

PORT

FOLIO

2026

Kin Isles

Multimedia Designer



About me

Hi! My name is Kin, a multimedia designer with a passion for creativity and visual storytelling. This portfolio showcases a selection of my work across graphic design, motion, web, and 3D design, highlighting projects that reflect both my skills and creative approach.

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Saint-Pierre Le Vignoble Wine Label

Illustrator / InDesign / Procreate

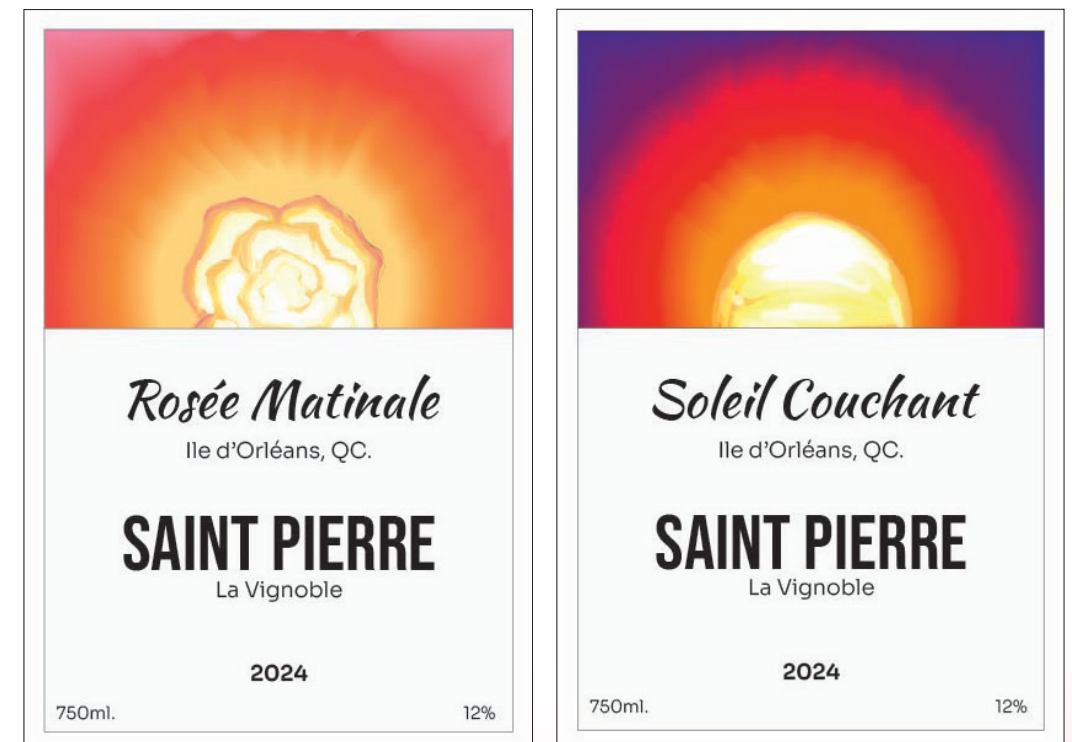
I designed two wine labels, Soleil Couchant and Rosée Matinale, aiming for a clear, organized, and visually appealing design that blends professional branding with my artistic style.

Challenges

- Choosing one design direction.
- Maintaining personal style in Illustrator.
- Avoiding overly vectorized look.

Solutions

- Gathered peer and mentor feedback.
- Added hand-drawn illustrations in Procreate.
- Balanced vector and organic elements.



Vernissage Media Campaign

Illustrator / InDesign

I created a promotional campaign for the 2026 Multimedia Integration Vernissage, designing an eye-catching identity that reflects the creativity of the graduating students.

Challenges

- Developing a strong and original concept
- Translating the concept into illustration
- Maintaining a clear and consistent design

Solutions

- Developed the idea through sketches
- Built a cohesive visual system
- Used a clear and consistent design throughout.



The Art of Animation Website

HTML / CSS

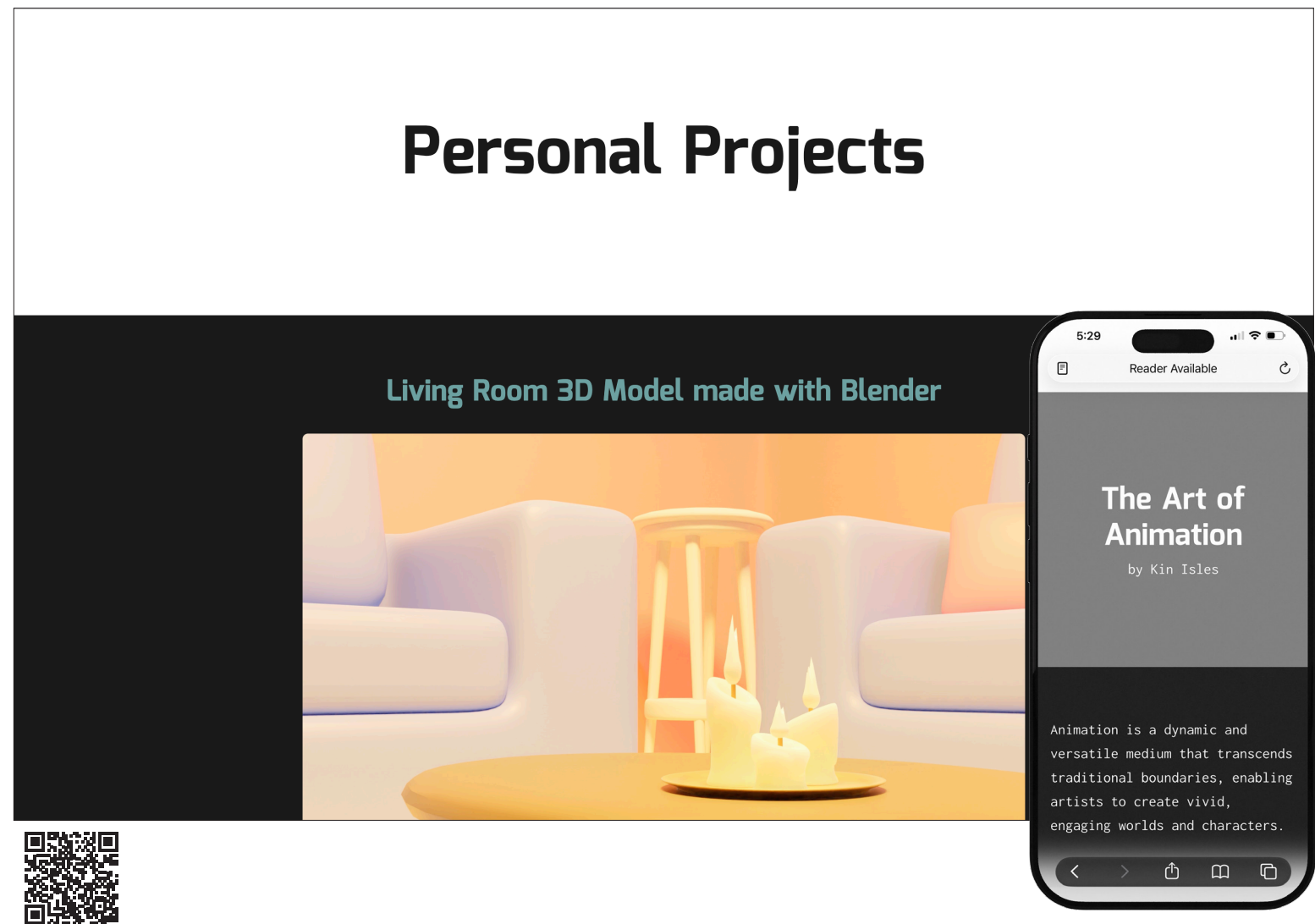
I designed and developed a website about the art of animation, explaining its definition, different types of animation, common software used, and some of my personal projects.

Challenges

- Organizing information clearly
- Balancing text and visuals
- Making the site responsive on different devices

Solutions

- Used clear sections and headings
- Arranged content in a simple layout
- Added CSS media queries for responsiveness



Nintendo Brand Guide

Illustrator / Photoshop / InDesign


I analyzed Nintendo's branding, focusing on its strategy, positioning, and visual identity, by researching its mission, values, audience, competitors, and communication style, and presenting the results in a clear, visually engaging way.

Challenges

- Gathering brand information.
- Organizing large amounts of content.
- Designing layout to reflect brand style.

Solutions

- Conducted structured research.
- Divided content into clear sections.
- Applied Nintendo's visual style to layout.

Mission

"Nintendo's mission is to put smiles on the faces of everyone we touch."

Vision

Nintendo's vision involves strong commitment towards production and marketing of best products and services.

Core Values


Flexibility

Uniqueness

Sincerity

Honesty

3



Brand Personality

Premium ————— Serious ————— Mass Appeal


Serious ————— Playful

Conventional ————— Rebel

Friend ————— Authority

Classic ————— Innovative

4



Audience

Nintendo's audience includes kids, families, casual players, older fans who grew up with Nintendo, and collectors who love its games.

Competitors

PlayStation

XBOX

SEGA

Tencent

Xbox

Mobile Games

7

Cyberbullying Campaign

Illustrator / Photoshop / InDesign

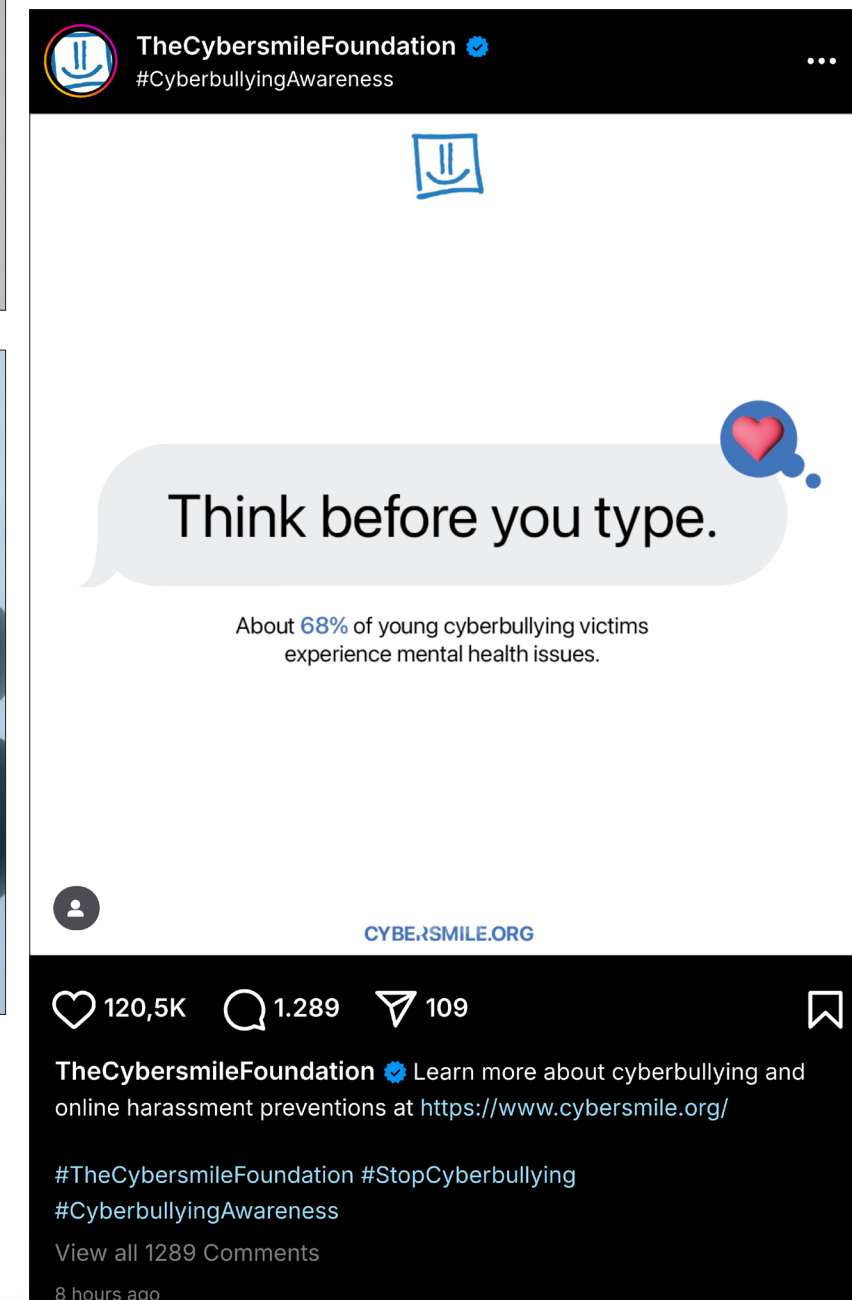
For this project, I created a public awareness campaign to raise recognition of cyberbullying using media, messaging, and coordinated communication strategies.

Challenges

- Developing a strong and original concept
- Translating the concept into illustration
- Maintaining a clear and consistent design

Solutions

- Developed the idea through sketches
- Built a cohesive visual system
- Used a clear and consistent design throughout.



Kids Code Jeunesse Annual Report

Illustrator / Photoshop / InDesign

I redesigned the Kids Code Jeunesse 2016–2017 Annual Report while respecting its brand values and original information, and added my own creative touch.

Challenges

- Making technical / data-heavy content engaging
- Keeping consistency across pages
- Highlighting key information without overcrowding the layout

Solutions

- Used visuals to simplify complex content
- Created templates for consistent design
- Used spacing and layout to highlight key points

Code, Create, Make

"Apprendre à coder. Coder pour apprendre."

When Christine Jost, director of École Paul Jarry in Lachine heard Kate Arthur speaking on the radio one morning she had what she calls "une prise conscience," a sudden sense of her responsibility to ensure that her students were digitally literate. "She decided that every teacher in her school would teach at least two projects using code. These days, code is everywhere," says Jost. In her elementary school, 60% of the students are living under the poverty line. "It's even more important for them to develop their competencies in the context of a digital world."



National lead instructor, Yasmin Ahmad, was up to the challenge of both training teachers and supporting them in classroom assimilation. When Ahmad returned to the school for follow up, "it was often the teachers who were the most resistant to learning code who ended up finding the most creative and interesting ways to use code in their classrooms." "Apprendre à coder. Coder pour apprendre" has now become a school slogan.

The students of Paul Jarry join over 25,000 kids across Canada who have had the chance to learn to code thanks to the efforts of our instructors. With ongoing financial sponsorship and volunteers from companies like Vigilant Global, Microsoft, Google, SAP, Morgan Stanley and Ubisoft, Kids Code Jeunesse has been there to support the early adopters and convince the sceptical.

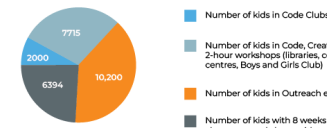
In the fall of 2017, Ahmad will be leading a team of instructors who will be bringing our eight-lesson coding workshops to over 120 schools in the Commission Scolaire de Montréal (CSM), the largest school board in Quebec. The workshops are designed to teach students and teachers how to code, but also to showcase how computational thinking and coding can stimulate learning in any subject.

"Teachers need a support team of specialists from the surrounding community," says Jost. Despite the progress that she and other schools are making, "the importance of coding as a means to better digital literacy is an idea still not widely accepted in Quebec." For this challenge, "we count Kids Code Jeunesse as a major partner."

The Honourable Kirsty Duncan, Federal Minister of Science on the launch of Science Odyssey

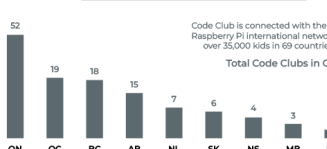
Code, Create, Make

Kids (5-12) in our Workshops & Code Clubs



Category	Count
Number of kids in Code Clubs (3 months)	7715
Number of kids in Code, Create, Play 2-hour workshops (libraries, community centres, Boys and Girls Club)	2000
Number of kids in Outreach events	6394
Number of kids with 8 weeks of in-classroom workshops with teachers	10,300

Code Clubs Throughout Canada



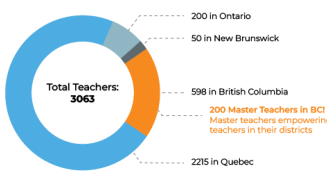
Province	Number of Code Clubs
ON	52
QC	19
BC	18
AB	15
NL	7
SK	6
NS	4
MB	3
NB	1
NU	1

Total Code Clubs in Canada: 130

Code Club is connected with the CoderDojo & Raspberry Pi international network - reaching over 35,000 kids in 69 countries worldwide.


Code, Create, Make

Our Teachers Throughout Canada



Province	Number of Teachers
Ontario	200
New Brunswick	50
British Columbia	598
Master Teachers in B.C. (Master teachers empowering teachers in their districts)	200
Quebec	2215

Our Financial Distribution



Category	Amount
Grants	\$11,000
Sponsorships	\$120,000
Services	\$173,250
In-kind hardware donations	\$200,000
Total	\$604,250

In September of 2016 Kids Code Jeunesse was awarded the privilege of delivering the first master teacher workshops across the province of British Columbia with our teaching partners, Lighthouse Labs. The two years of workshops were contracted by the British Columbia Ministry of Education to support teachers who will be mandated to teach code in 2018.

Sixty school districts were invited to send two teachers to attend one of six regional sessions taking place over four months in Victoria, Vancouver, Chilliwack, Kelowna, Trail and Prince George. Teachers were provided with Student Learning Modules designed to teach computational thinking with "unplugged" activities away from the computer, and hands on coding exercises that work in both resource rich urban classrooms and rural districts where internet service is less dependable.

"I found the Student Learning Module very valuable," wrote one respondent after the two-day Vancouver workshop at the Microsoft Centre of Excellence. "The projects were very well created and engaging." Ann Pimental a teacher at James Kennedy Elementary School in Langley B.C. wrote weeks later on her blog: "We had an INSPIRE Day with selected students in the Aboriginal and Gifted programs. This activity came from the Train the Trainer program in Chilliwack delivered by Lighthouse Labs and Kids Code Jeunesse. It was a blast!"

In September 2017 the Light-house/ KJC team will deliver a second round of workshops in B.C. They join the over

"If I can charge them with courage and confidence then I have done my job"

- Grade 8 teacher, Code Class 2016

Inspire & Empower
Canadian Children with
CODE

ANNUAL REPORT
2016-2017



Soda Packaging Design

Illustrator / Photoshop / InDesign / 3D Modeling

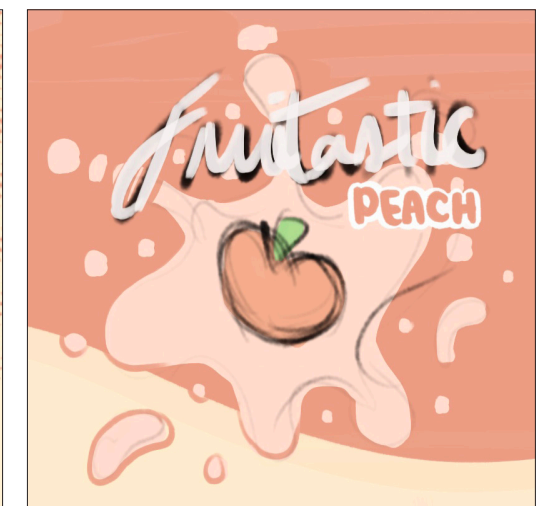
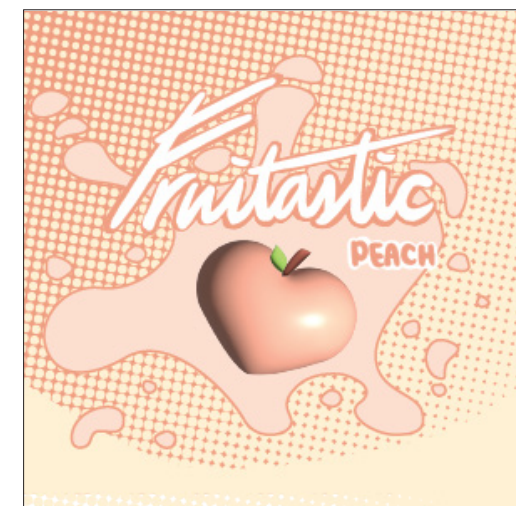
I created and designed a soda packaging with a visually appealing design that showcased the brand's identity and attracted customers.

Challenges

- Making the packaging stand out
- Developing a creative and effective design
- Selecting colors, fonts, and visuals

Solutions

- Researched competitors for a unique design
- Used consistent brand elements
- Applied clear typography and appealing visuals



Summer: A Short Film Web Portfolio

HTML / CSS

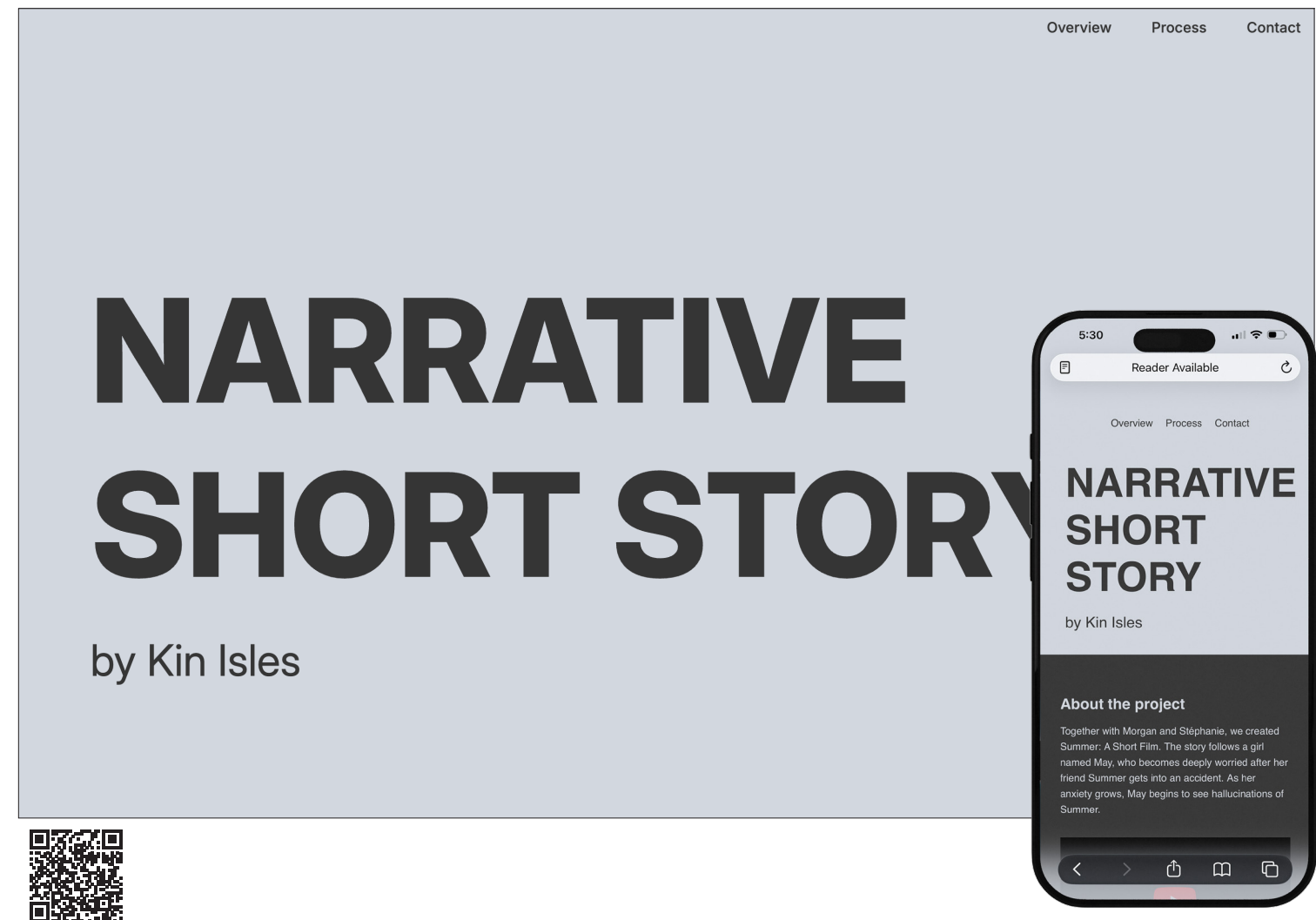
I created a web portfolio for a short film project, including credits and documenting the production process, challenges faced, and the solutions implemented.

Challenges

- Displaying credits and process clearly
- Embedding videos and images efficiently
- Making the site look good on mobile

Solutions

- Created clear sections and headings
- Optimized media files and used proper HTML tags
- Added CSS media queries for responsiveness



Poster Designs

Illustrator / InDesign / Procreate

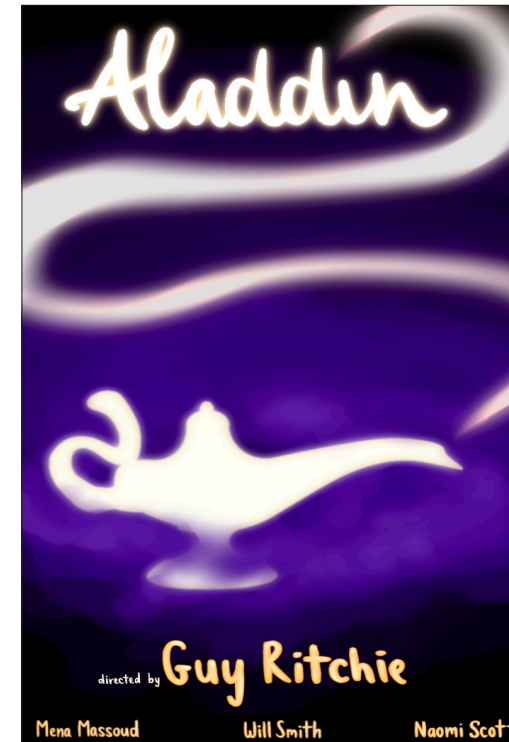
My poster designs aim to combine organized composition, strong visual appeal, and professional branding with my personal artistic style.

Challenges

- Finding the right design approach
- Keeping my artistic identity visible
- Making the poster feel natural rather than too digital

Solutions

- Explored different visual ideas before deciding
- Integrated hand-drawn elements
- Mixed clean digital design with organic details



IsleScent Perfume Packaging Design

Illustrator / Photoshop

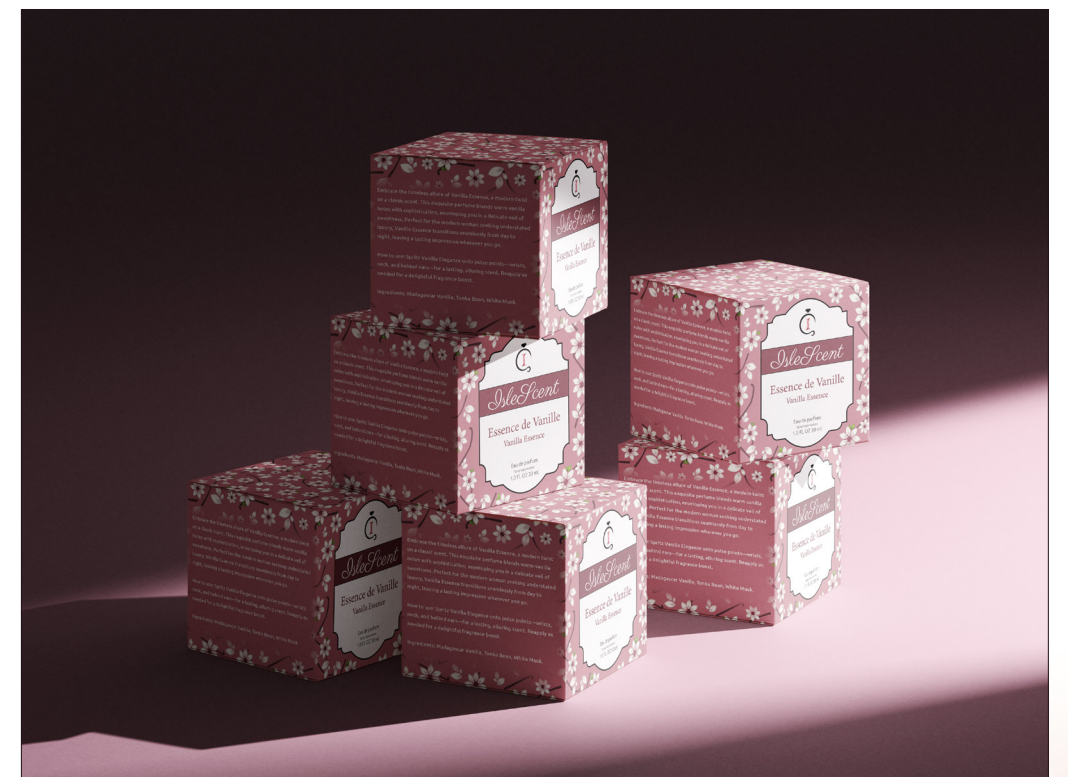
I developed IsleScent, a perfume packaging project focused on creating an original brand identity and packaging that reflected the product concept and target audience through cohesive branding and visual design.

Challenges

- Creating an original brand identity
- Maintaining a cohesive visual style
- Balancing aesthetics with product practicality

Solutions

- Built a clear brand concept and moodboard.
- Applied consistent branding elements throughout the design.
- Designed packaging that matched the perfume theme and intended market value.



Fantasy Character Card Series

Illustrator / Photoshop

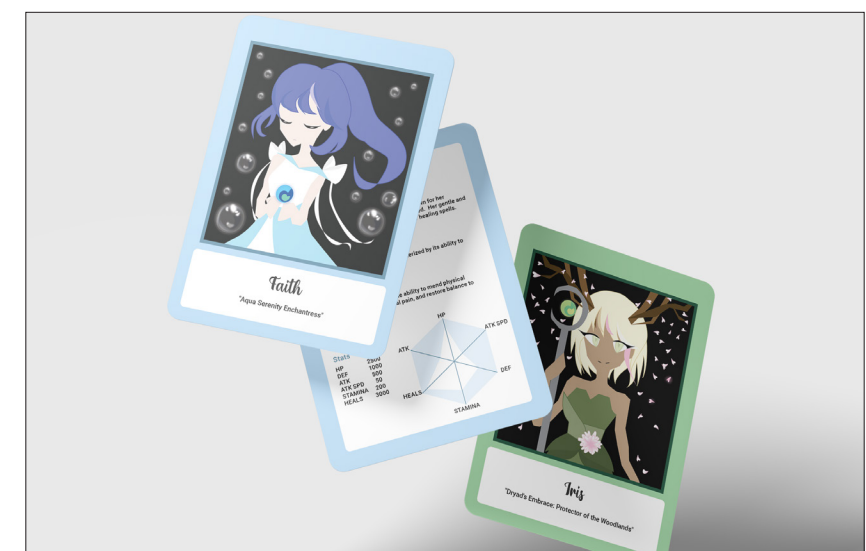
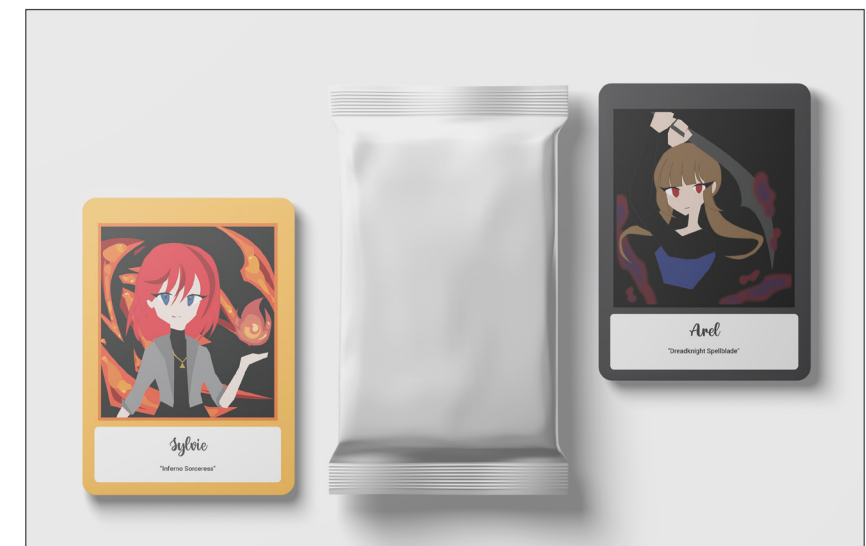
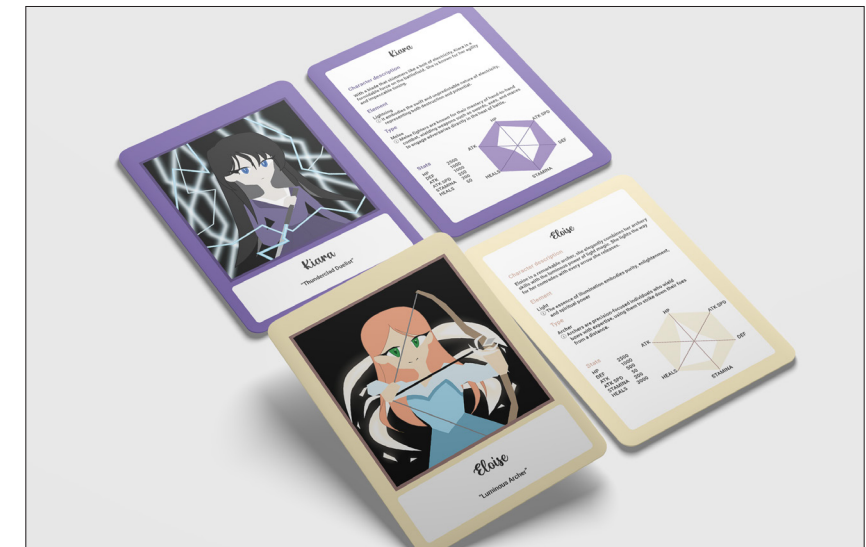
I created a series of six fantasy-inspired trading cards featuring original female characters with an anime-style design. Each card includes character illustrations on the front and stats on the back to give each design its own identity.

Challenges

- Creating unique character designs for each card
- Keeping a consistent visual style across the series
- Organizing character information clearly on the back

Solutions

- Developed each character with distinct features and themes
- Used a consistent layout and illustration style
- Structured the stats clearly for easy reading



JIKODO Brand Style Guide

Illustrator / Photoshop / InDesign

I created a brand style guide for JIKODO, a fictional brand I developed to explore visual identity design. The project focused on defining the logo, colors, and typography to create a clear and consistent brand image.

Challenges

- Making the brand identity clear and unique
- Keeping all visual elements consistent
- Organizing the guide in a simple way

Solutions

- Developed logo variations and layout rules
- Selected a consistent color palette and typefaces
- Organized the content into clear sections



01 INTRODUCTION

WHAT IS JIKODO?

JIKODO, meaning "path of oneself" in Japanese, is a playful and innovative gaming company dedicated to creating immersive experiences for players of all ages.

Inspired by the joy of discovery and the thrill of play, JIKODO develops consoles, games, and interactive experiences that bring people together and spark creativity.

Our goal is to make gaming not just entertainment, but a journey of self-expression and exploration.

BRAND LOGO

The JIKODO logo features the JIKODO wordmark supported by a set of console button icons (X, triangle, and circle). These symbols visually reinforce the brand's connection to gaming culture and interactive design.



LOGO CLEAR SPACE

Clearspace is the minimum distance between the logo and other visual and verbal elements. The width of the 'X' in JIKODO defines the minimum clearspace surrounding the logo.



TYPESTYLES

Our typestyles consist of headlines styles and a paragraph style.

Headlines
We use Hiragino Sans as our primary headline font, with Hiragino Kaku Gothic StdN as an acceptable alternative. Headlines are always set in uppercase and can be applied across Ultra, Primary, and Secondary titles.

Ultra Headline
Type: Hiragino Sans
Font weight: W9
To be used for short and large headlines

Primary Headline
Type: Hiragino Sans
Font weight: W8
To be used for all headlines

Secondary Headline
Type: Hiragino Kaku Gothic StdN
Font weight: W8
To be used with Primary

Paragraphs
We use Hiragino Kaku Gothic Pro for all body text. Its clean, structured style improves readability and keeps our overall design consistent and clear.

HIRAGINO SANS W9
HIRAGINO SANS W8

HIRAGINO KAKU GOTHIC STDN W8

Hiragino Kaku Gothic Pro - W3 - W8
Lorem ipsum dolor sit amet, consectetur adipiscing elit. Sed do eiusmod tempor incididunt ut labore et dolore magna aliqua. Ut enim ad minim veniam, quis nostrud exercitation ullamco laboris nisi ut aliquip ex ea commodo consequat. Duis aute irure dolor in reprehenderit in voluptate velit esse cillum dolore eu fugiat nulla pariatur. Excepteur sint occaecat cupidatat non proident, sunt in culpa qui officia deserunt mollit anim id est laborum.


LINE HEIGHTS

Applying the correct line height is important because it controls the spacing between lines, making text easier to follow and preventing the layout from feeling cramped or overwhelming. This creates a smoother, more cohesive reading experience.

HI
RA
GI
NO

Contact me

If you'd like to collaborate, discuss a project, or simply connect, feel free to contact me. I'm always open to creative opportunities and new ideas.

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