KAMBRIA

PORTFOLIO

CLICK DOTS TO JUMP
THROUGH SECTIONS

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.

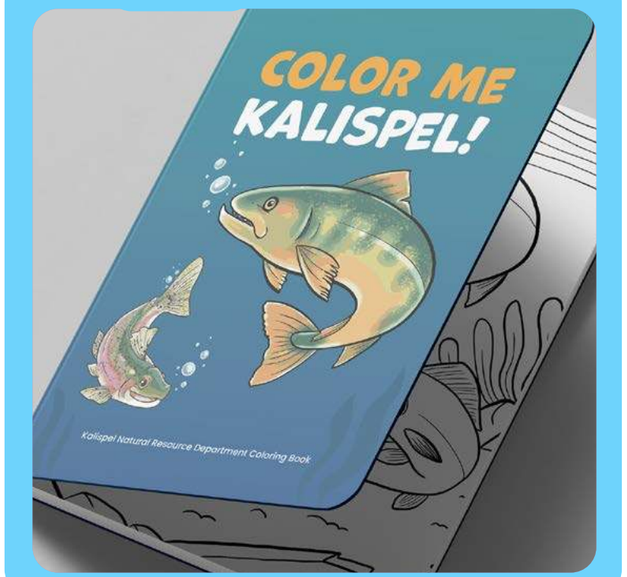
Games like Dino Park Tycoon and Zoo Tycoon became my early playground for empathy, planning and design, teaching me how to create spaces where every creature could thrive. That early curiosity still drives me today. Whether I'm drawing, animating, or building games about animals, I'm happiest when my 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** HELVETICAHAUS 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

Five-week solo project combined research, AI-assisted illustration, game design, and physical production to create a complete, playable tabletop experience.

LITTLE FEATS

FROM IDEA TO BOARD GAME IN 5 WEEKS

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.

SEE MORE

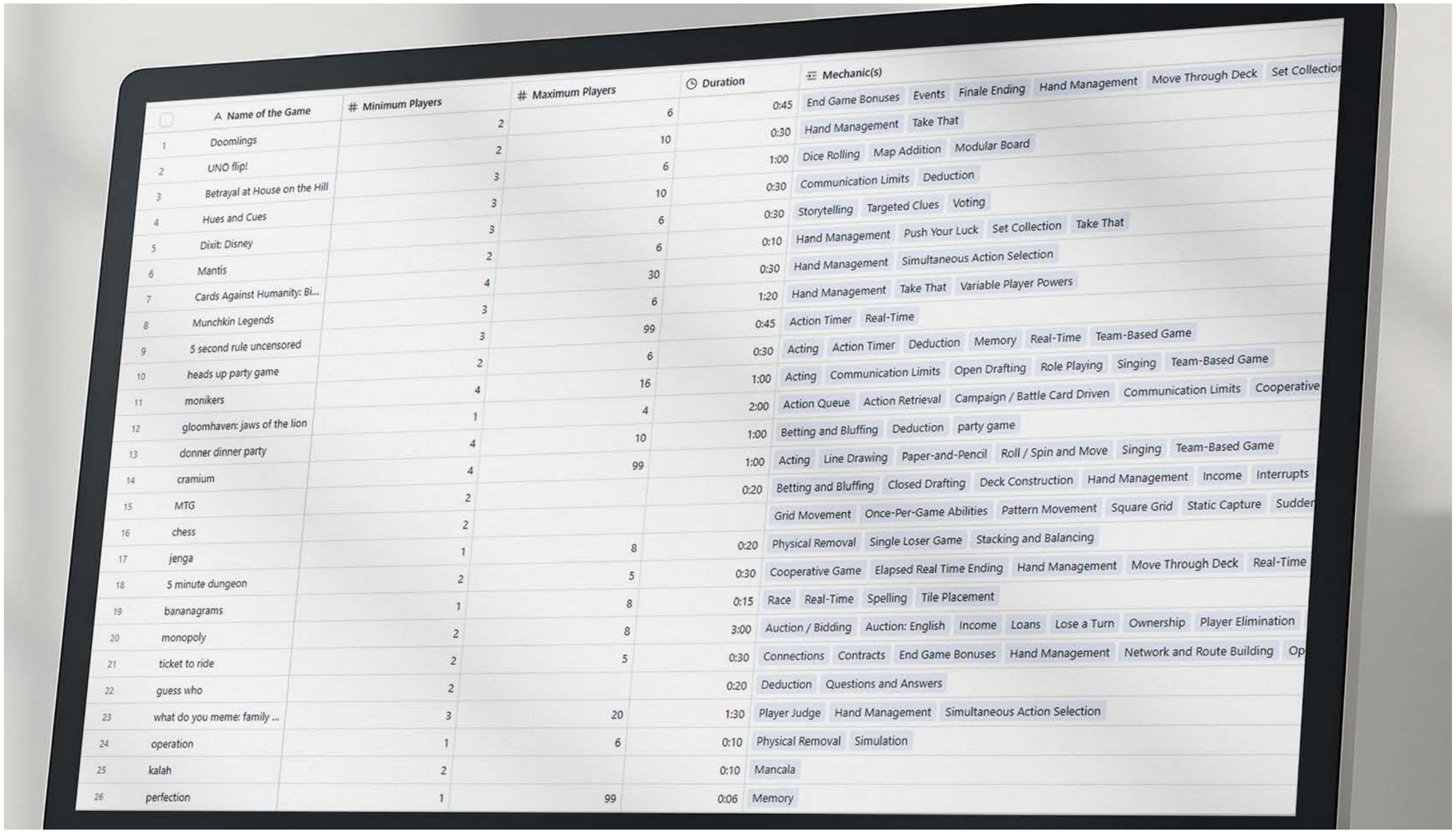
KXMBRIA.COM/
LITTLE-FEATS

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

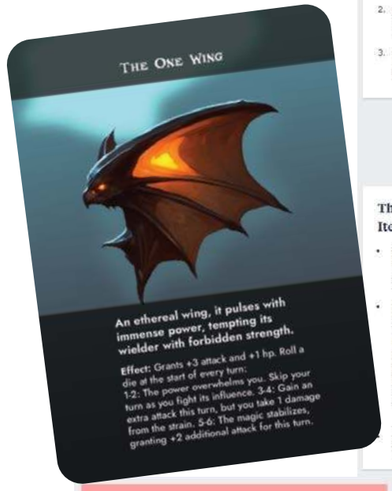


	Name of the Game	Minimum Players	Maximum Players	Duration	Mechanic(s)
1	Doomlings	2	6	0:45	End Game Bonuses, Events, Finale Ending, Hand Management, Move Through Deck, Set Collection
2	UNO flip!	2	10	0:30	Hand Management, Take That
3	Betrayal at House on the Hill	3	6	1:00	Dice Rolling, Map Addition, 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	6	0:10	Hand Management, Push Your Luck, Set Collection, Take That
7	Cards Against Humanity: Bi...	4	30	0:30	Hand Management, Simultaneous Action Selection
8	Munchkin Legends	3	6	1:20	Hand Management, Take That, Variable Player Powers
9	5 second rule uncensored	3	99	0:45	Action Timer, Real-Time
10	heads up party game	2	6	0:30	Acting, Action Timer, Deduction, Memory, Real-Time, Team-Based Game
11	monikers	4	16	1:00	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		0:20	Betting and Bluffing, Closed Drafting, Deck Construction, Hand Management, Income, Interrupts
16	chess	2			Grid Movement, Once-Per-Game Abilities, Pattern Movement, Square Grid, Static Capture, Sudden
17	jenga	1	8	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		0:20	Deduction, Questions and Answers
23	what do you meme: family ...	3	20	1:30	Player Judge, Hand Management, Simultaneous Action Selection
24	operation	1	6	0:10	Physical Removal, Simulation
25	kalah	2		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.

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 defense, but its magic is unstable. 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 you 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..."*

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. **Crystalized 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.

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 +1 HP, 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**: Full 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 discord 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 +1 HP to every player at the end of every round.

Unique Utility Items

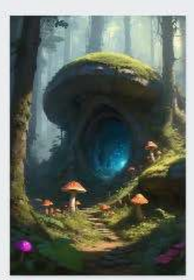
1. **Bag of Holding (Mini)**: Draw two extra loot cards but keep only one.
2. **Spider Silk Rope**: Escape one battle harm free, collect no loot.
3. **Luckstone Shard**: Re-roll any dice once per turn.
4. **Vision of the Fireflies**: Illuminate next three event cards, place them back on top of the event 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, 3 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 Bomb**: *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:** Gain a buff:
   - 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.

Mouse Warrior
2 cards

1. Mouse Warrior

Role: Tank/Frontline Damage Dealer

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

Sparrow Archer
2 cards

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

Frog Rogue
2 cards

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

Butterfly Mage
2 cards

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

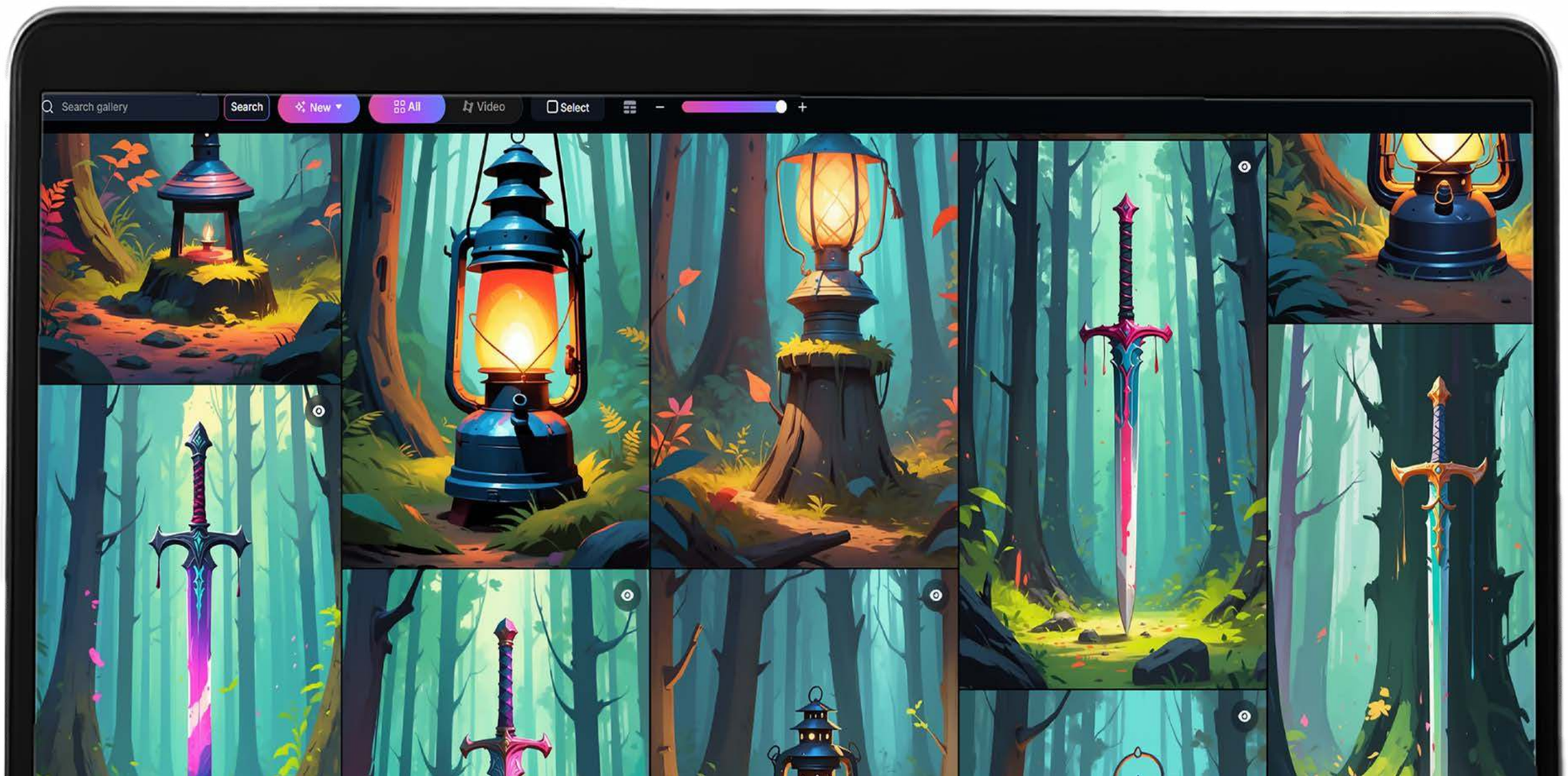
EARLY PROTOTYPING & PAPER TESTING

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.

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.

2D

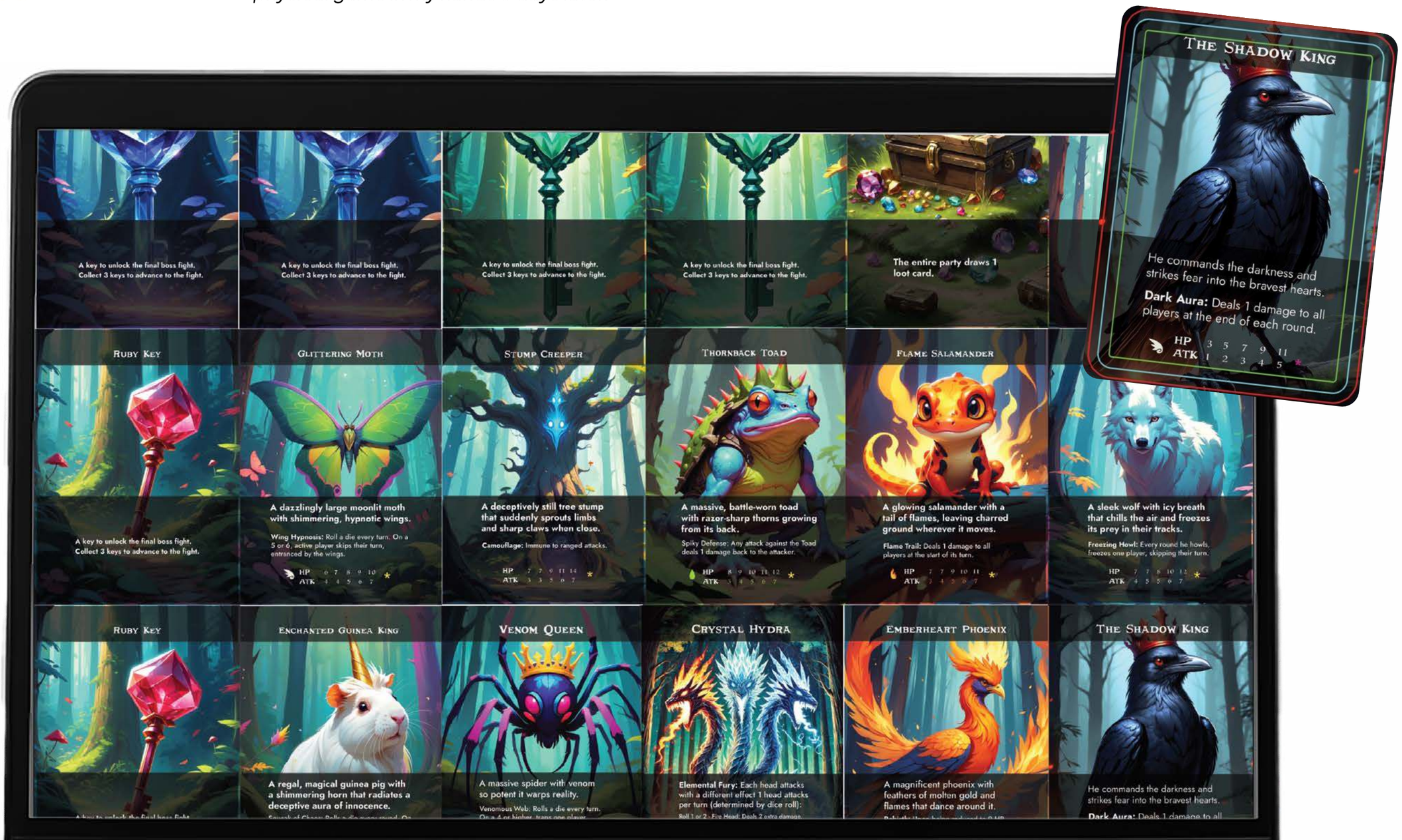
3D

3D Printed

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

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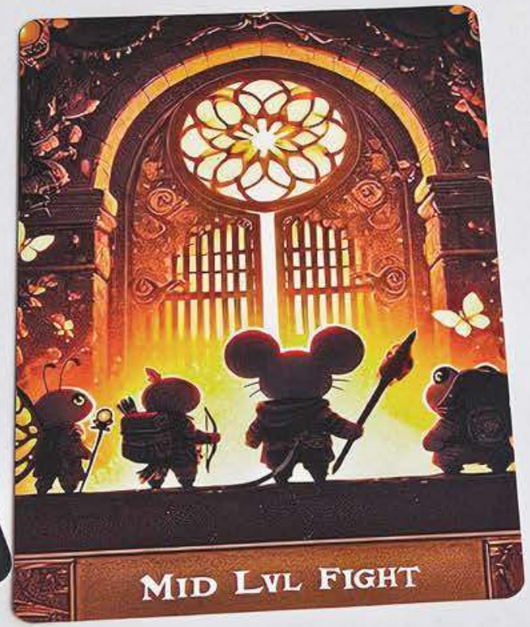
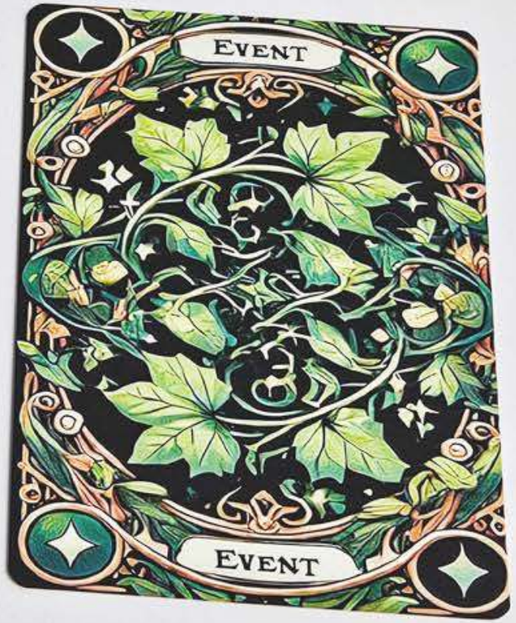
LITTLE-FEATS





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

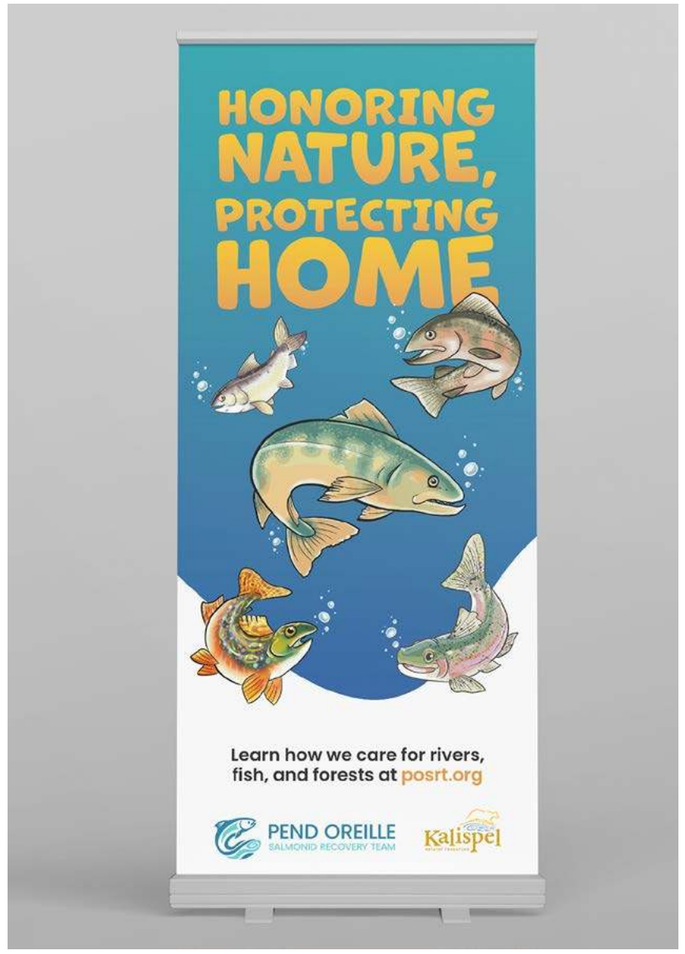
Kalispel
natural resources

KNRD

CAMPAIGN APPLICATIONS

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.

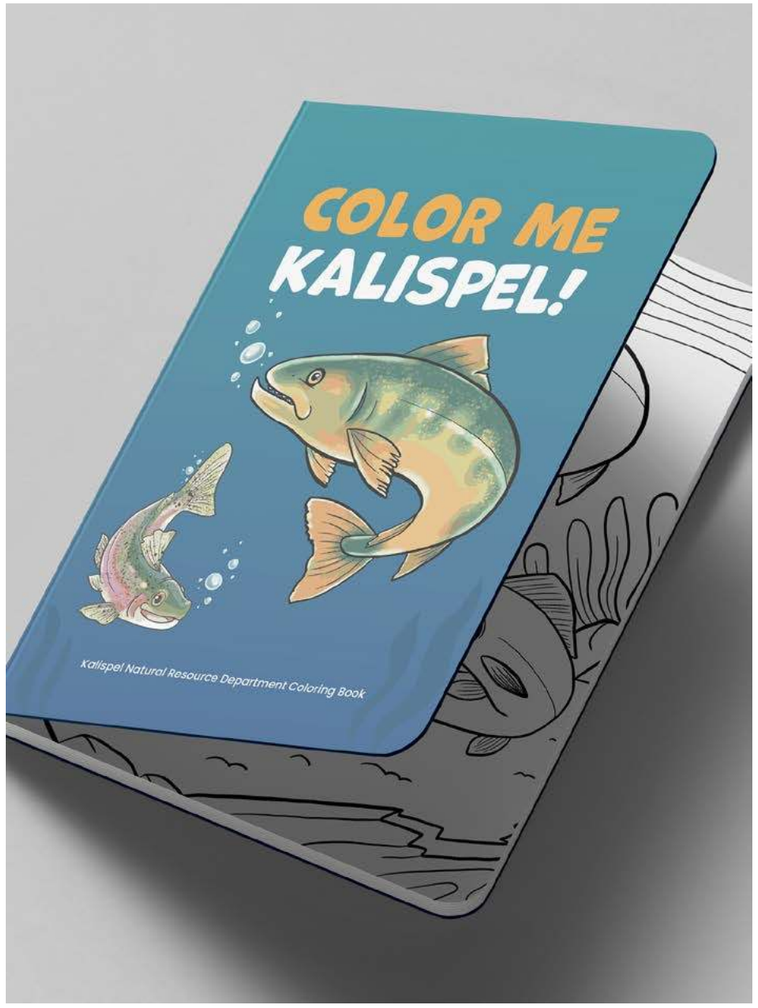
- **PROJECT TYPE**
  Educational Campaign (Youth Audience)
- **ROLE**
  Illustrator, Designer, & Game Dev
- **TOOLS**
  Illustrator, Procreate, InDesign, Construct 3, & Powerpoint
- **COLLABORATION**
  Ashleigh Hughes and Brittany Wallace
- **CLIENT**
  Kalispel Natural Resource Department

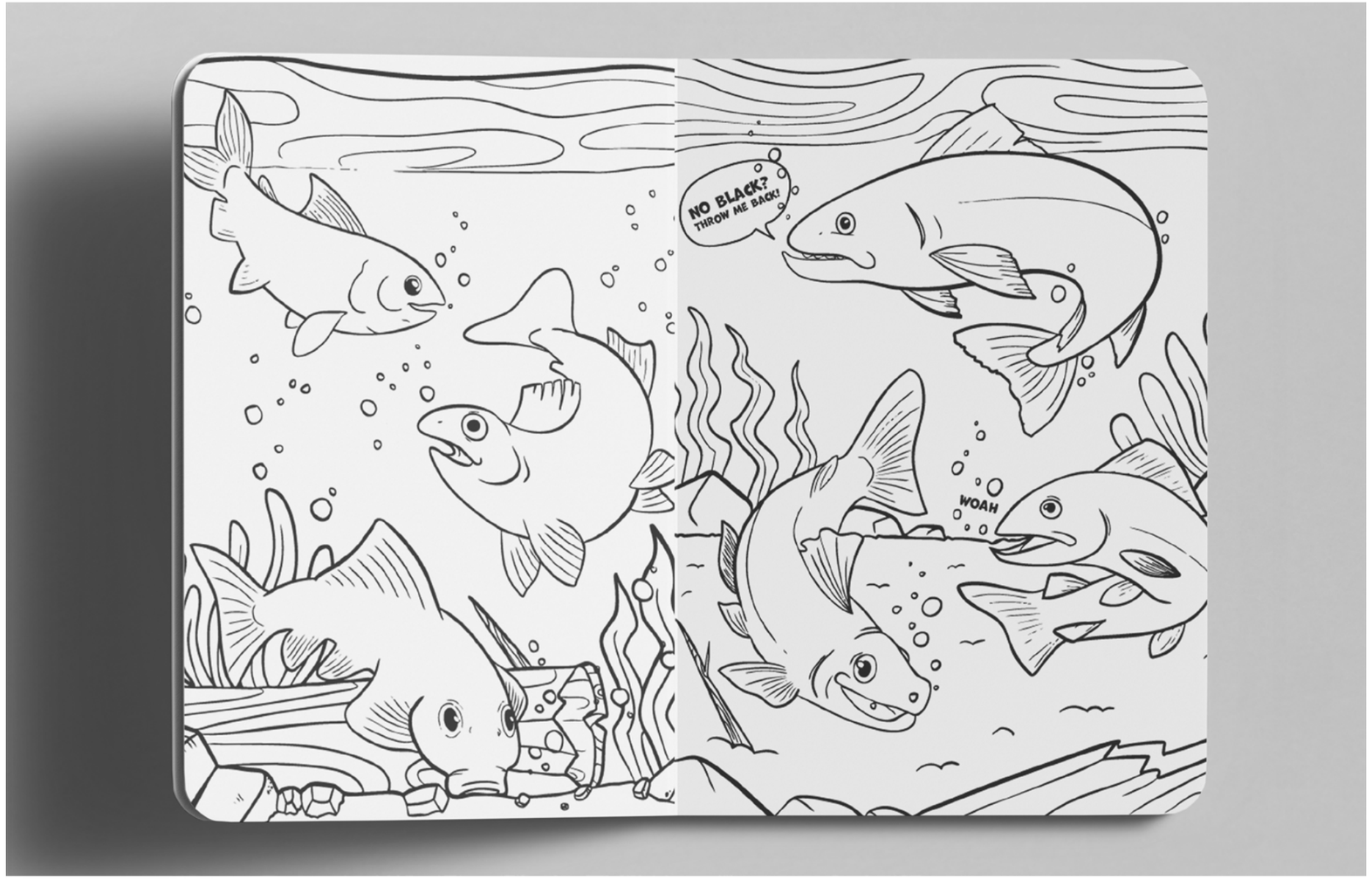


KNRD

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.

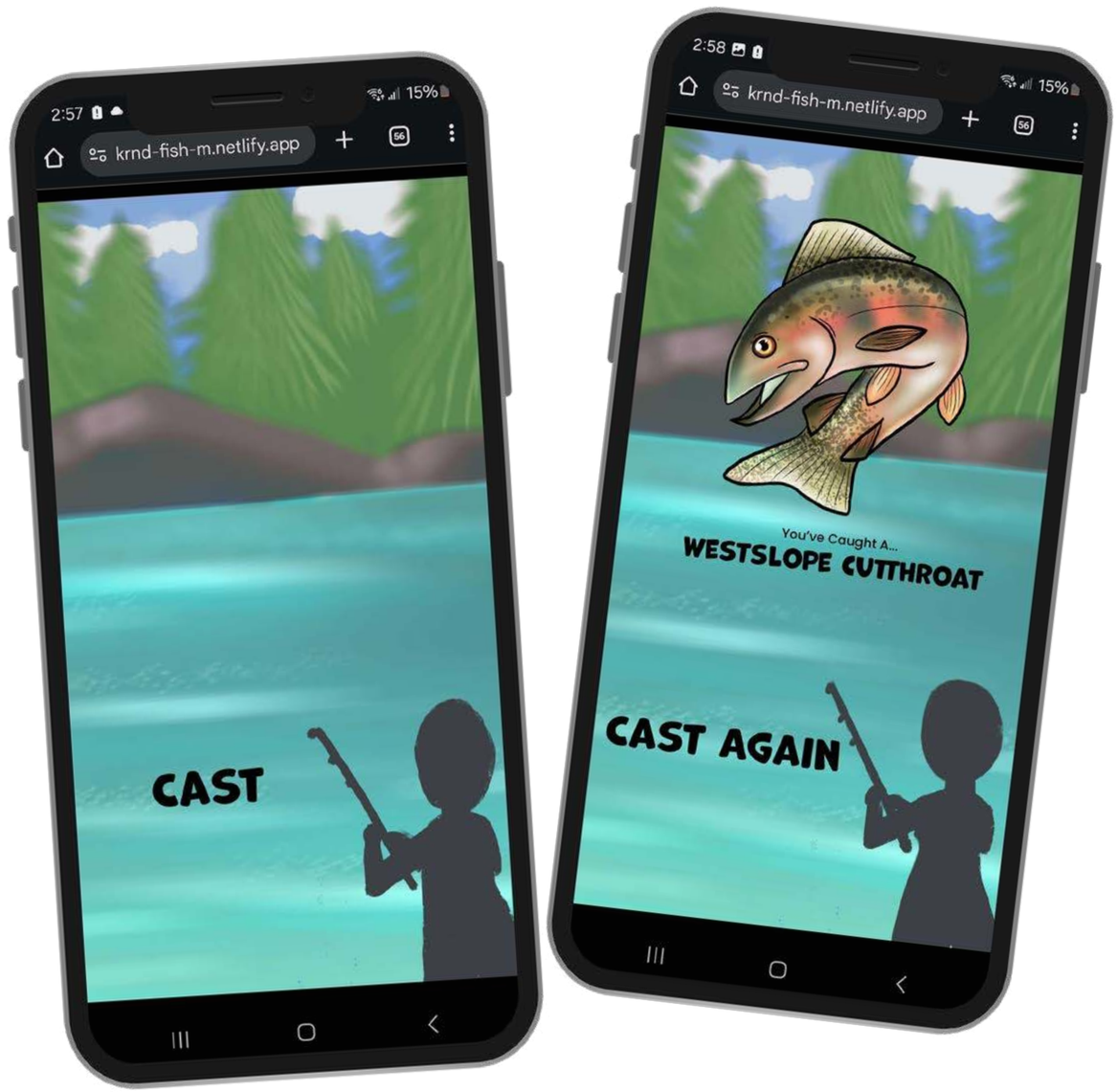




KNRD

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

KNRD

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.

KNRD

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.*

- **PROJECT TYPE**
  Brand Design / Conceptual Logo Redesign
- **ROLE**
  Designer — Concept, Illustration, & Brand Development
- **TOOLS**
  Illustrator, Photoshop, & InDesign
- **AWARD**
  2024 Spokane ADDY's Cobalt Award

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.

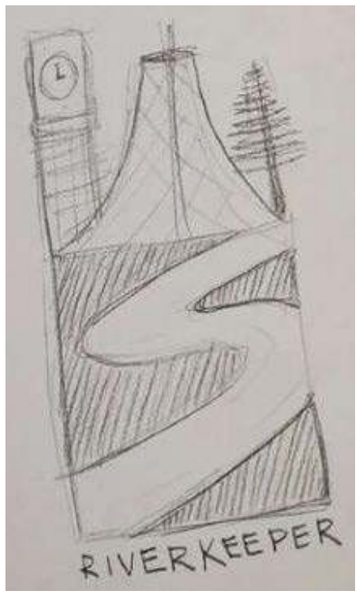
REVIEW THE BRAND

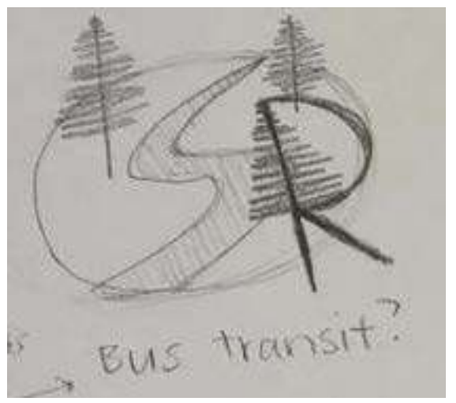
Spokane Riverkeeper is a local nonprofit that works to protect, preserve, and restore the Spokane River and its watershed. Their mission focuses on keeping the river clean and healthy for future generations. They envision a Spokane River where native fish thrive, pollution is eliminated, and the community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

Spokane
RIVER KEEPER

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.

REFINEMENT & FINAL DESIGN

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.

AWARD & RECOGNITION

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.

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

Spokane
RIVER KEEPER

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.

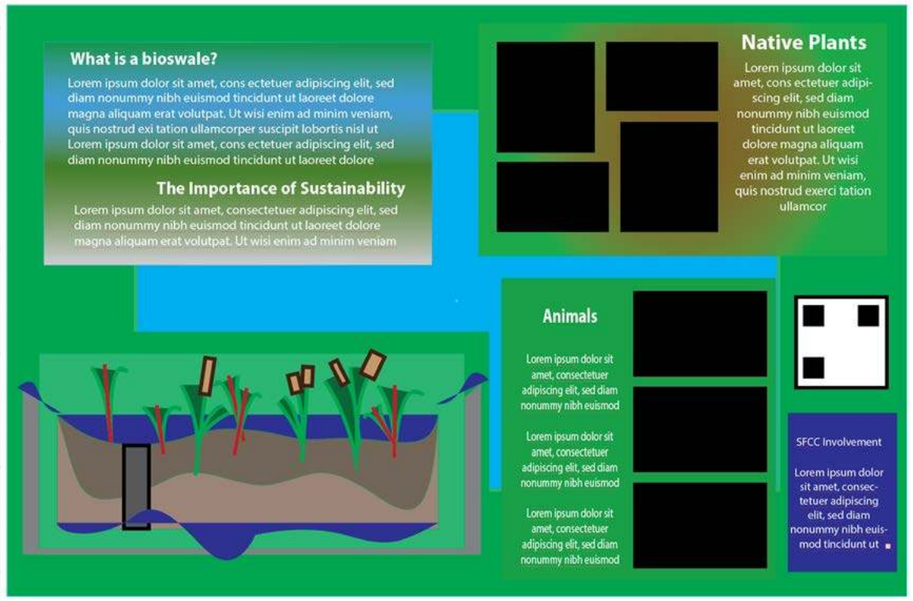
BIOSWALE

INTRODUCTION & CONTEXT

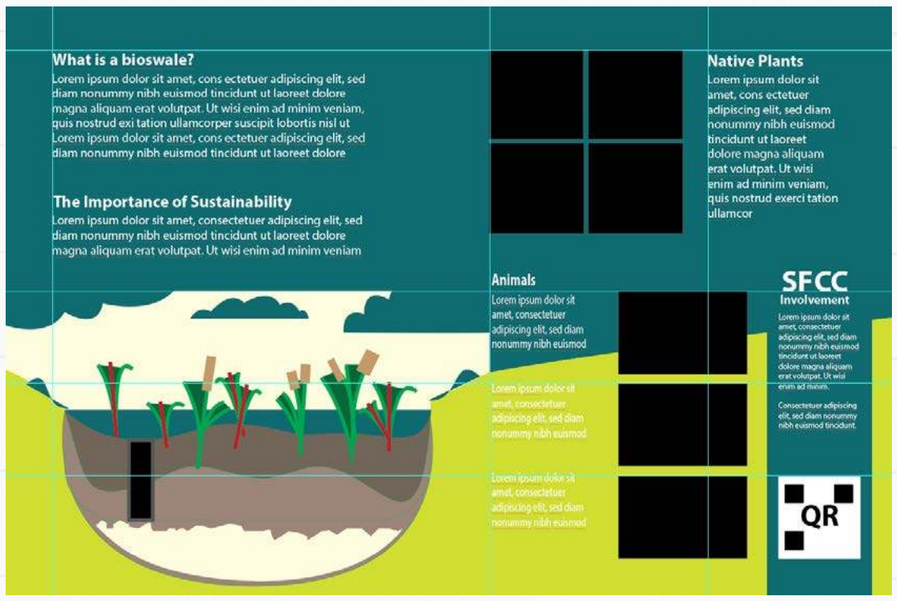
SFCC's Science Department reached out to the Graphic Design Club to create an educational sign for a newly installed bioswale on campus. As president of the club, I helped organize the project and later stepped in to complete the final design after the initial concept was drafted.

- **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

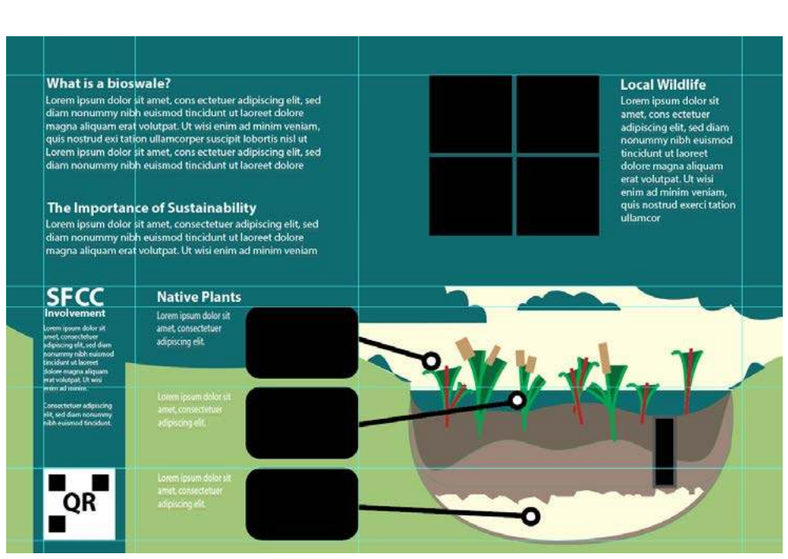
BIOSWALE

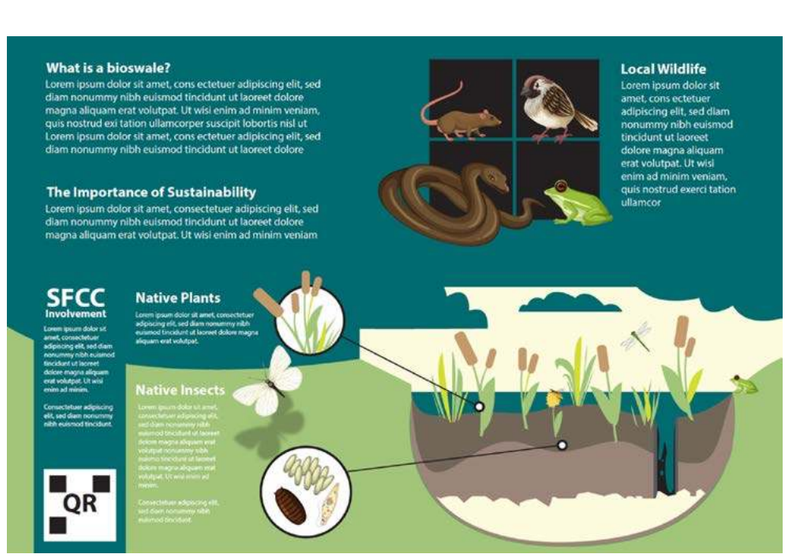
GUIDED BY SCIENCE

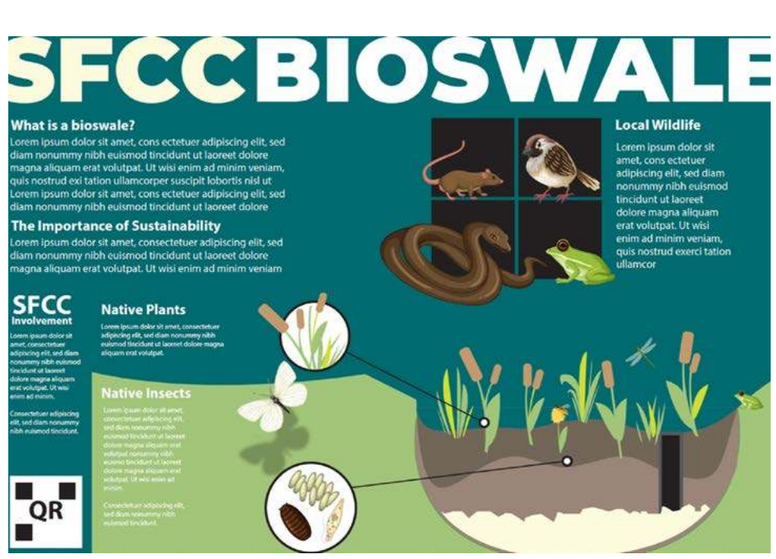
Collaboration with SFCC's Science Department guided every stage of this project. Since I am not a science major, I relied on their expertise for accuracy while translating complex ideas into visuals that felt approachable.

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.





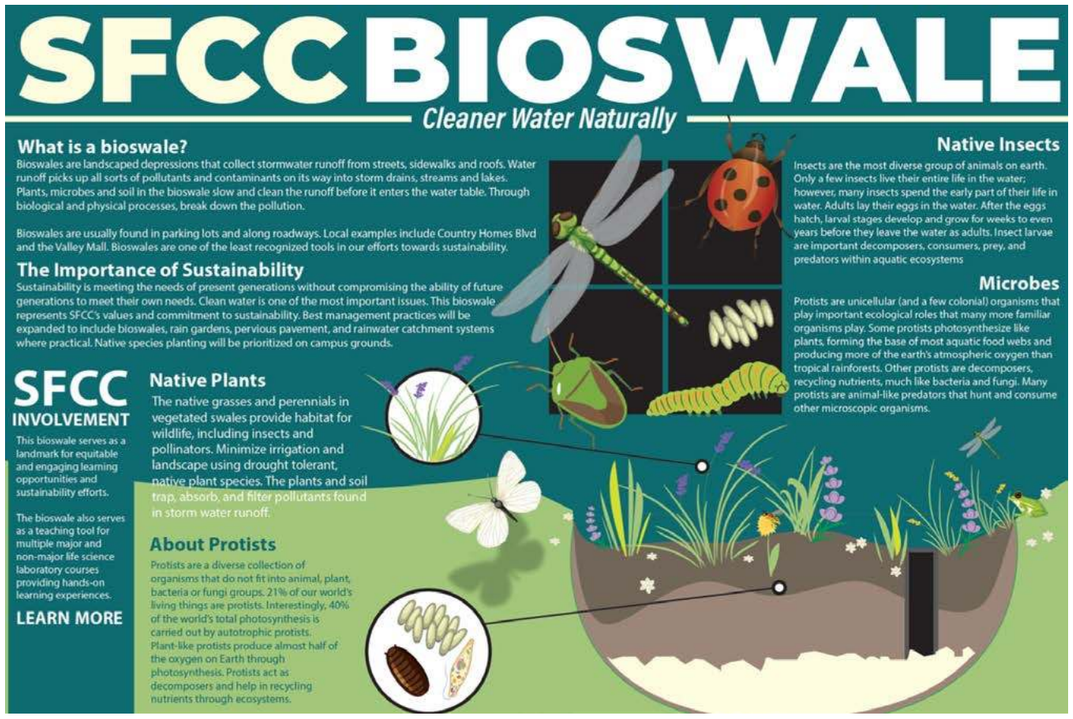


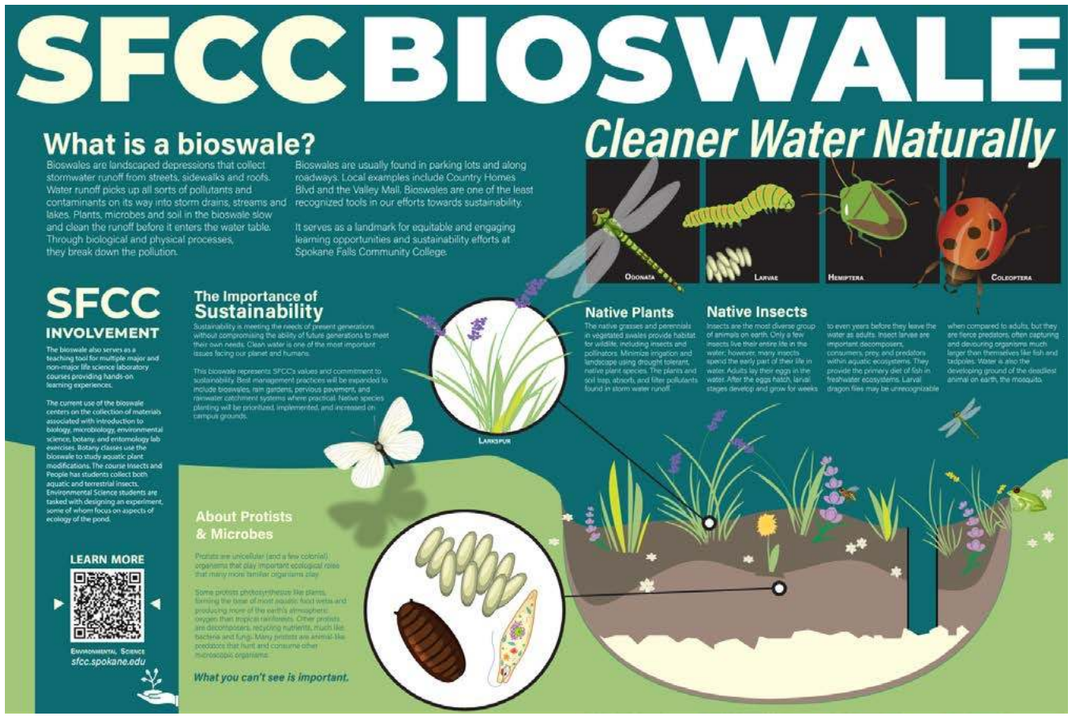
BIOSWALE

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.





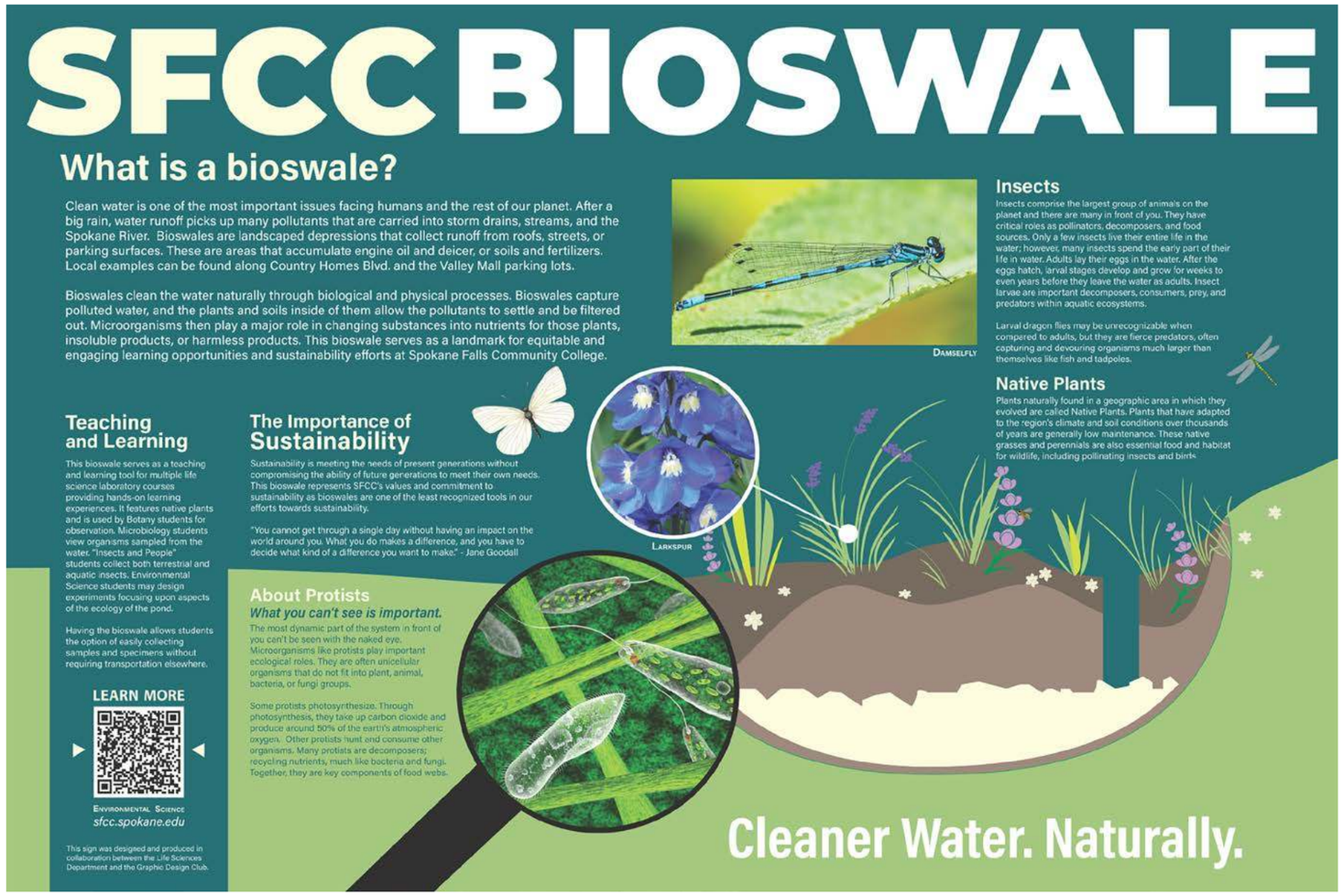
BIOSWALE

✱ *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.*

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.

After approval, the design was printed on durable outdoor signage and installed near the Science Building on SFCC's campus. The finished piece now serves as both an educational resource and a visual reminder of the college's commitment to sustainability. The completed sign was installed in Spring 2024 and received positive feedback from SFCC's Science Department and faculty team.



Science
South Entrance
28

SFCC BIOSWALE
What is a bioswale?
Watching and Learning
The Importance of Sustainability
Insects
Native Plants
Cleaner Water. Naturally.

POWERED BY

stcu

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”

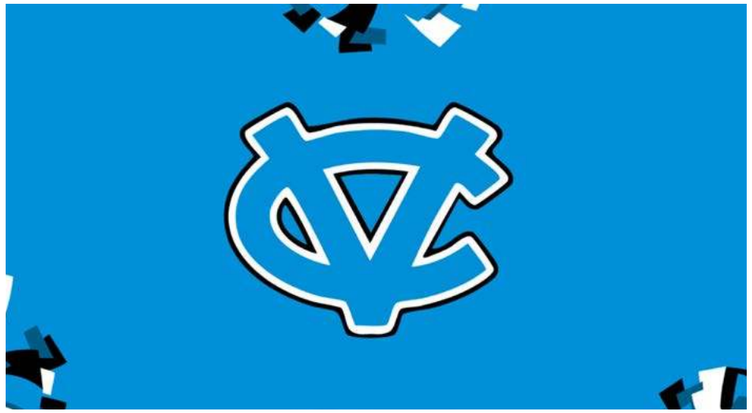
COLLABORATIVE GATHERING

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

CURIOUS 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

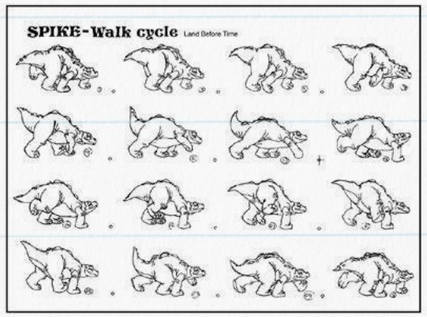
A YOUNG SAUROPOD

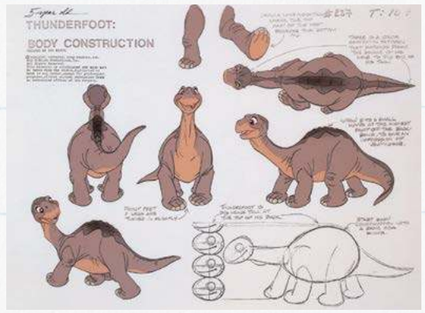
- **PROJECT TYPE**
  Character Design / 3D Model / Animation
- **ROLE**
  Designer — Concept, Illustration, 3D, Character & Scenery Design
- **TOOLS**
  Illustrator & Blender

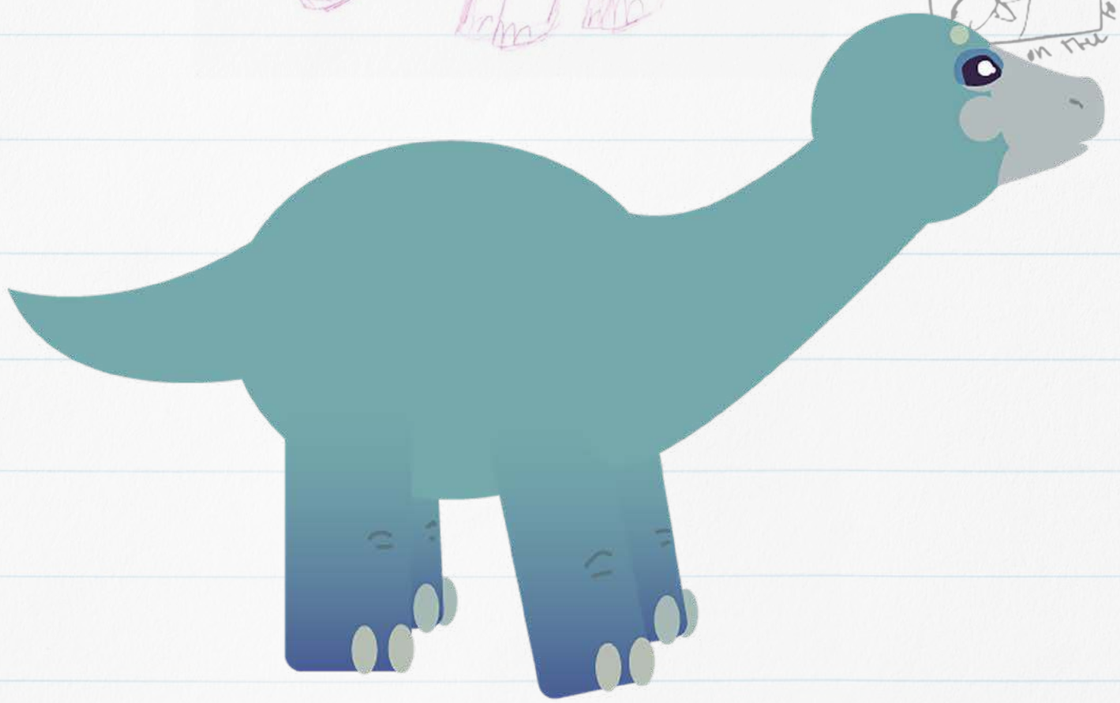
CONCEPTS & SKETCHES

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.

THE LAND BEFORE TIME INSPIRATION





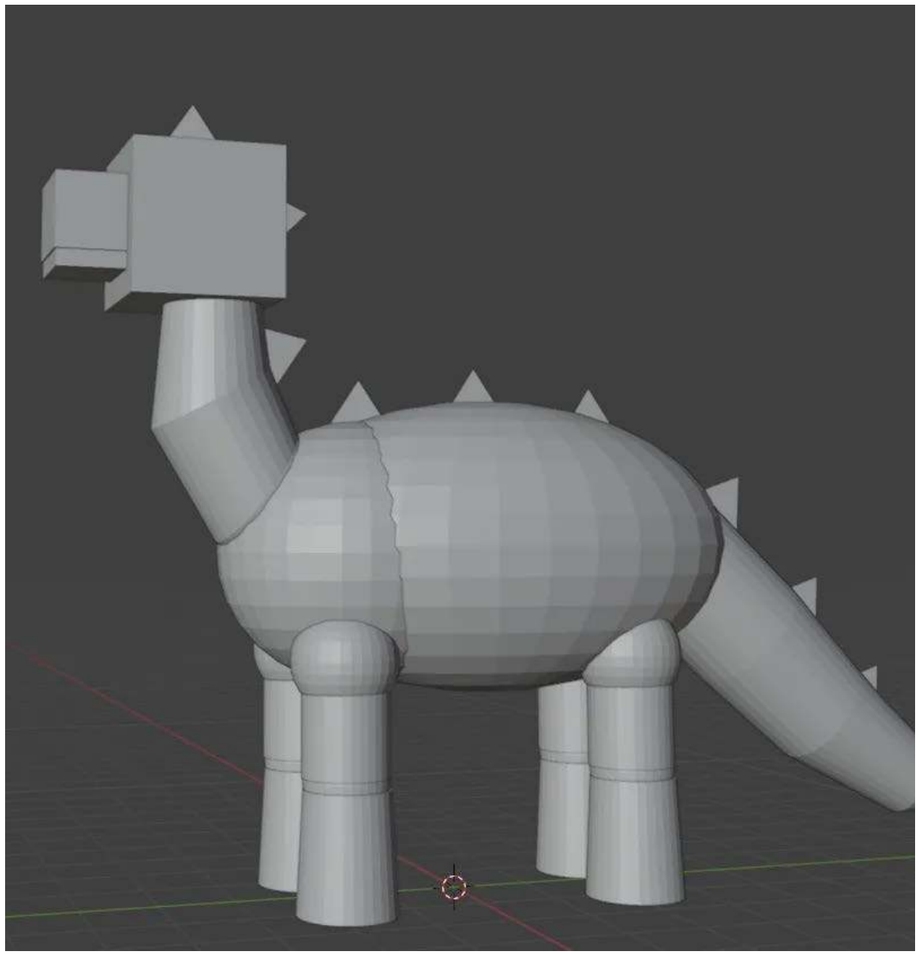


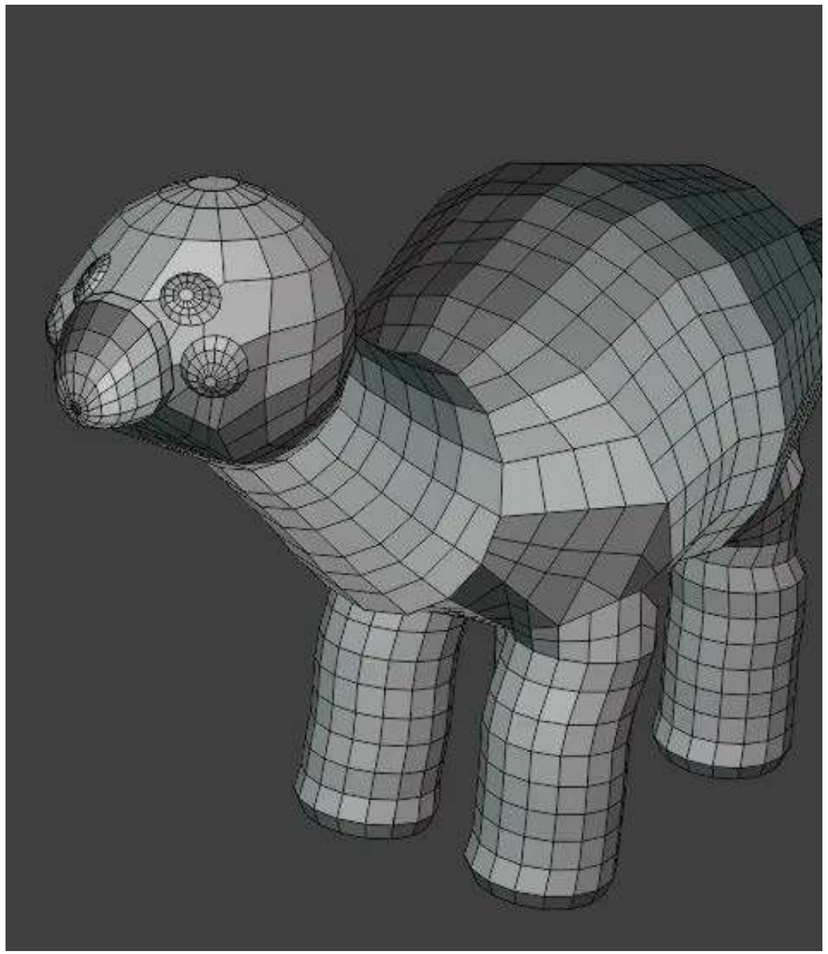
BERYL

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.



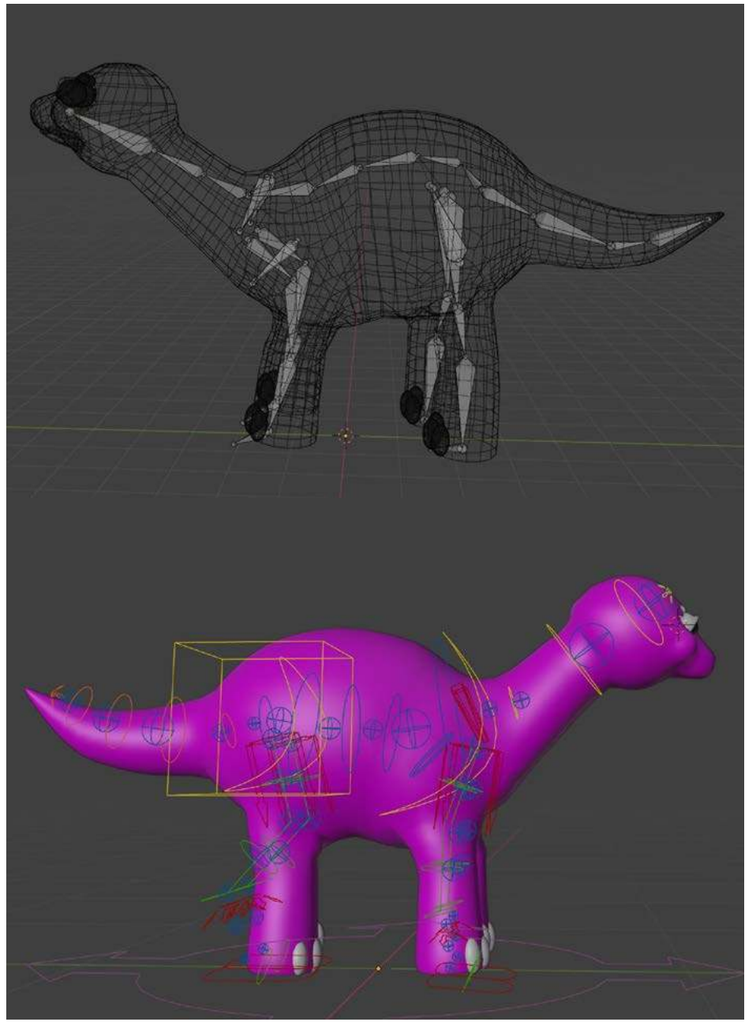


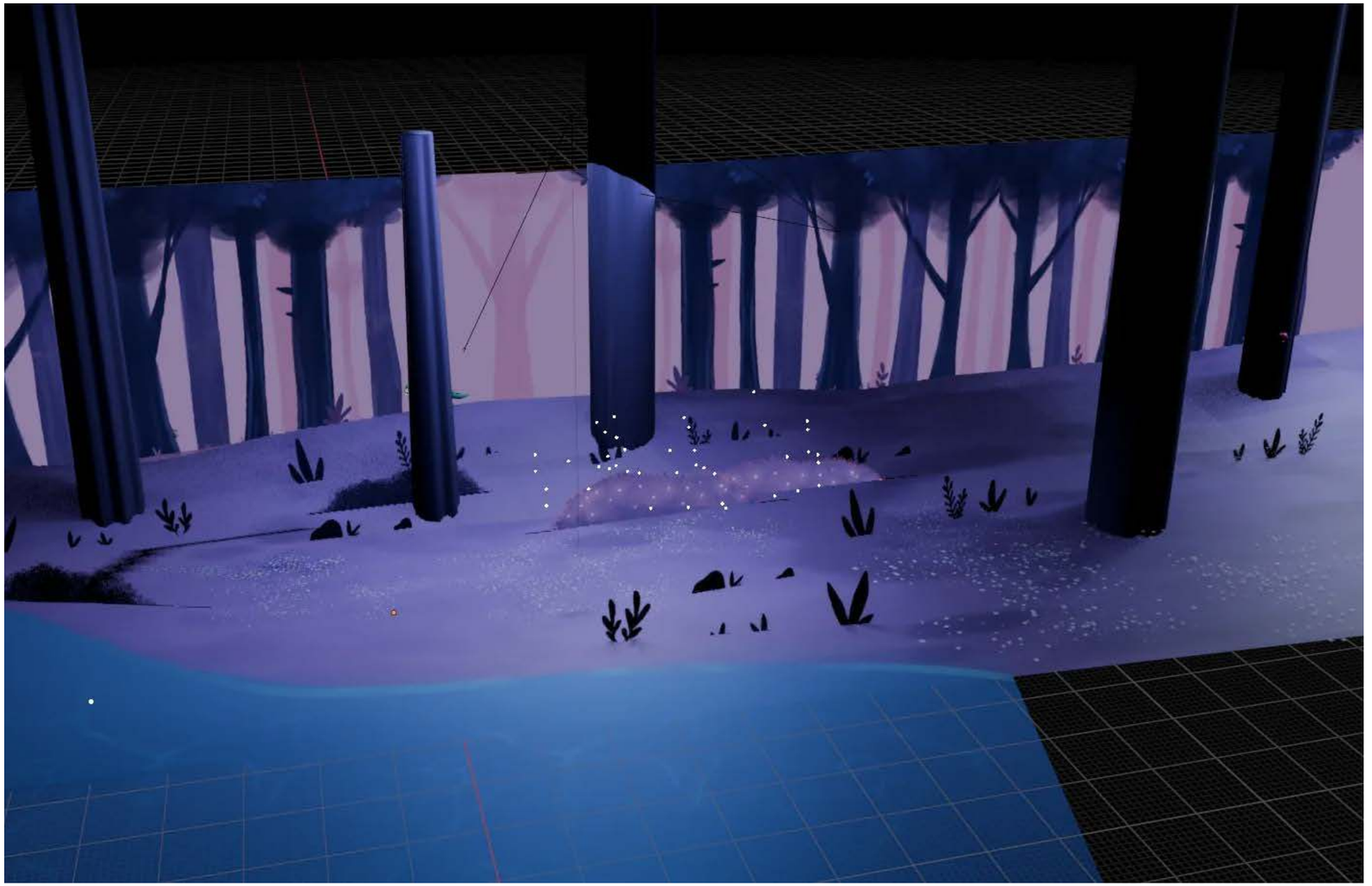
BERYL

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

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KXMBRIA.COM