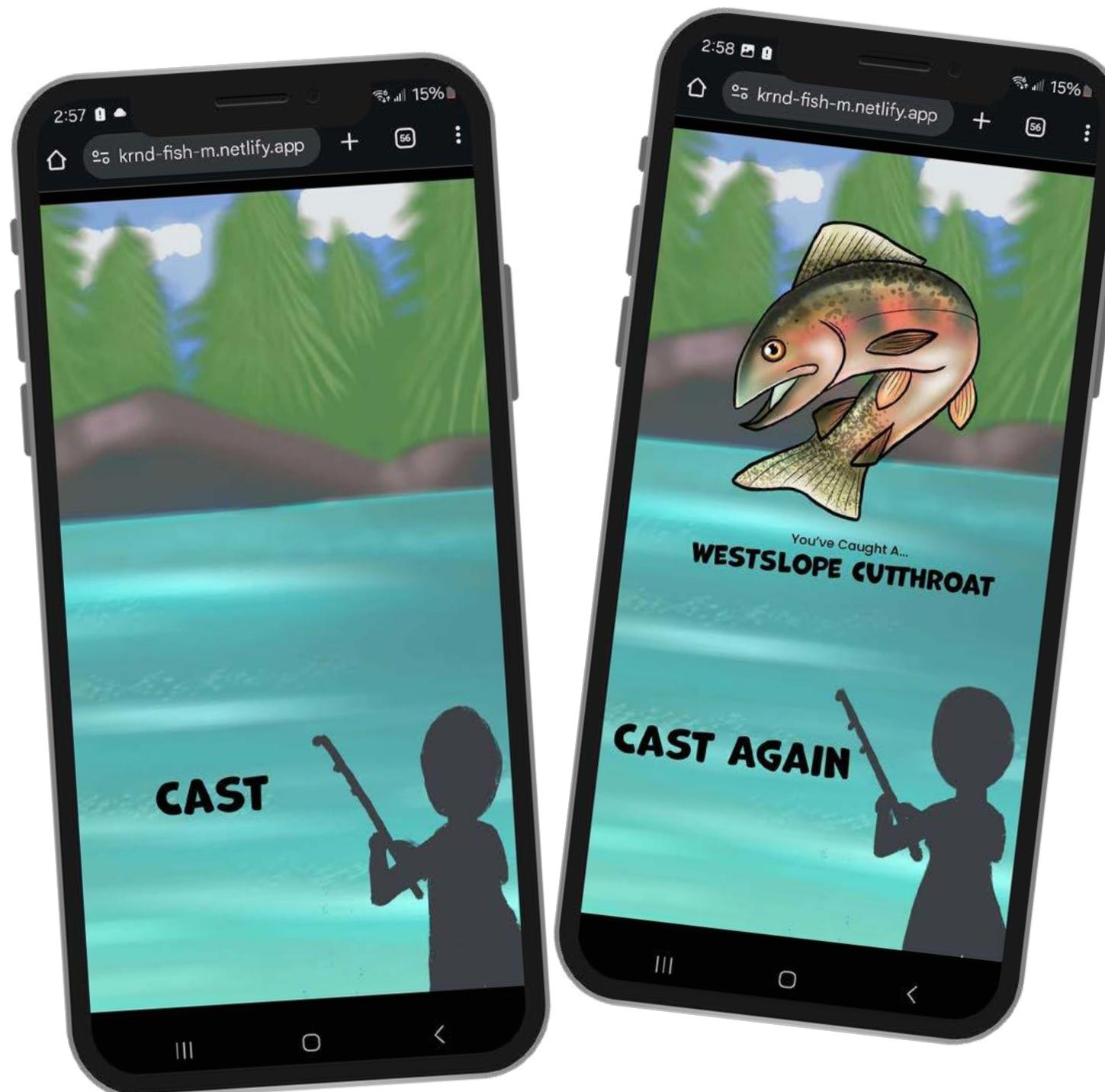
The coloring book introduced kids to local fish species through fun facts and approachable illustrations. It was designed to make learning feel personal and creative, encouraging kids to recognize and care about the native fish in their area.



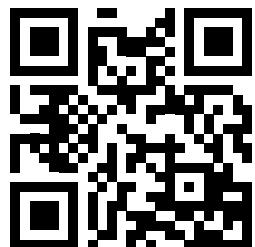
KNRD

INTERACTIVE FISHING GAME

I created an *interactive fishing game* as an extra element for the project, which the client loved. It was not part of the original brief but expanded the campaign's reach through play. The game lets players catch and identify the native fish found in local rivers, rewarding curiosity while reinforcing what they learn from the print materials.



SCAN TO PLAY



bit.ly/kxgame

CAMPAIGN MERCHANDISE

The campaign illustrations were adapted into stickers, bumper stickers, and apparel to expand community reach. These items turned the fish artwork into wearable, shareable ambassadors for the Kalispel Natural Resources Department's native fish initiative.





CLIENT FEEDBACK & OUTCOME



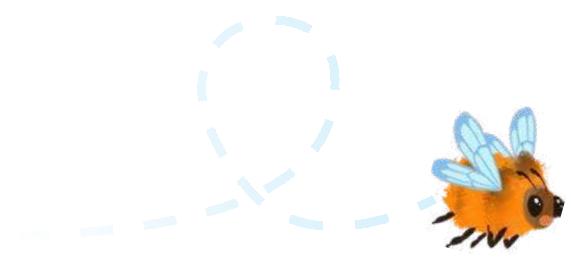
The Kalispel Natural Resources Department selected our project for its youth education programs. They praised the campaign's professional quality, playful illustrations, and expanded deliverables like apparel, stickers, and an interactive fishing game.

“Perfect fit for elementary school audiences – playful, fun, and educational.”

“This was the best presentation. On par with presentations we've seen from our design agency partners – fantastic job!”

“The illustrations were my favorite. Beautiful use of color and movement, adorable and professional.”

— **Kalispel Natural Resources Department Review Team**





Spokane RIVER KEEPER

A conceptual redesign for a local nonprofit, blending illustration and branding to represent a clean, thriving river ecosystem. The 'S' shape reflects Spokane's connection to the river and reinforces the organization's mission to protect local waterways.





RESEARCH & CONCEPT DEVELOPMENT

I started by looking at a mix of wildlife, fish, movement, and water logos to get a feel for how others show energy and life through simple shapes. I wanted this logo to feel like Spokane in a snapshot, something that reflected the area's wildlife, river, and overall sense of movement. I focused on showing healthy, thriving nature and finding a balance between local character and clean, modern design.

- PROJECT TYPE

*Brand Design /
Conceptual Logo Redesign*

- ROLE

*Designer — Concept, Illustration,
& Brand Development*

- TOOLS

Illustrator, Photoshop, & InDesign

- ◆ AWARD

*2024 Spokane ADDY's
Cobalt Award*



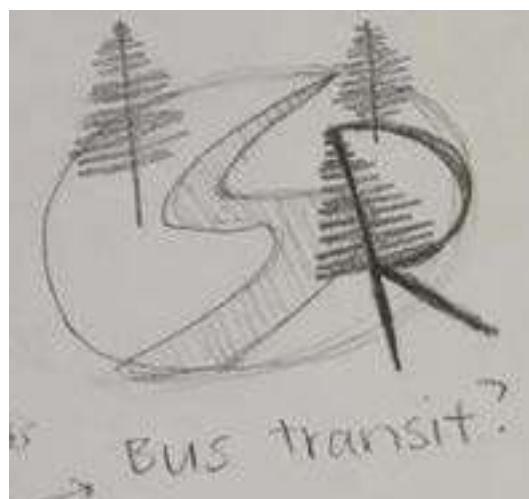
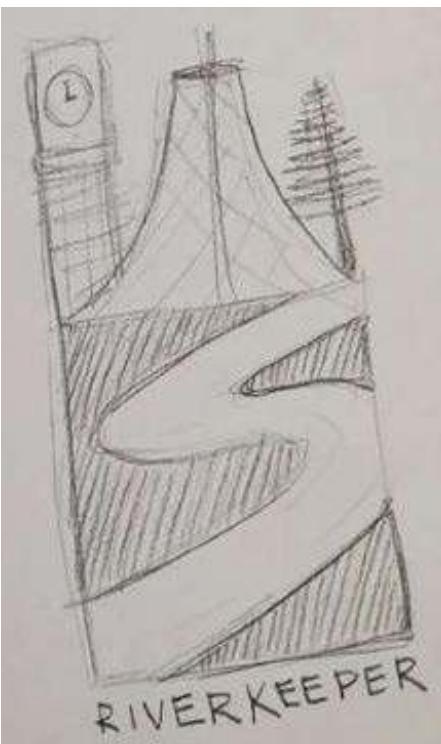
REVIEW THE BRAND

Spokane Riverkeeper is a local nonprofit that works to protect, preserve, and restore the Spokane River and its watershed. Their mission focuses on keeping the river clean and healthy for future generations. They envision a Spokane River where native fish thrive, pollution is eliminated, and the community stays actively involved in protecting local waterways.



SKETCHING & EARLY CONCEPTS

I started by sketching ideas that combined movement, wildlife, and a sense of flow. I wanted to explore how the river could be shown through simple, recognizable shapes. Some sketches included local landmarks, while others focused on the fish and the river's motion. This stage helped me find the balance between something natural and something that felt like a clear, modern logo.





DESIGN & ITERATION

Once I chose the concept that felt strongest, I refined the shapes and simplified the details to make the logo clean and scalable. I tested different line weights, spacing, and color options to find a balance that felt natural but still professional. The final design combines a stylized salmon and flowing water in the shape of an "S," tying back to Spokane and the idea of a healthy, moving river. I built out a full logo sheet with color variations, fonts, and applications to show how the mark could work across print and merchandise.



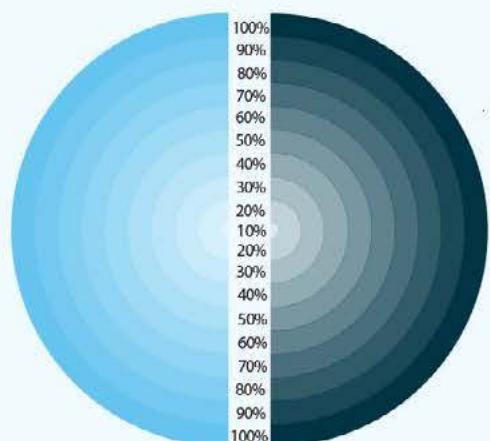
Spokane
RIVER KEEPER



REFINEMENT & FINAL DESIGN

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CLIENT | Spokane River Keeper



● CMYK (4-color process)
C: 53.05 M: 4.72
Y: 0.00 K: 0.00

Pantone (Spot Color Printing)
PMS 630 (Uncoated)
PMS 297 (Coated)

● sRGB (on-screen/digital)
R: 100 G: 196 B: 239 1

Hexadecimal (web)
#66C4Ef

● CMYK (4-color process)
C: 96.18 M: 69.04
Y: 51.45 K: 48.13

Pantone (Spot Color Printing)
PMS 5463 (Uncoated)
PMS 547(Coated)

● sRGB (on-screen/digital)
R: 2 G: 52 B: 68 1

Hexadecimal (web)
#023444



Spokane Riverkeeper is a guardian and advocate for the Spokane River and its watershed.

This logo focuses on a clean river, the life in that river to imply a healthy river, and the S shape to use Spokane's initial, intending for it to feel more specific to the Spokane River.



Source Code Variable

A B C D E F
a b c d e f

Cocogoose

A B C D E F G H I J K L M N O P
a b c d e f g h i j k l m n o p



AWARD & RECOGNITION

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AWARD RECOGNITION

Recipient of a 2024 Spokane ADDY's Cobalt Award for Elements of Advertising: Visual: Logo Design.

ORGANIZATION FEEDBACK

“Wow! That is really impressive. I love the moving water and the fact that the fish really begins to look like a salmon.”

— Jerry White Jr., Spokane Riverkeeper







SFCC BIOSWALE

What is a bioswale?

Clean water is one of the most important issues facing humans and the rest of our planet. After a big rain, water runoff picks up many pollutants that are carried into storm drains, streams, and the Spokane River. Bioswales are landscaped depressions that collect runoff from roofs, streets, or parking surfaces. These are areas that accumulate engine oil and deicer, or soils and fertilizers. Local examples can be found along Country Homes Blvd. and the Valley Mall parking lots.

Bioswales clean the water naturally through biological and physical processes. Bioswales capture polluted water, and the plants and soils inside of them allow the pollutants to settle and be filtered out. Microorganisms then play a major role in changing substances into nutrients for those plants, insoluble products, or harmless products. This bioswale serves as a landmark for equitable and engaging learning opportunities and sustainability efforts at Spokane Falls Community College.

Teaching and Learning

This bioswale serves as a teaching and learning tool for multiple life science laboratory courses providing hands-on learning experiences. It features native plants and is used by Botany students for observation. Microbiology students view organisms sampled from the water. "Insects and People" students collect both terrestrial and aquatic insects. Environmental Science students may design experiments focusing upon aspects of the ecology of the pond.

Having the bioswale allows students the option of easily collecting samples and specimens without requiring transportation elsewhere.

LEARN MORE

 sfcc.spokane.edu

This sign was designed and produced in collaboration between the Life Sciences Department and the Graphic Design Club.

The Importance of Sustainability

Sustainability is meeting the needs of present generations without compromising the ability of future generations to meet their own needs. This bioswale represents SFCC's values and commitment to sustainability as bioswales are one of the least recognized tools in our efforts towards sustainability.

"You cannot get through a single day without having an impact on the world around you. What you do makes a difference, and you have to decide what kind of a difference you want to make." - Jane Goodall

About Protists

What you can't see is important. The most dynamic part of the system in front of you can't be seen with the naked eye. Microorganisms like protists play important ecological roles. They are often unicellular organisms that do not fit into plant, animal, bacteria, or fungi groups.

Some protists photosynthesize. Through photosynthesis, they take up carbon dioxide and produce around 50% of the earth's atmospheric oxygen. Other protists hunt and consume other organisms. Many protists are decomposers; recycling nutrients, much like bacteria and fungi. Together, they are key components of food webs.

Insects

Insects comprise the largest group of animals on the planet. Many are made in front of you. They have critical roles as pollinators, decomposers, and food sources. Only a few insects live their entire life in the water; however, many insects spend the early part of their life in water. Adults lay their eggs in the water. After the eggs hatch, larvae develop and grow quickly to become more than twice the size of the adults. Larvae are important decomposers, consumers, prey, and predators within aquatic ecosystems.

Larval dragon flies may be unrecognizable when compared to adults, but they are fierce predators, often capturing and devouring organisms much larger than themselves like fish and tadpoles.

Native Plants

Plants naturally found in a geographic area in which they evolved are called Native Plants. Plants that have adapted to the region's climate and soil conditions over thousands of years are generally low maintenance. These native grasses and perennials are also essential food and habitat for wildlife, including pollinating insects and birds.



Cleaner Water. Naturally.

An educational sign created for SFCC's newly installed bioswale, designed to teach visitors how the system filters and purifies rainwater while supporting local wildlife studies.



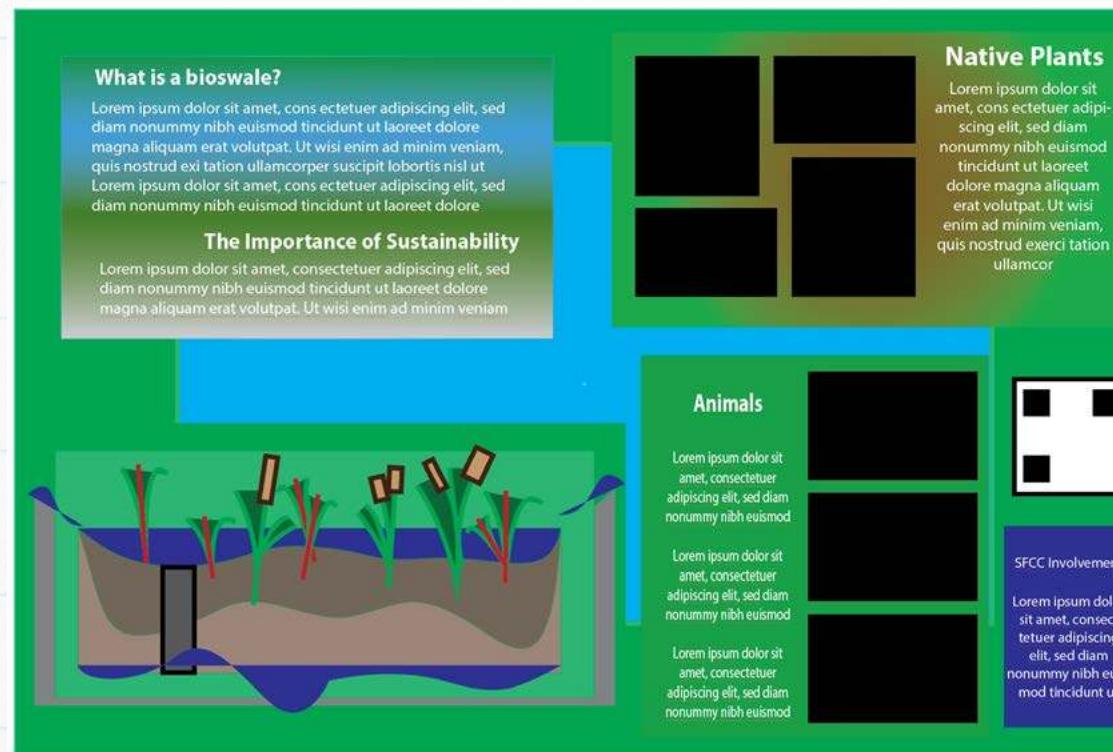
SFCC's Science Department reached out to the Graphic Design Club to create an educational sign for a newly installed bioswale on campus. As president of the club, I helped organize the project and later stepped in to complete the final design after the initial concept was drafted.

- PROJECT TYPE
Environmental Signage / Educational Design

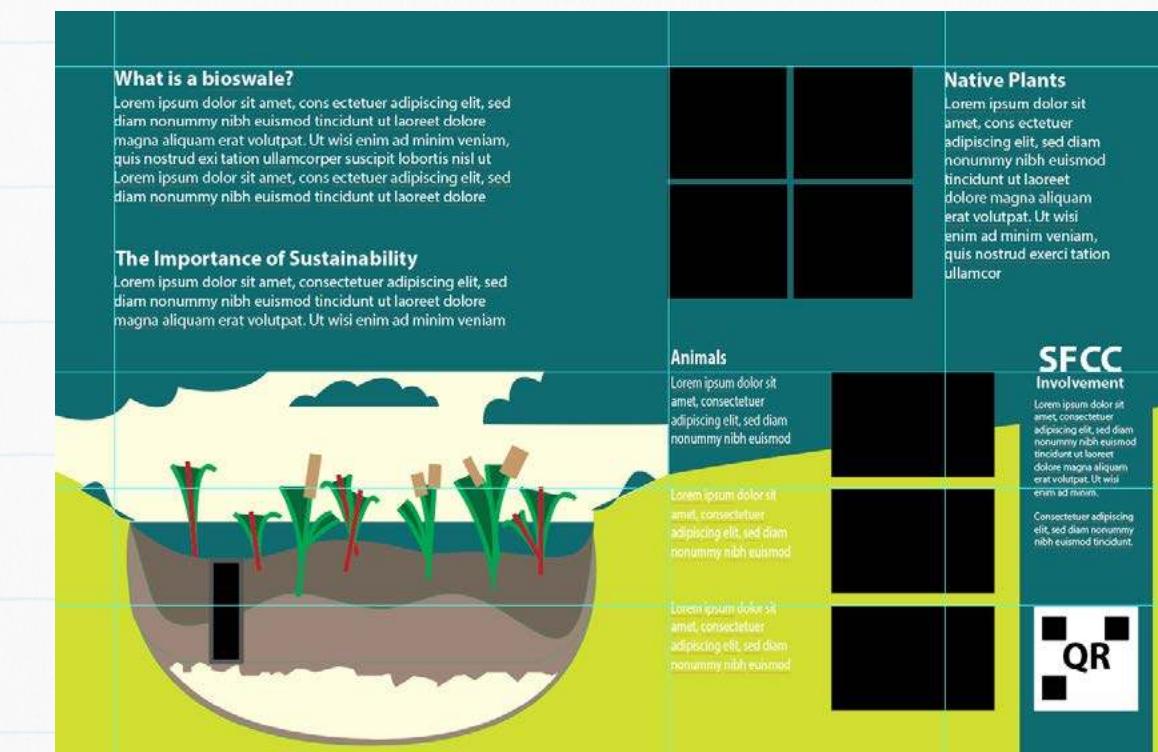
- ROLE
Designer — Layout, Illustration, Communication, Project Coordination

- TOOLS
Illustrator

The project began with an early student layout that provided the foundation for content structure. From there, I refined the composition, established a cohesive color palette, and improved readability to ensure the design felt both scientific and approachable. My goal was to make complex ecological concepts easy to understand while maintaining clarity and visual harmony.



EARLY DRAFT FROM DESIGN CLUB MEMBER



MY REVISION OF THE EARLY DRAFT

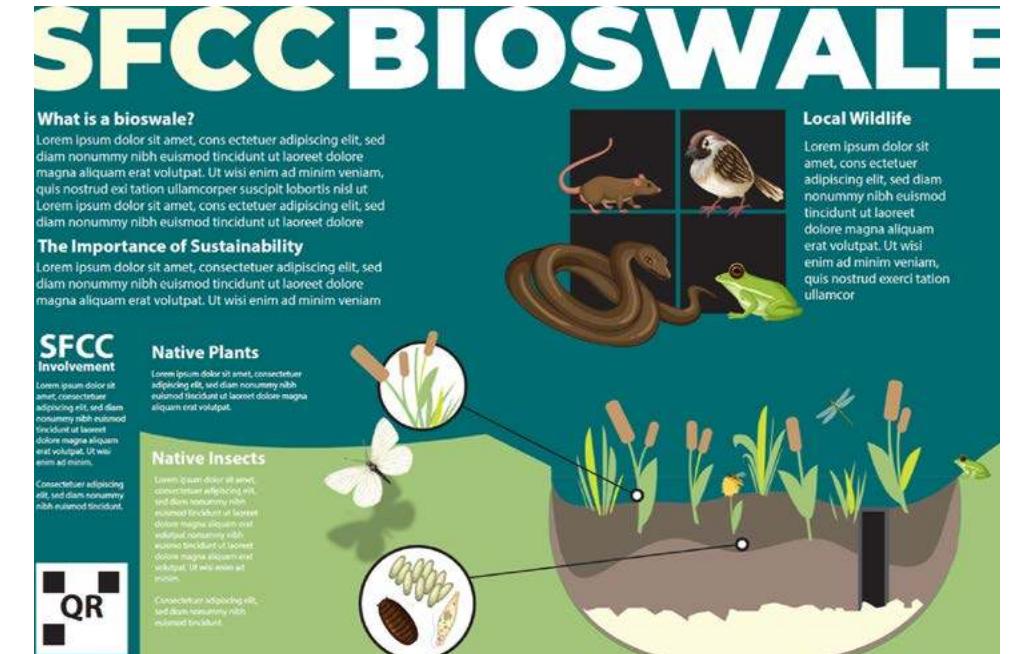
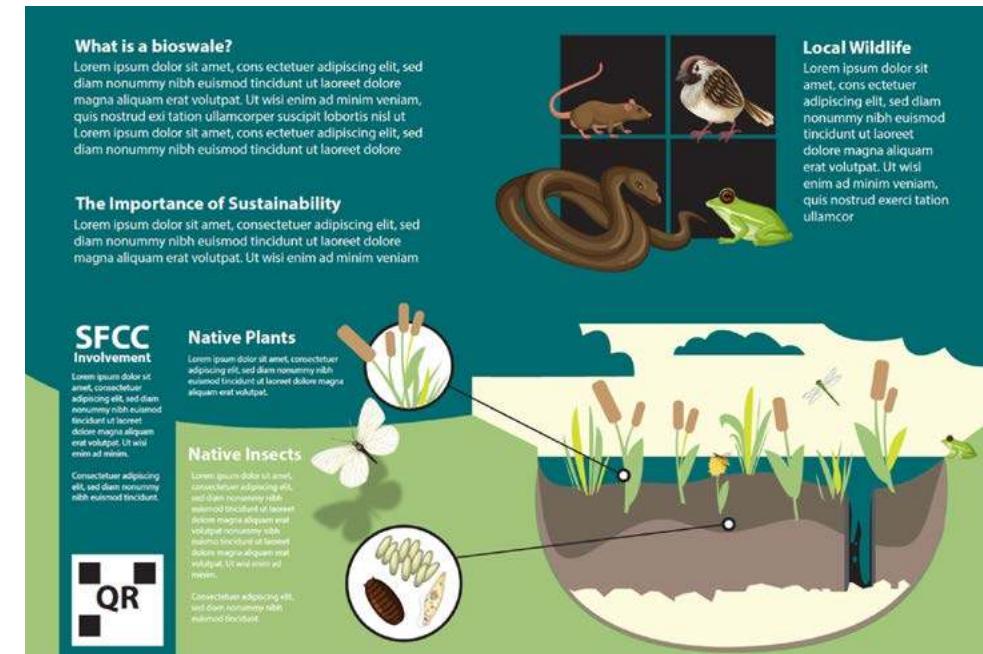
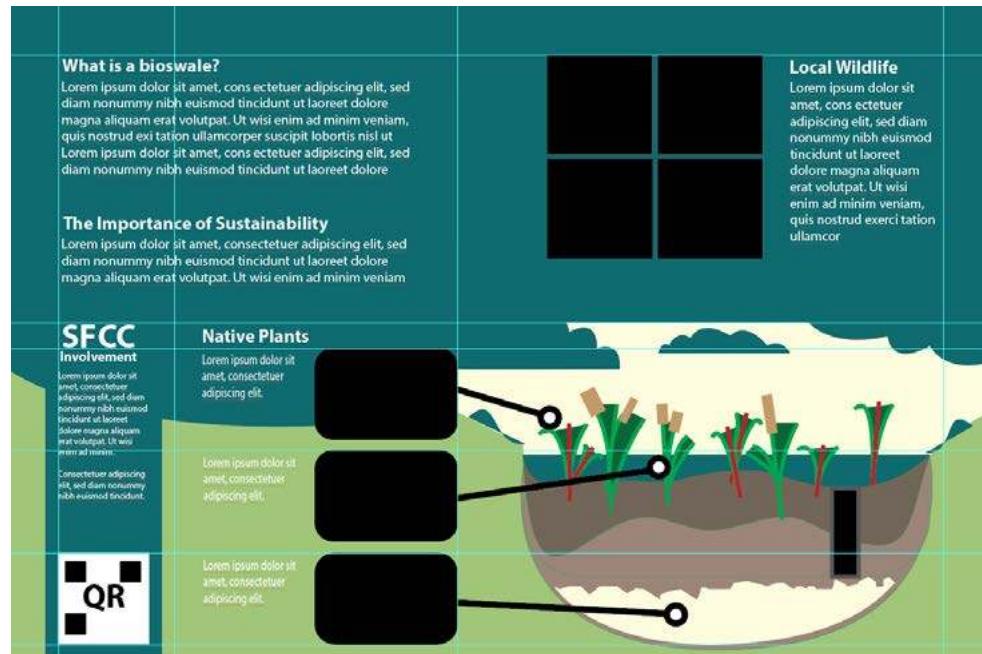
BIOSWALE

GUIDED BY SCIENCE

Collaboration with SFCC's Science Department guided every stage of this project. Since I am not a science major, I relied on their expertise for accuracy while translating complex ideas into visuals that felt approachable.

Each revision was shaped by their feedback. They spoke science, I spoke design, and through that back-and-forth we found a shared language. The focus gradually shifted from plants and water flow to the microscopic life forms that drive the bioswale's filtration system.

This process taught me how to balance technical accuracy with visual clarity through collaboration and experimentation.



BIOSWALE

REFINEMENT & ITERATION

Once the content direction was established, I focused on improving clarity and cohesion. Each design round balanced scientific detail with hierarchy, contrast, and alignment to make information easy to follow. I refined the color palette to feel natural yet engaging and adjusted typography for clear readability both up close and from a distance.

Alongside visual refinement, I guided the team through copyright and image sourcing, helping identify visuals that were either original, licensed, or creditable for use. Working closely with faculty, I refined placement and structure to build a layout that felt accurate, approachable, and visually unified.

SFCC BIOSWALE

Cleaner Water Naturally

What is a bioswale?

Bioswales are landscaped depressions that collect stormwater runoff from streets, sidewalks and roofs. Water runoff picks up all sorts of pollutants and contaminants on its way into storm drains, streams and lakes. Plants, microbes and soil in the bioswale slow and clean the runoff before it enters the water table. Through biological and physical processes, break down the pollution.

Bioswales are usually found in parking lots and along roadways. Local examples include Country Homes Blvd and the Valley Mall. Bioswales are one of the least recognized tools in our efforts towards sustainability.

The Importance of Sustainability

Sustainability is meeting the needs of present generations without compromising the ability of future generations to meet their own needs. Clean water is one of the most important issues. This bioswale represents SFCC's values and commitment to sustainability. Best management practices will be expanded to include bioswales, rain gardens, pervious pavement, and rainwater catchment systems where practical. Native species planting will be prioritized on campus grounds.

SFCC INVOLVEMENT

The bioswale serves as a landmark for equitable and engaging learning opportunities and sustainability efforts. The bioswale also serves as a teaching tool for multiple major and non-major life science laboratory courses providing hands-on learning experiences.

Native Plants

The native grasses and perennials in vegetated swales provide habitat for wildlife, including insects and pollinators. Minimize irrigation and landscape using drought tolerant, native plant species. The plants and soil trap, absorb, and filter pollutants found in storm water runoff.

About Protists

Protists are a diverse collection of organisms that do not fit into animal, plant, bacteria or fungi groups. 21% of our world's living things are protists. Interestingly, 40% of the world's total photosynthesis is carried out by autotrophic protists. Plant-like protists produce almost half of the oxygen on Earth through photosynthesis. Protists act as decomposers and help in recycling nutrients through ecosystems.

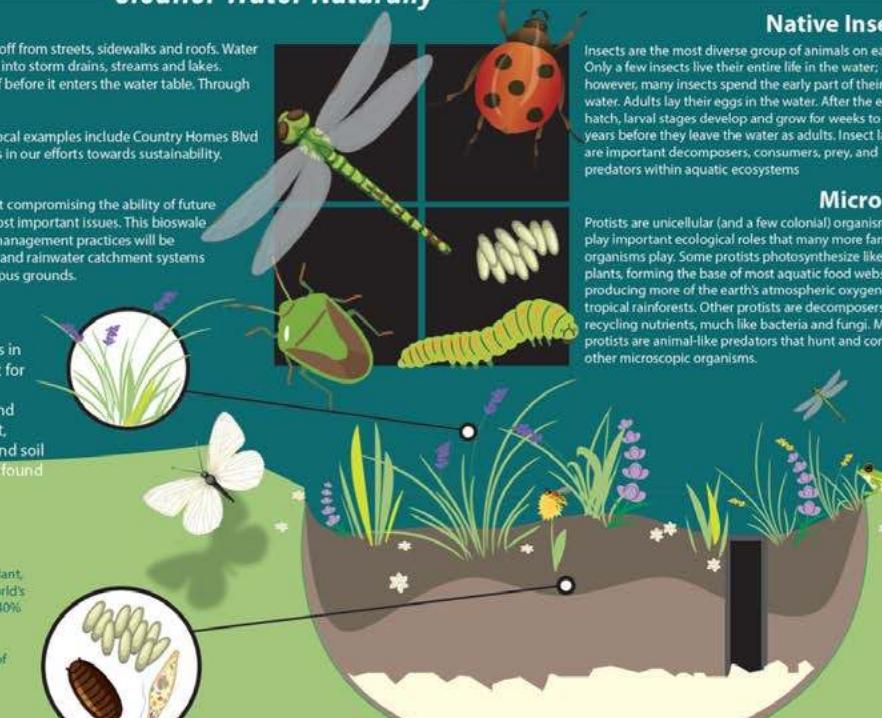
Native Insects

Insects are the most diverse group of animals on earth. Only a few insects live their entire life in the water; however, many insects spend the early part of their life in water. Adults lay their eggs in the water. After the eggs hatch, larval stages develop and grow for weeks to even years before they leave the water as adults. Insect larvae are important decomposers, consumers, prey, and predators within aquatic ecosystems.

Microbes

Protists are unicellular (and a few colonial) organisms that play important ecological roles that many more familiar organisms play. Some protists photosynthesize like plants, forming the base of most aquatic food webs and producing more of the earth's atmospheric oxygen than tropical rainforests. Other protists are decomposers, recycling nutrients, much like bacteria and fungi. Many protists are animal-like predators that hunt and consume other microscopic organisms.

LEARN MORE



SFCC BIOSWALE

Cleaner Water Naturally

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It serves as a landmark for equitable and engaging learning opportunities and sustainability efforts at Spokane Falls Community College.

SFCC INVOLVEMENT

The bioswale also serves as a teaching tool for multiple major and non-major life science laboratory courses providing hands-on learning experiences.

The current use of the bioswale centers on the collection of materials associated with introduction to biology, microbiology, environmental science, ecology, and environmental lab courses. Research uses the bioswale to study aquatic plant modifications. The course Insects and People has students collect both aquatic and terrestrial insects. Environmental Science students are tasked with designing an experiment, some of whom focus on aspects of ecology of the pond.

Native Plants

The native grasses and perennials in vegetated swales provide habitat for wildlife, including insects and pollinators. Minimize irrigation and landscape using drought tolerant, native plant species. The plants and soil trap, absorb, and filter pollutants found in storm water runoff.

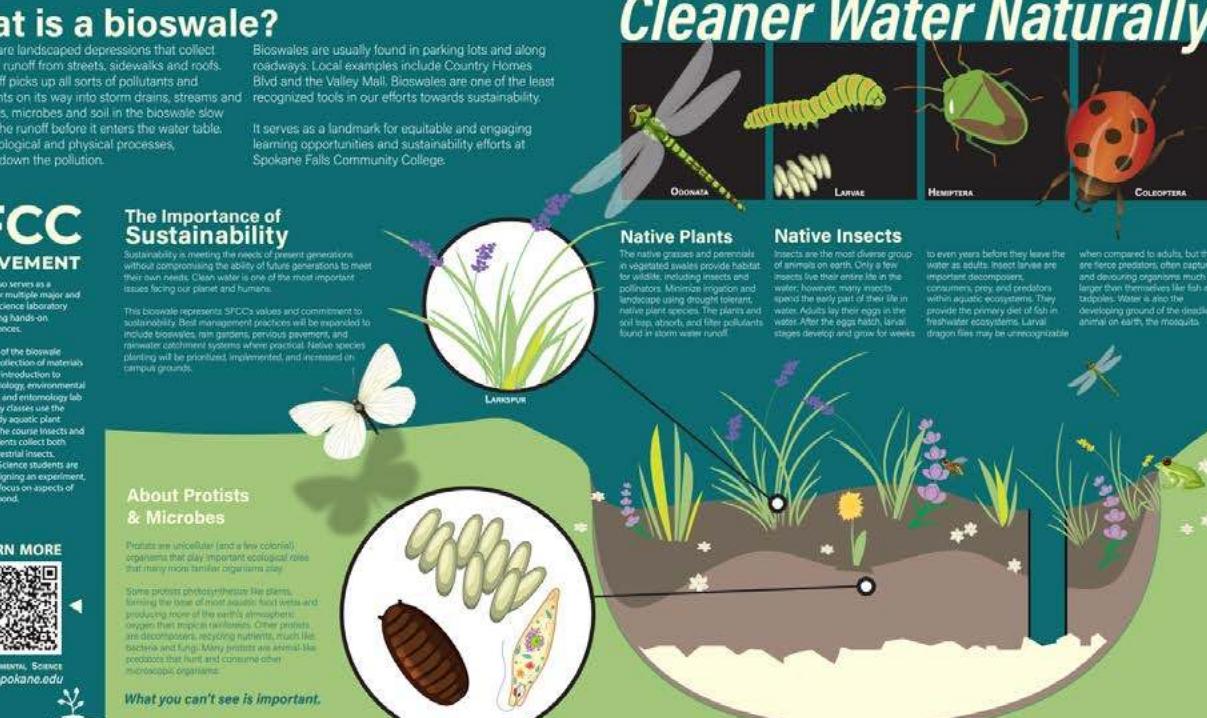
Native Insects

Insects are the most diverse group of animals on earth. Only a few insects live their entire life in the water; however, many insects spend the early part of their life in water. Adults lay their eggs in the water. After the eggs hatch, larval stages develop and grow for weeks to even years before they leave the water as adults. Insect larvae are important decomposers, consumers, prey, and predators within aquatic ecosystems. They provide the primary diet of fish in freshwater ecosystems. Larval dragon flies may be unrecognizable when compared to adults, but they are fierce predators, often capturing prey that are many times larger than themselves like fish and tadpoles. Water is also the developing ground of the deadliest animal on earth, the mosquito.

About Protists & Microbes

Protists are unicellular (and a few colonial) organisms that play important ecological roles that many more familiar organisms play. Some protists photosynthesize like plants, forming the base of most aquatic food webs and producing more of the earth's atmospheric oxygen than tropical rainforests. Other protists are decomposers, recycling nutrients, much like bacteria and fungi. Many protists are animal-like predators that hunt and consume other microscopic organisms.

What you can't see is important.



BIOSWALE

FINAL DESIGN

The final layout delivers a clear, approachable explanation of how the bioswale filters and purifies rainwater. The design combines detailed illustrations with labeled sections, guiding viewers through each step of the process. Natural colors and simple icons help communicate scientific information in an inviting way for all ages.



- * See the sign in person at the south entrance of the Science Building, located between the building and the front road at 3410 W Whistalks Way, Spokane, WA 99224.

SFCC BIOSWALE

What is a bioswale?

Clean water is one of the most important issues facing humans and the rest of our planet. After a big rain, water runoff picks up many pollutants that are carried into storm drains, streams, and the Spokane River. Bioswales are landscaped depressions that collect runoff from roofs, streets, or parking surfaces. These are areas that accumulate engine oil and deicer, or soils and fertilizers. Local examples can be found along Country Homes Blvd. and the Valley Mall parking lots.

Bioswales clean the water naturally through biological and physical processes. Bioswales capture polluted water, and the plants and soils inside of them allow the pollutants to settle and be filtered out. Microorganisms then play a major role in changing substances into nutrients for those plants, insoluble products, or harmless products. This bioswale serves as a landmark for equitable and engaging learning opportunities and sustainability efforts at Spokane Falls Community College.

Teaching and Learning

This bioswale serves as a teaching and learning tool for multiple life science laboratory courses providing hands-on learning experiences. It features native plants and is used by Botany students for observation. Microbiology students view organisms sampled from the water. "Insects and People" students collect both terrestrial and aquatic insects. Environmental Science students may design experiments focusing upon aspects of the ecology of the pond.

Having the bioswale allows students the option of easily collecting samples and specimens without requiring transportation elsewhere.

LEARN MORE



ENVIRONMENTAL SCIENCE
sfcc.spokane.edu

The Importance of Sustainability

Sustainability is meeting the needs of present generations without compromising the ability of future generations to meet their own needs. This bioswale represents SFCC's values and commitment to sustainability as bioswales are one of the least recognized tools in our efforts towards sustainability.

"You cannot get through a single day without having an impact on the world around you. What you do makes a difference, and you have to decide what kind of a difference you want to make." - Jane Goodall

About Protists

What you can't see is important. The most dynamic part of the system in front of you can't be seen with the naked eye. Microorganisms like protists play important ecological roles. They are often unicellular organisms that do not fit into plant, animal, bacteria, or fungi groups.

Some protists photosynthesize. Through photosynthesis, they take up carbon dioxide and produce around 90% of the earth's atmospheric oxygen. Other protists hunt and consume other organisms. Many protists are decomposers; recycling nutrients, much like bacteria and fungi. Together, they are key components of food webs.

Insects

Insects comprise the largest group of animals on the planet and there are many in front of you. They have critical roles as pollinators, decomposers, and food sources. Only a few insects live their entire life in the water; however, many insects spend the early part of their life in water. Adults lay their eggs in the water. After the eggs hatch, larval stages develop and grow for weeks to even years before they leave the water as adults. Insect larvae are important decomposers, consumers, prey, and predators within aquatic ecosystems.

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Plants naturally found in a geographic area in which they evolved are called Native Plants. Plants that have adapted to the region's climate and soil conditions over thousands of years are generally low maintenance. These native grasses and perennials are also essential food and habitat for wildlife, including pollinating insects and birds.



Cleaner Water. Naturally.

This sign was designed and produced in collaboration between the Life Sciences Department and the Graphic Design Club.

Science
South Entrance
28





POWERED BY



STCU partners with local high schools to celebrate school spirit through **customized video-board animations** that match each school's fight song and colors. I, as the Video Content Creator Intern, created a series of short animations for their video boards, using each school's colors and themes to match their fight songs. Every piece ends with a branded 'Powered by STCU' moment to keep the energy cohesive.



IDEATION

Before animating, I collaborated with our Community Impact Manager to contact each participating school and collect their fight songs, logos, and official colors. Every school had its own tone and personality — from classic marching band energy to bold modern branding — which helped shape the pacing and design of each animation. This step made the project feel truly connected to the schools, grounding every STCU piece in authentic local spirit.

- PROJECT TYPE

Video Series

- ROLE

Designer — Concept, Illustration,
Animator & Video Editor

- TOOLS

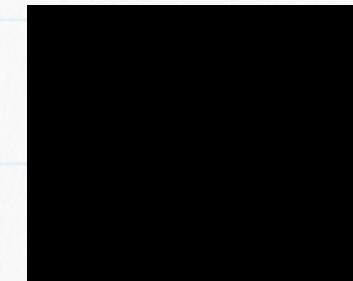
Illustrator, Photoshop, & After Effects

- CLIENT

GSL (Greater Spokane League)



Fight Song Lyrics:
“Loyal ones of the Ol’ LC
Fight for Orange and Black”





COLLABORATIVE GATHERING

STCU provides these video boards to local schools, which agree to play at least 60 seconds of STCU content per game or event. The Brand Marketing team wanted something more personal, so I suggested using each school's fight song as the foundation for custom animations. After experimenting with different mixes of music, colors, and graphics, we landed on a version that paired each school's colors with a supportive STCU bullhorn graphic, ending with the "Powered by STCU" logo.



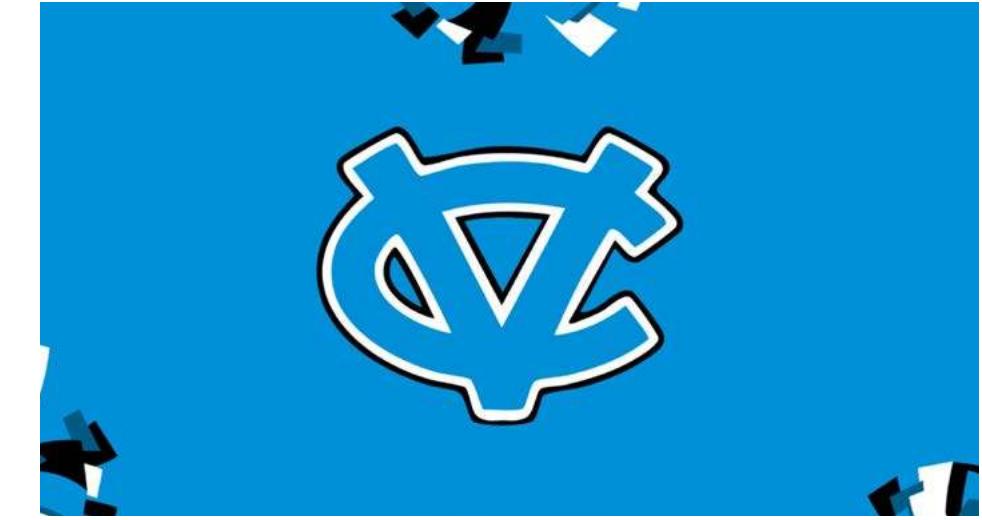
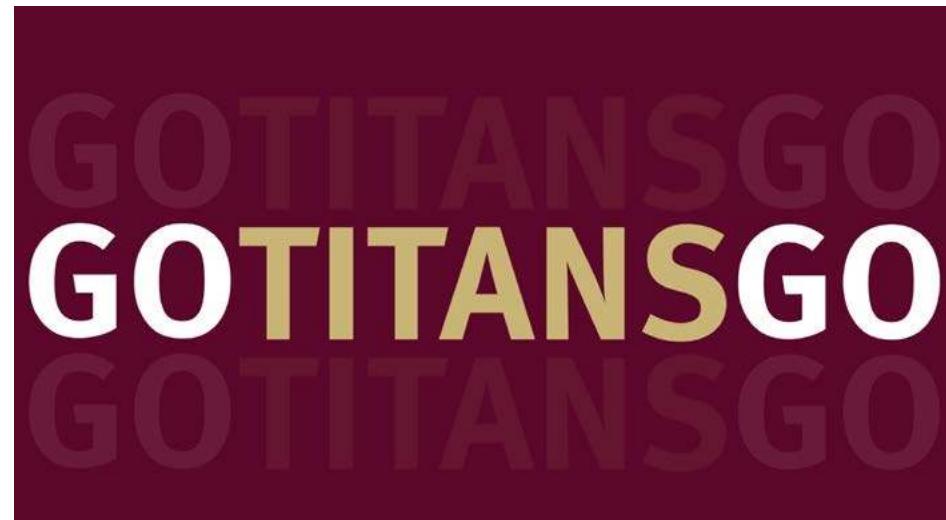
Mead High School's video board





VISUAL RHYTHM IN MOTION

I designed and built a custom motion system from scratch, creating a consistent rhythm across over 20 unique school animations. Each piece introduced school colors, repeated chants, highlighted logos, and ended with the STCU sign-off, uniting them into one cohesive visual language. Developed entirely in **Illustrator** and **After Effects**. These animations brought school pride to life across the region, building excitement and connection through STCU's community partnerships.





BERYL

A YOUNG SAUROPOD

*Original 3D character **animation**
built in **Blender**, from concept
sketches to final scene rendering.*

SCAN TO WATCH



bit.ly/beryl3d

BERYL

A YOUNG SAUROPOD

CURIOS LITTLE WANDERER

Beryl is a young sauropod wandering through a glowing, enchanted forest. He stops to sip from a shimmering lake, wanders through clusters of fireflies, and pauses for a small snack. The animation captures a playful and fantastical mood with rich, magical lighting. Beryl's quiet journey reflects curiosity, peace, and the wonder of discovery in a dreamlike world.



BERYL

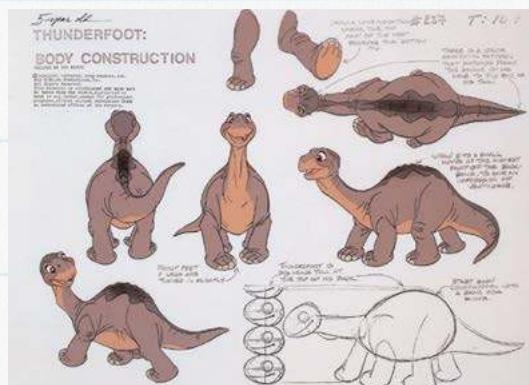
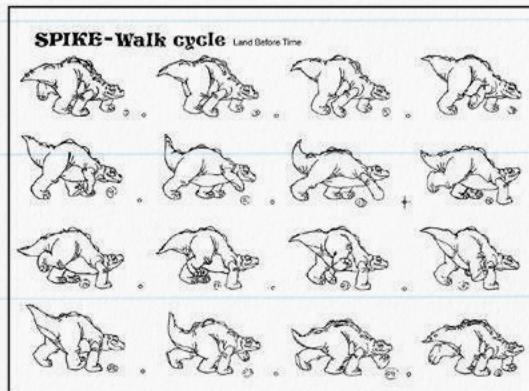
A YOUNG SAUROPOD

- PROJECT TYPE
Character Design / 3D Model / Animation

- ROLE
Designer — Concept, Illustration, 3D,
Character & Scenery Design

- TOOLS
Illustrator & Blender

THE LAND BEFORE TIME INSPIRATION



CONCEPTS & SKETCHES

Early concept sketches, color exploration, and inspiration pulled from *The Land Before Time*. The goal was to design a soft, approachable young sauropod with a nostalgic, storybook feel.



Butterflies
Bloom
Dusty
Field?
glove

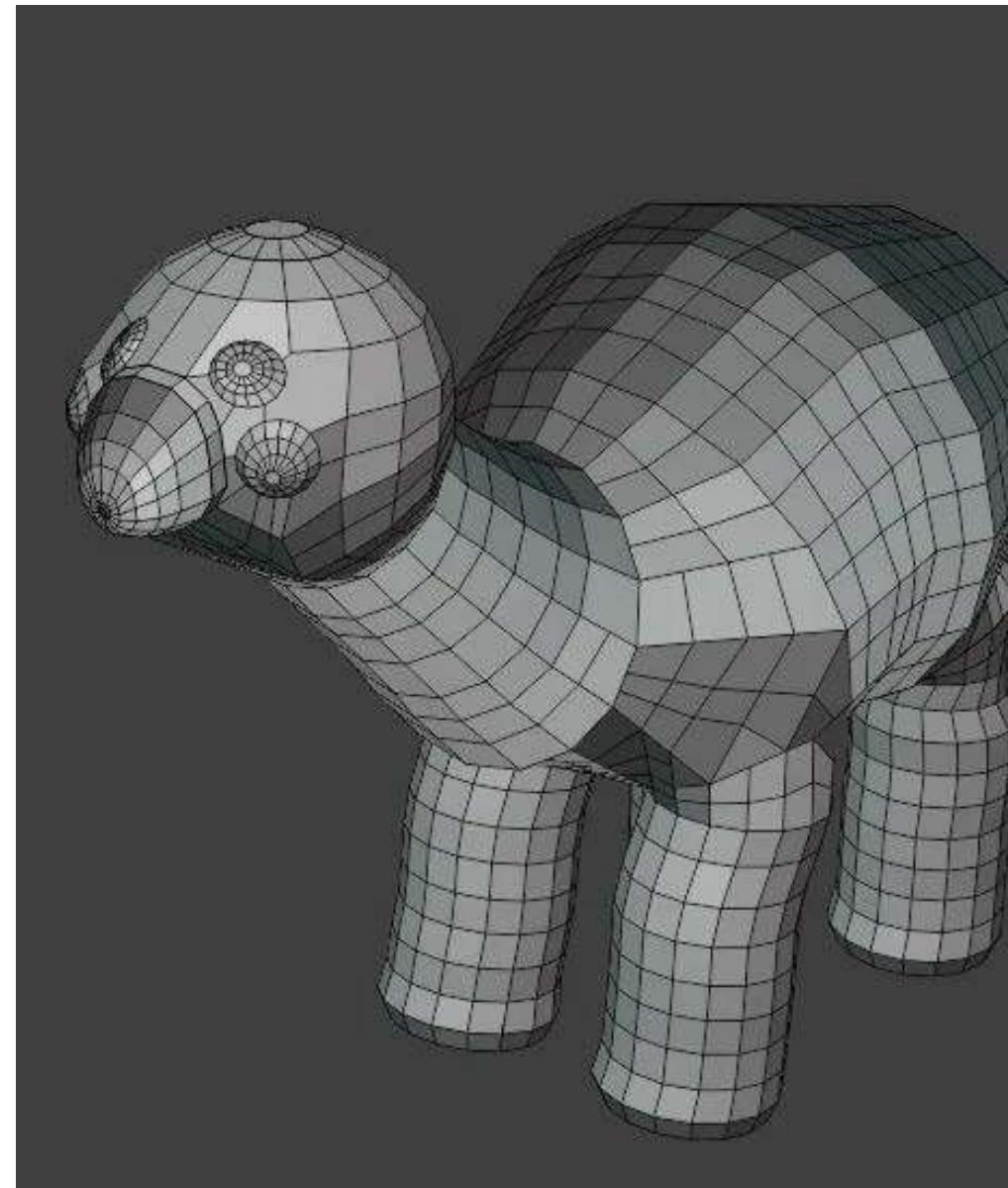
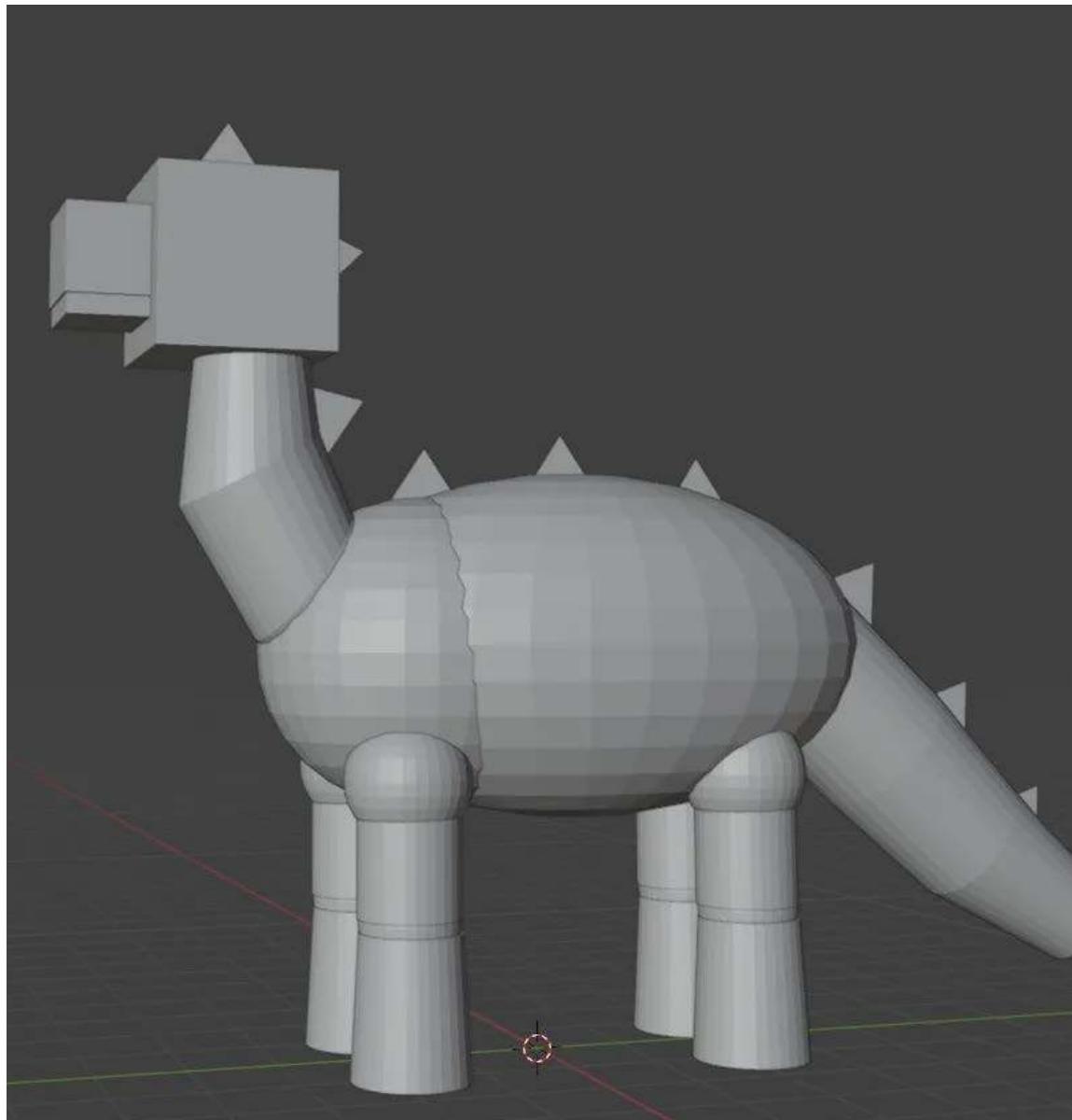


BERYL

A YOUNG SAUROPOD

MODELING, SCULPTING & TEXTURING

Built and sculpted Beryl in Blender, starting from a clean base mesh focused on proportion and silhouette. After refining forms and surface detail, I retopologized the model for animation and created a custom UV layout. The final hand-painted textures emphasize softness, warmth, and a storybook quality that fits his gentle personality.

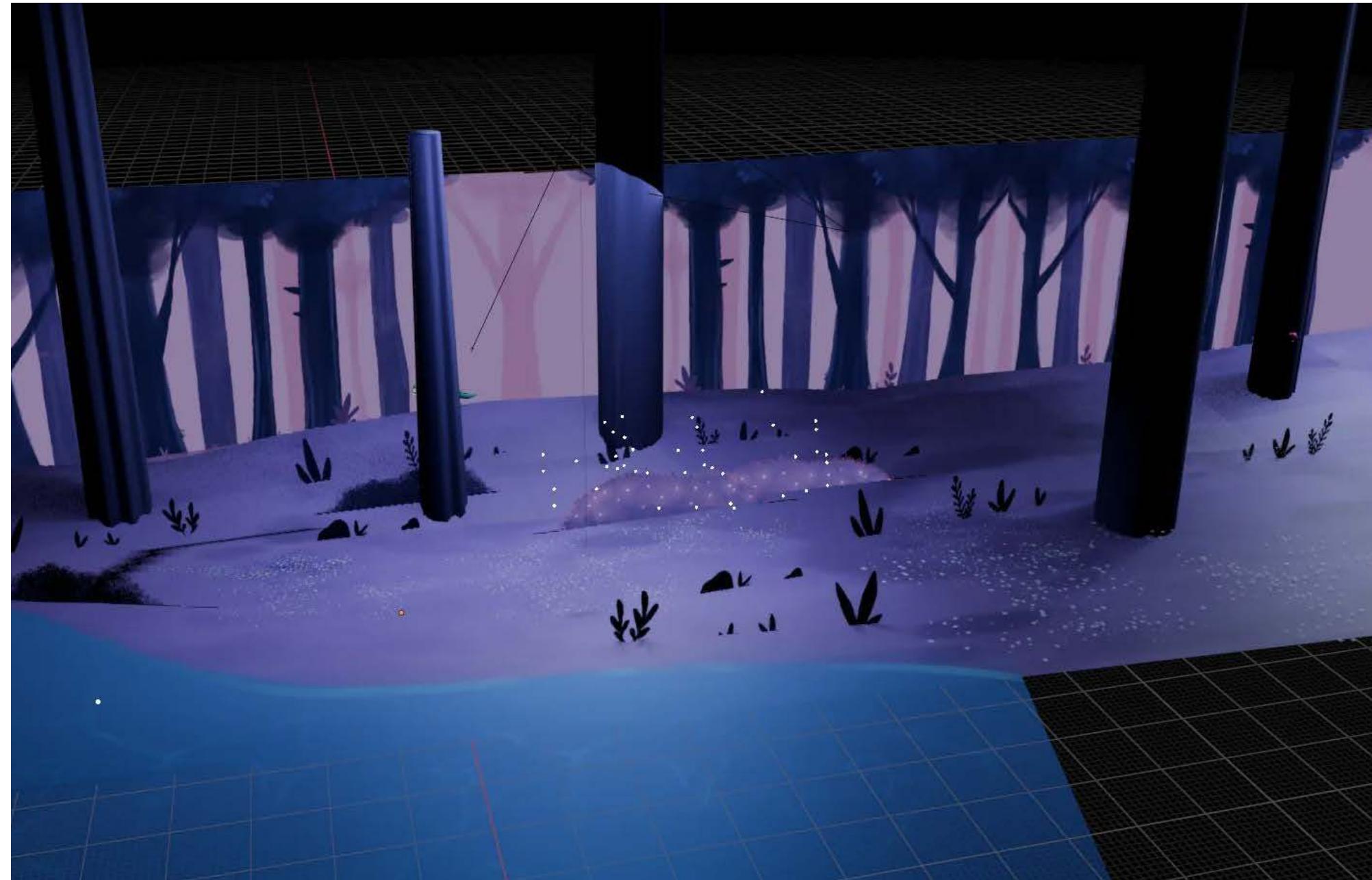
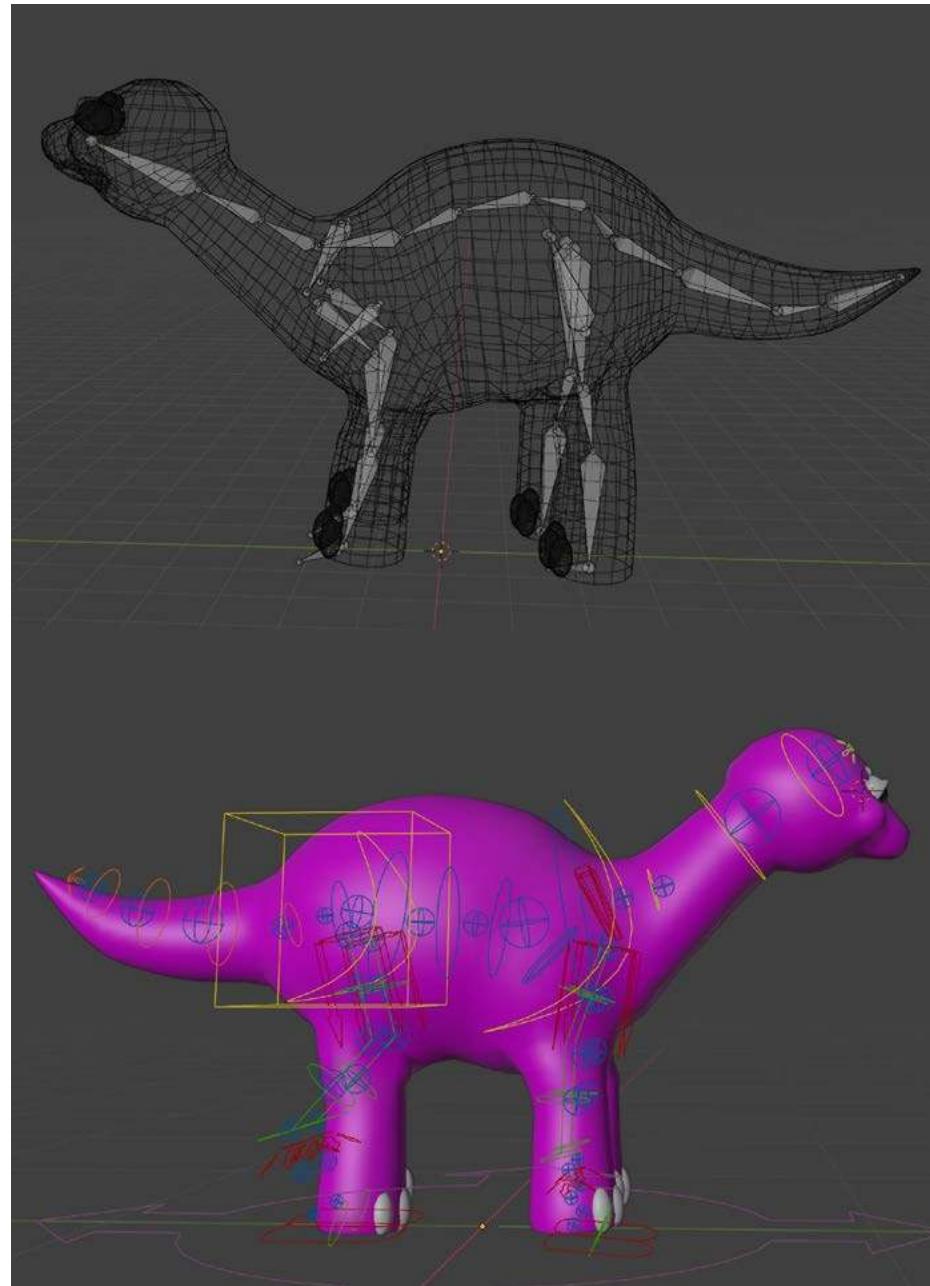


BERYL

A YOUNG SAUROPOD

RIGGING, ANIMATION & RENDERING

Rigged Beryl with a simple control system for expressive posing and smooth deformation. Focused on natural, playful movement to reflect his gentle personality. Final lighting and rendering were done in Blender, using soft, diffused light and warm tones to create a dreamy, storybook atmosphere.





SCAN TO WATCH



bit.ly/beryl3d

THANK YOU FOR CHECKING OUT MY WORK

KXMBRIA@GMAIL.COM



KXMBRIA.COM

