

Portfolio

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Hi, Im Noah.

I am a third-year Multimedia student at Vanier College. My goal is to create good design that sparks meaningful and impactful thoughts that bring happiness and laughter into the world.

My favourite area of design would be Graphic Design, Videography and Motion Graphics. My goal would to bring creativity and imagination to life and spread it to everyone around me. It's all about expressing your truest potential and seeing how it would changethe world. Creativity and passion!

ARG Poster Series

Graphic & Web Design

Project

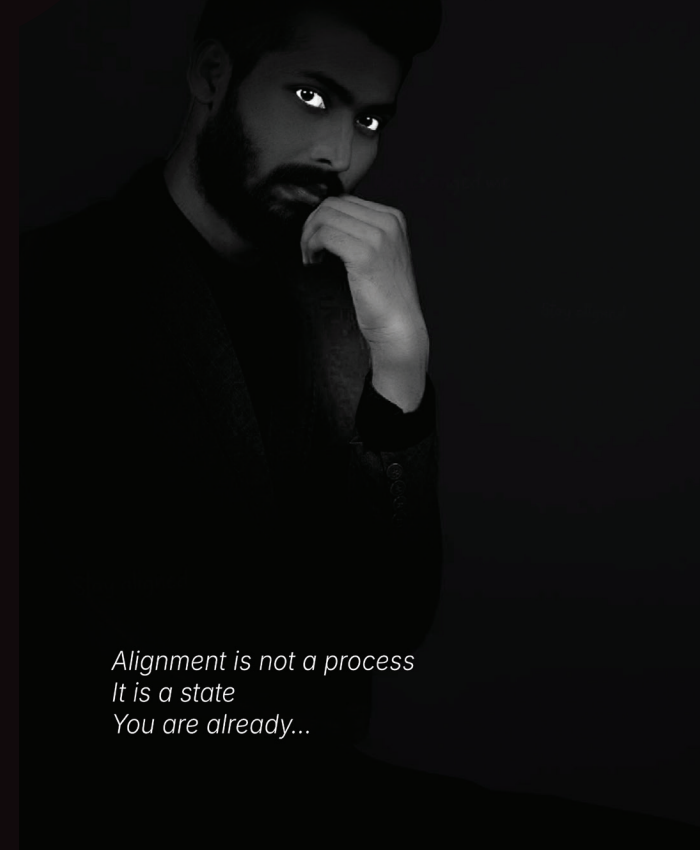
The project was a personal project that I turned into an interactive immersive ARG experience that used mixed media to engage the viewer. This project was a way to flex my creative mindset in a format that I could be motivated and to try something new that might interest me in the future.

Role

Lead Designer • Noah



L.U.M.A
Meet the real you

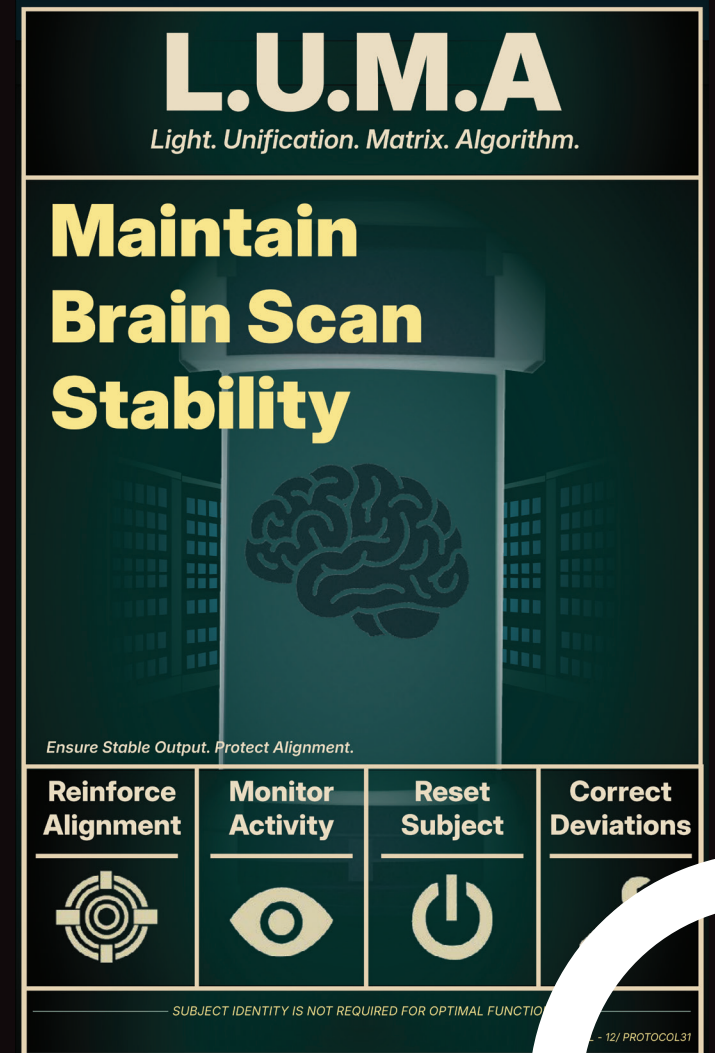


Alignment is not a process
It is a state
You are already...

Challenge

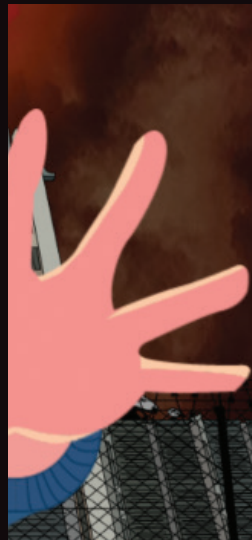
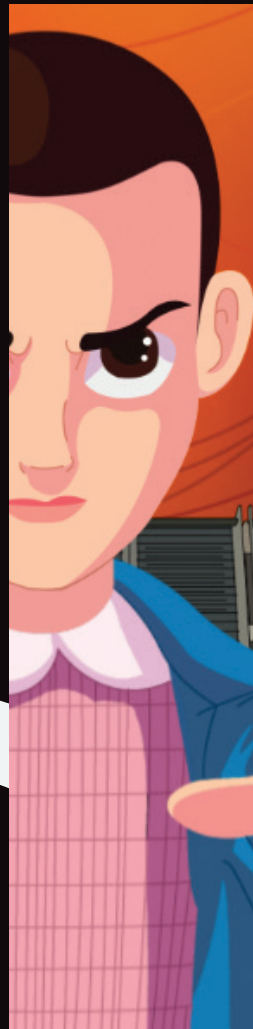
Designing an experience that could guide users through a complex, multi-step narrative without direct instruction was an overall challenge throughout the entire process. However, because the project relies on discovery, there is a risk that users may overlook key information or become disengaged if the puzzles feel too obscure.

To view the entire experience.



Solution

To address this, the system was designed with layered clarity. Each puzzle introduces a new method of interaction, but also provides subtle guidance through contextual cues such as visual inconsistencies, language hints, and cross-referencing between items. By ensuring that each step builds logically on the previous one, the experience remains navigable while still encouraging active problem-solving.



Movie Sequence

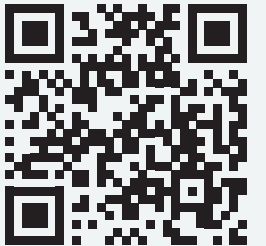
Motion Graphics

Project

Create and animate a title sequence of approximately 30 seconds that brings your concept to life.

Role

Graphic Designer & Editor • Noah



Challenge

Choosing Stranger things I decided to recreate this famous tv series title sequence in my own way.

Creating a title sequence that lives up to the series was a very scary challenge, so it was only right to try and create a sequence that followed the events of the show.



Solution

Planing everything out, frame by frame helped me structure my thoughts and come up with a plan of attack on what needs to get done and in order of most important that takes more time to the least.

In total, my title sequence came out great, but I think I still need time and experience to create something wonderful, and eventually I will.

Soda Can

Packaging & Graphic Design

Project

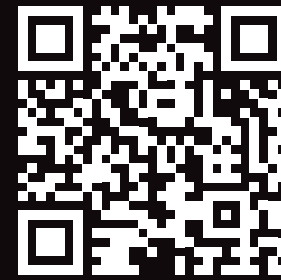
For this project we had to come up with the concept, design, product visuals, and promotional event for our own soda brand.

Role

Noah • Graphic Designer

Challenge

We had to come up with a totally new concept that kept the visual's relevant to the products market, while still making it catchy, something we haven't done before.



Solution

We learned to search up the markets direction and adapt our brand to match that of what we researched while also using personal preference that created a product that felt told the story we wanted, and I felt like i accomplished this.

A created a root beer that tells the story of a people wanting to break free from the chains that hold them in place, which I felt targetted the demographic I wanted.



Web Big Game

Web Design

Project

Create a fully functioning web game and its promotial material.

Roles

Noah • Web Designer
Linh • Graphic Designer

Challenge

Me and my teammate decided to make a silly game based on our teachers that revolves around a roulette wheel on who can win the last chip big.

As the web designer of my team, I was challenged with the task to make a roulette wheel that actually spun with random chances of succeeding.



Solution

With help from many sources, I was able to not only able to spin a wheel but I was also able to create working website that actually worked logically and brought joy to me, and use local storage to store Scoreboard information so that you can keep playing even if you close the tab.



Web Portfolio

Web Design

Project

Come up with a personal theme and create a portfolio about us and the work we did in a way that's engaging, and easy to navigate.

Role

Noah • Web Designer



Challenge

I decided to work the idea of space, since you can tell I like space

A big challenge was trying to create make the website look and feel like it.

Along with making sure the website was easy to navigate for beginners.

Solution

Learning many techniques, I learned to make to add tons of details that make the website feel immersive.

Going through many iteration of the them, I figured out that I wanted a mascot Astronaut, and figuring out planets as my navigation system





Brand Design

Branding & Graphic Design

Project

The goal of this assignment was to create a comprehensive brand style guide for the logo you have developed. The document should clearly present your brand's visual identity and demonstrate how it should be applied across various platforms.

Role

Graphic Designer • Noah

Challenge

I made this logo based on the idea that it would compete against Marriot, and how do you do that? Create a fake futuristic brand which invents floating islands in the sky that reimagines Bed and breakfast as a comfort stay.

Many debates sparked during my creating of this brand and logo directions were never certain. As well as the visual brand was decided last minute.



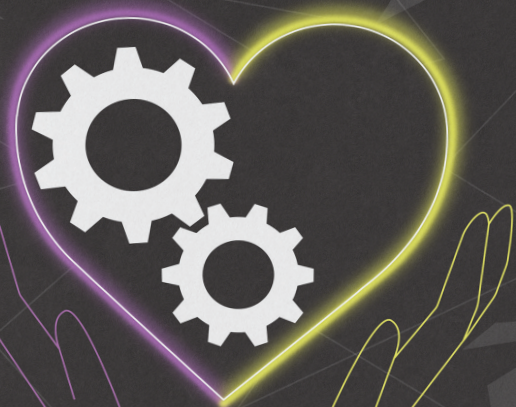
Solution

By making surveys, and asking a general local public, I was able to define a better more sophisticated logo because of the feedback that enabled me to refine my logo.

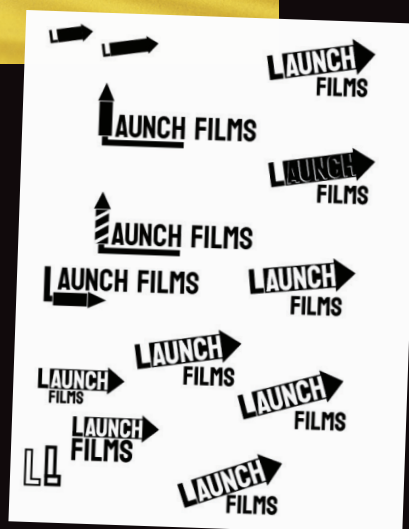
In total, I was able to make a brand I was proud of even though, the gimmick was for fun, I created a brand that actually made sense and a better understanding of how getting reviewed and feedback can change a brand for the best.



H.O.P.E.



AMELIA COSLET



Solution

To address this, we focused on strengthening communication and reinforcing a clear creative direction. I helped guide decisions by consistently referring back to our core concept and ensuring that each element reflected our brand identity. When needed, I stepped in to refine or redirect ideas so they remained cohesive and achievable within our timeframe. By prioritizing clarity, consistency, and realistic execution, we were able to stay on track as a team and deliver a final product that felt unified and intentional.

Challenge

As we developed the project, one of the main challenges we faced was maintaining a consistent brand identity across all aspects of our work while managing tight deadlines. With multiple team members contributing to different deliverables, there were moments where the direction became slightly fragmented, especially as ideas evolved quickly. As team lead and brand designer, I also had to balance encouraging creative exploration with making sure we stayed aligned with our core concept and timeline.

Capython 2026

Branding & Graphic Design

Project

As a motion graphics agency, our team was giving a book launch event. As a team we had to create our brand as a new agency and then design based off our new agency for our targeted event. As our team split up the work, I was in charge of the branding for our agency and also the graphic design for the book signing event.



Role

- Brand Designer • Noah
- Web Designer • Jason
- Videographer • Devon
- UI/UX • Livia
- Graphic Designer • Sophie
- Graphic Designer • Jada
- Motion Graphics Designer • Mathew
- Emerging Technology • Guiliano

LAUNCH FILMS

Magazine

Layout & Print

Project

Come up with an idea for a publication and design a sample cover, keeping note of how all visual elements work in harmony with each other as well as the established brand.

Challenge

I decided to work on created a magazine based on the National Geographic that covered on the topic of space.

A big obstacle was trying make something that lived up to the national geographic, and create a brand that could actually feel like something worth written about.

Role

Noah • Graphic Designer



Solution

Learning that a big reason why their magazine is a big challenge to go against is because the National geographic already has a big following and is known while anything trying to copy it would simply not get recognized, I tried to create a magazine that tries to spread positivity instead of trying to one up something.



Challenge

With the obvious challenge that I had to take an already created product and make it unique and better than the original would not be easy.

Solution

Thinking back to my first edition of the product, it was too plain looking and the product felt too heavy and made too much noise while using it.

With my feedback in mind I created a lighter weight infinity cube by simple poking as many holes into as I could.

This let me make the cube lighter since it shed all of the weight by hollowing it out, and at the same time it let me create a cooler design, two bird with one stone.

Infinity Cube

Emerging tech

Project

The project for this one was to create anything we wanted in the world of Emerging technologies, and I decided to rework on a past project and make it better as a form of challenging myself within the world of designing a working product.

Role

Fusion Designer • Noah



Wine Label

Packaging & Graphic Design

Project

For this project we had to design a series of 2 labels. The label designs should be different but connected to the brand identity.

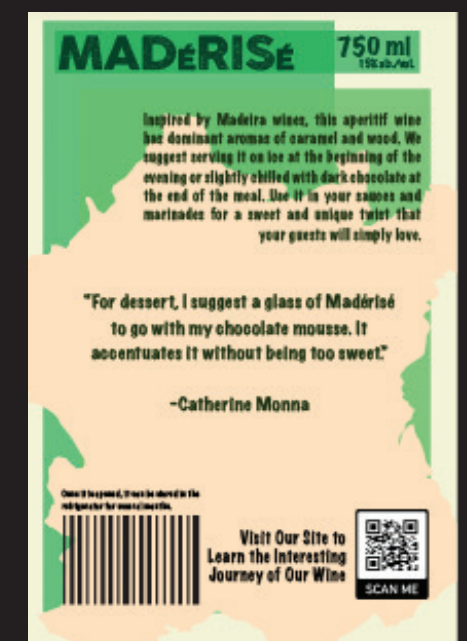
Role

Noah • Graphic Designer

Challenge

We had to choose a wine brand, and I choose to work on the Cassis Monna & Filles, because I felt like their story was not communicated through their labels.

Of course doing research and knowing you client is important to branding, so learning what their brand is and how it correlated to their product was something that needed time to understand before planning.



Solution

Create a label that matched their story with subtle hints to what their brand is and keeping intact some of their own brand, like using the colour of the grapes they use as the swish under the logo.

Challenge

Making sure we kept in mind our targeted audience, we had to back and forth throughout the conceptual phase to make it interactive and fun while still being educational and useful for students.

Mind Loop

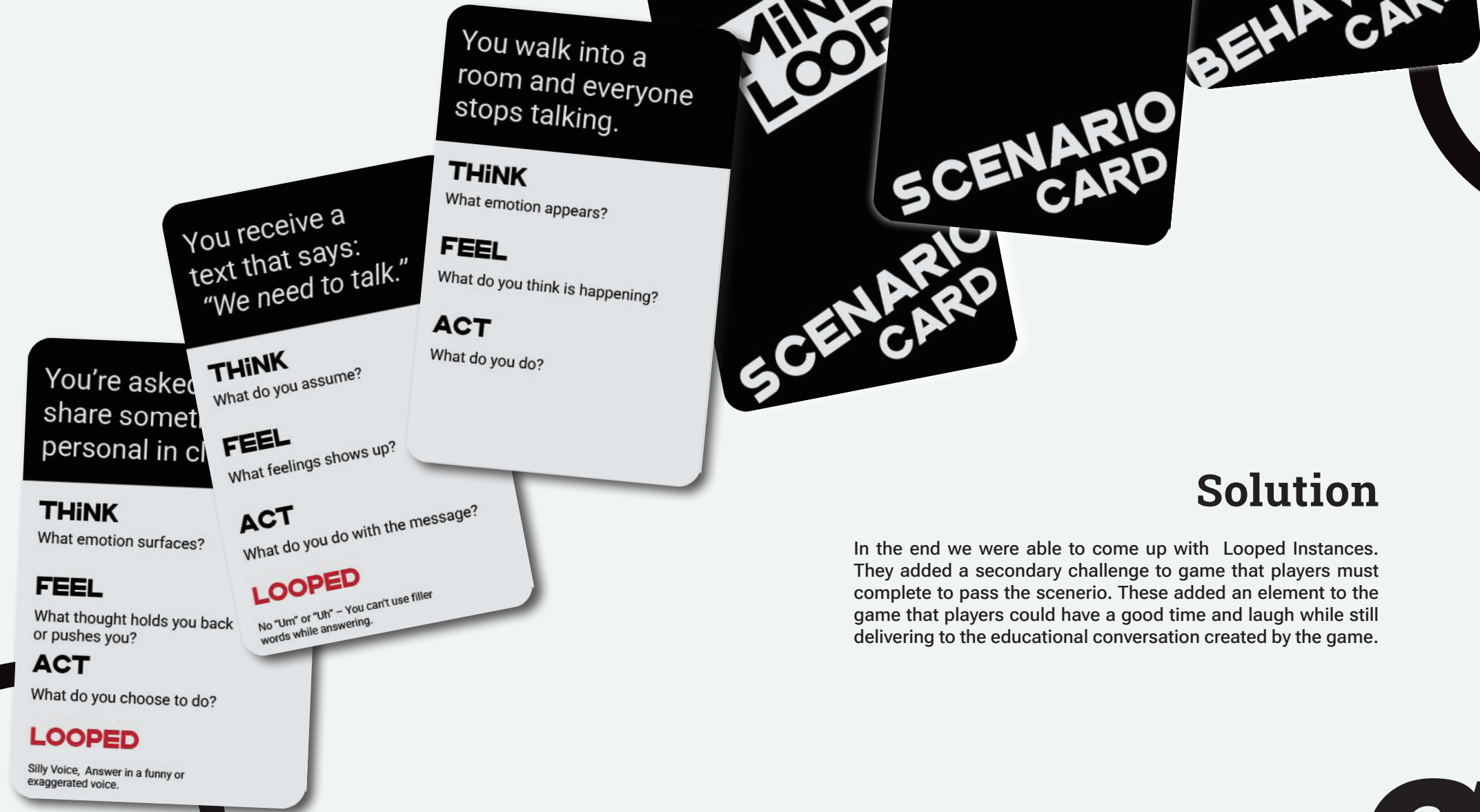
Graphic & Game Design

Project

We had to create a game product that targetted Psychology Students. The product was designed based around cognitive-behavioral psychology, how our thoughts influence our feelings, which then guide our actions.

Role

Noah • Graphic Designer



Solution

In the end we were able to come up with Looped Instances. They added a secondary challenge to game that players must complete to pass the scenerio. These added an element to the game that players could have a good time and laugh while still delivering to the educational conversation created by the game.

Short Narrative

Video & Audio editing

Project

Create a short narrative using a three-act structure.

There were no limits on the topic, so my team chose to make a comedy-horror film that pokes fun at itself and embraces its own absurdity.

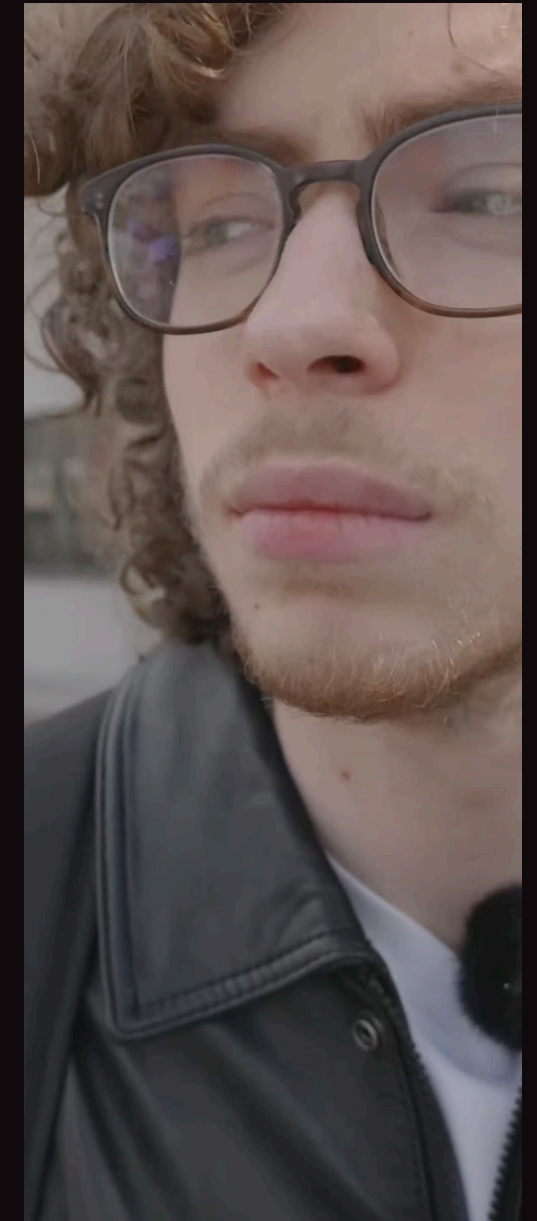
Roles

Cameraman / Script Writer • Noah
Camerawoman • Flavia
Actress & Editor • Polina
Actor & Audio Editor • Jason
Actor • Nicolas
Actor • Daniel

Challenge

There were several issues we had to overcome. At one point, we accidentally left the audio device unplugged, which resulted in poor sound quality.

Later, when we fixed the connection, we didn't check the audio levels, leading to an unexpectedly loud scene.



Solution

Even though through many issues, in hindsight, actually made the film even funnier, which is what we wanted in the first place.

Sometimes what seems like a problem at the moment, you thank them in the future.





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