



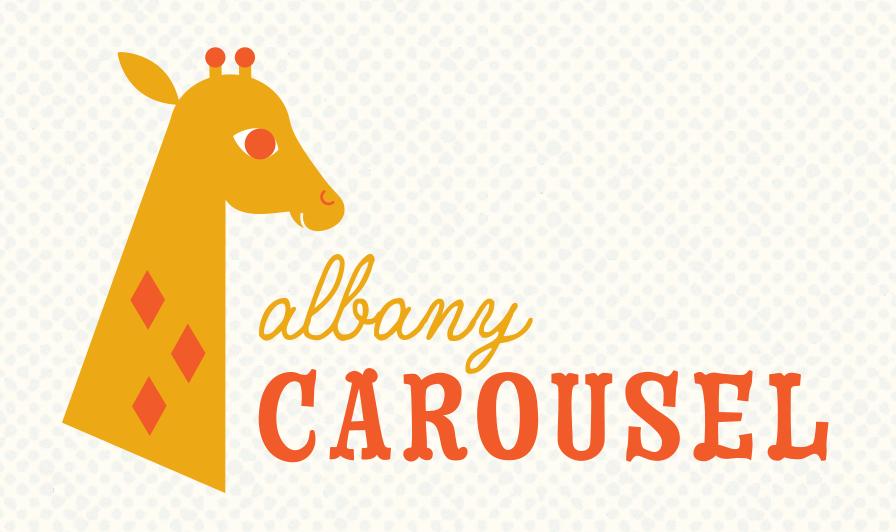
ALBANY CAROUSEL

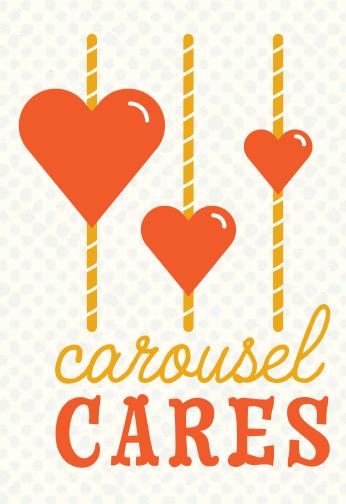
Logo design & branding

PROBLEM: Design two new logos and a brand guide for the Albany Carousel and their sub-brand, Carousel Cares, that appeal to both children and adults.

SOLUTION: Research, the creation of a moodboard, and sketching were my first steps in the design process. After vectorizing my two final logos, I developed a brand guide. I aimed to combine flat minimalism with mid-century modern nostalgia for the overall brand identity.

- Illustrator
- InDesign
- Photoshop



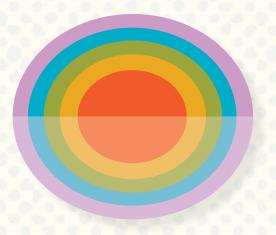




















SOLAR CLUB HOTEL

Logo design & branding

PROBLEM: Create a naming convention, logo, and brand identity for a boutique hotel that appeals to nature lovers and exhibits both modern and vintage aesthetics.

SOLUTION: After curating a moodboard and selecting a naming convention, "Solar Club Hotel," I proceeded to sketch logo concepts. I vectorized my best logo and applied it to collateral I designed for the hotel. Inspired by Palm Springs, Solar Club Hotel is a concept boutique hotel in Santa Fe, New Mexico with a cultural twist.

- Illustrator
- InDesign
- Photoshop

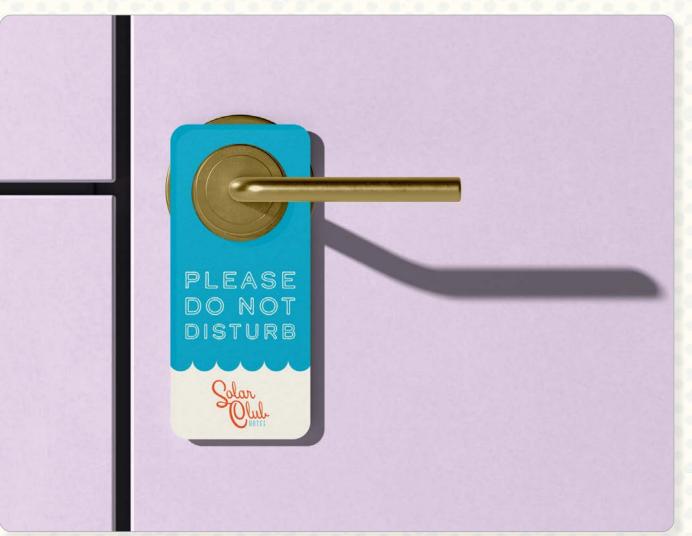








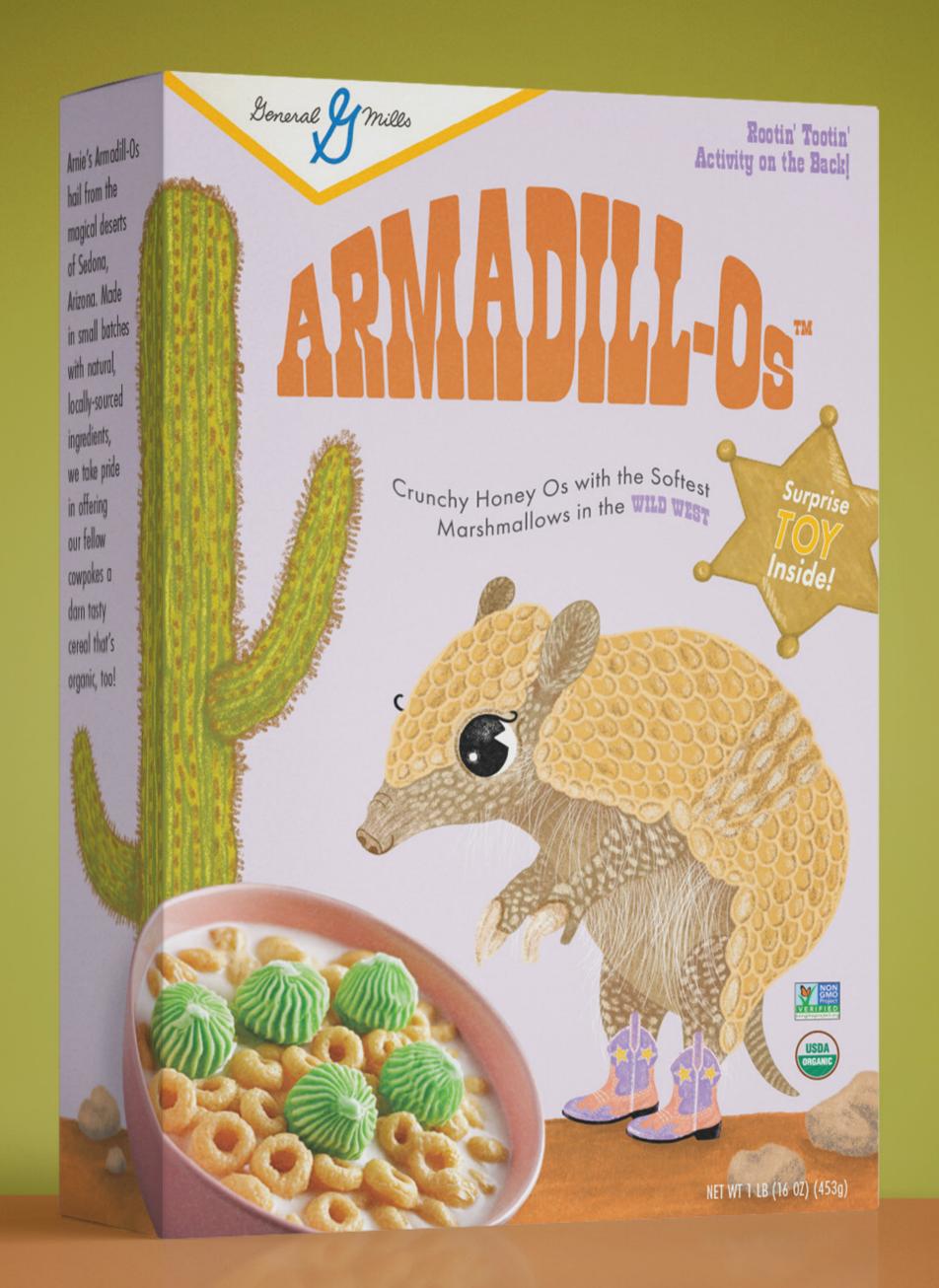












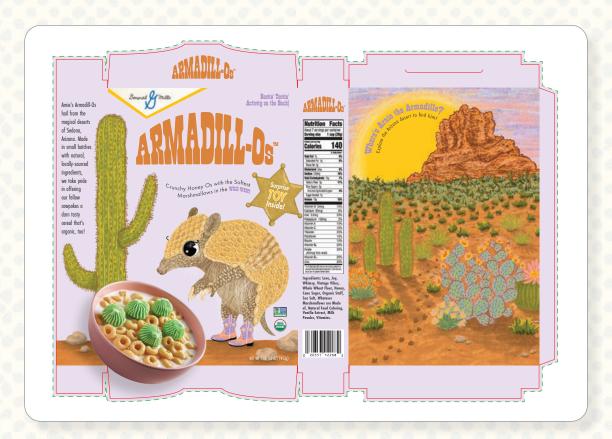
ARMADILL-Os CEREAL

Packaging, branding, & illustration

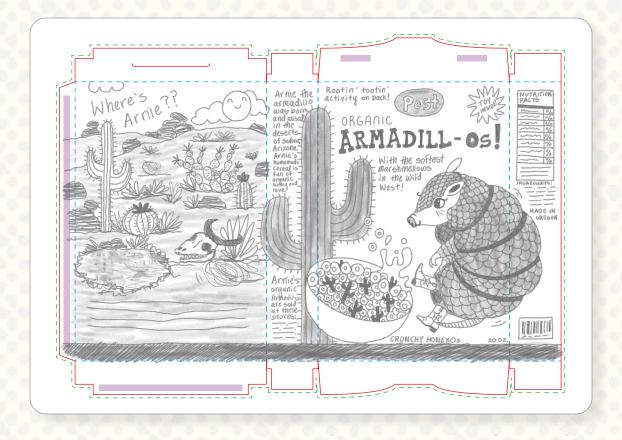
PROBLEM: Design the dieline and branding for a cereal box and construct a physical prototype. The box must include the brand story, nutrition facts, and an activity on the back.

SOLUTION: I chose "Armadill-Os" for the name of my cereal and aimed to depict a vintage western theme, with Arnie the Armadillo as the mascot. All of the illustrations were done by me in Procreate and the cereal bowl was rendered using Adobe Firefly AI.

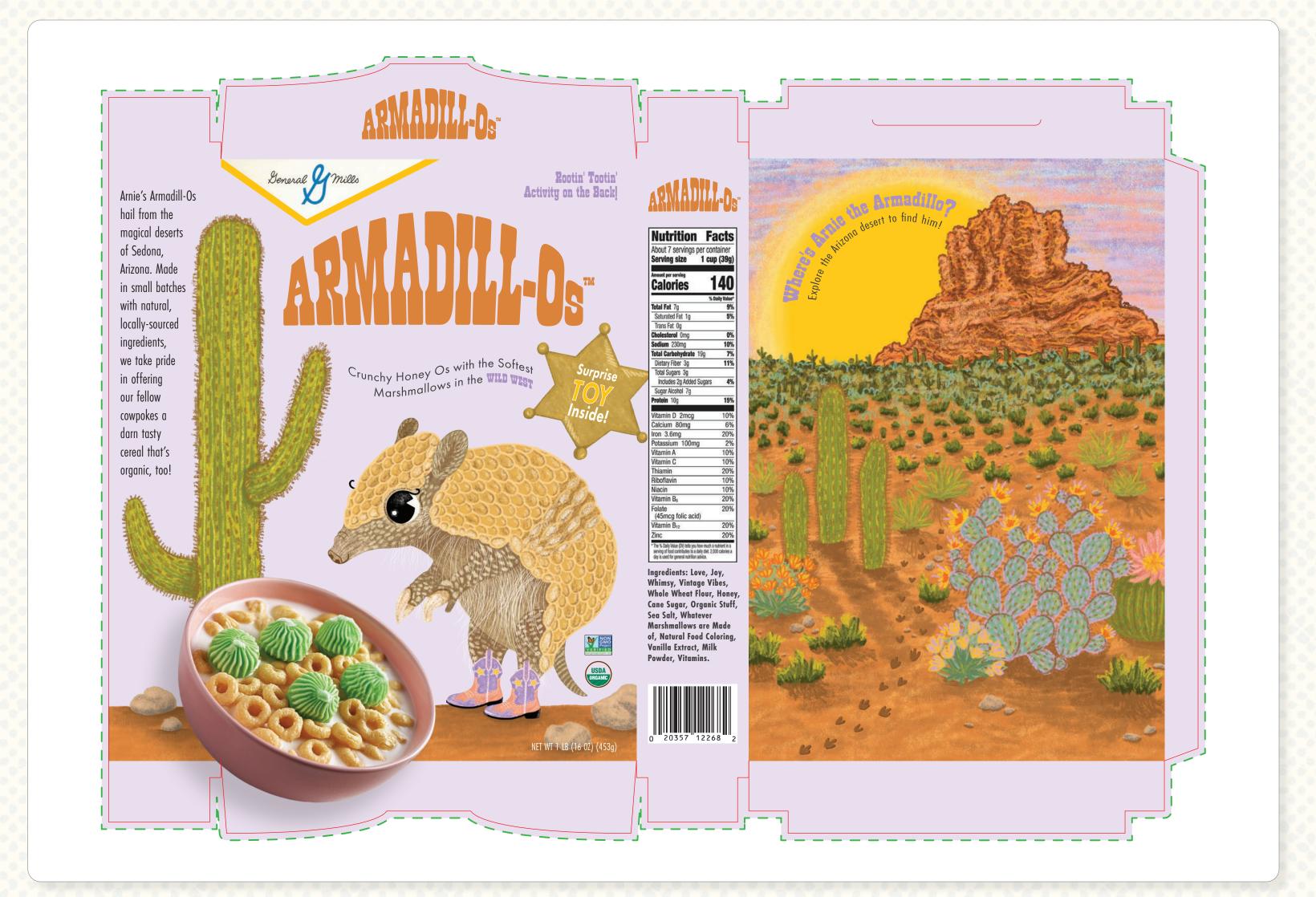
- Illustrator
- Procreate
- Adobe Firefly

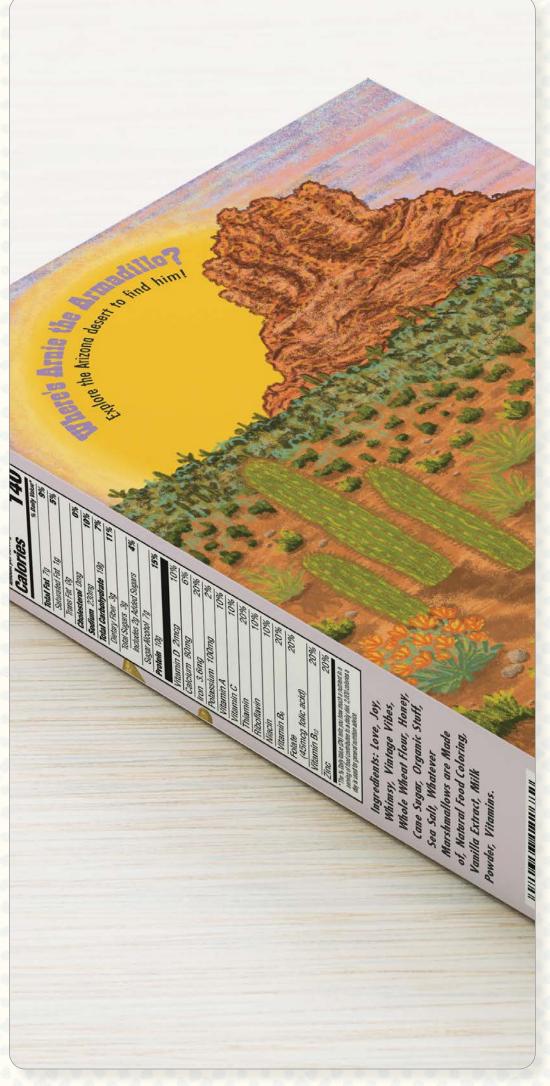


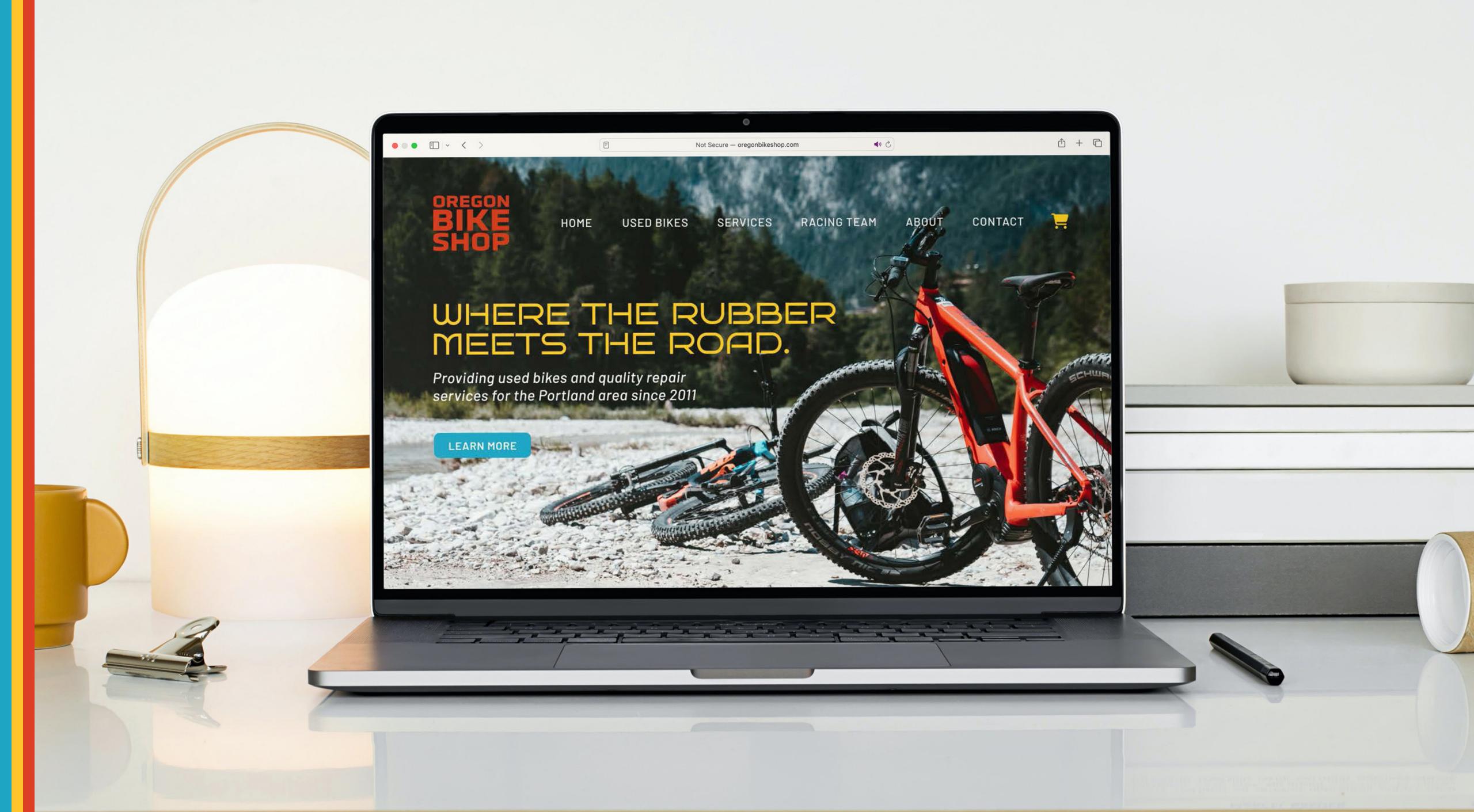












OREGON BIKE SHOP

Ul design & branding

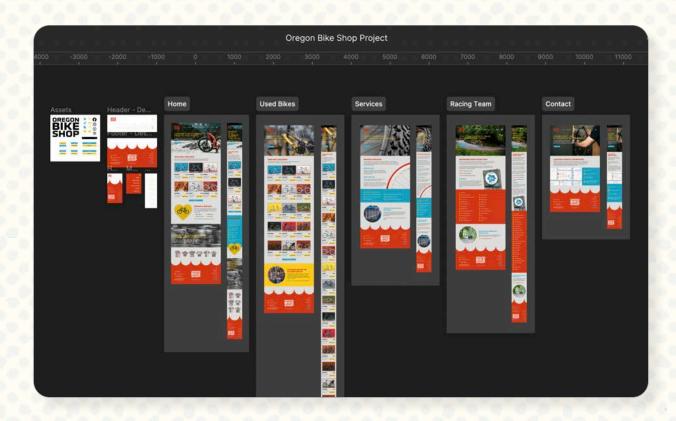
PROBLEM: Design a new website (both desktop & mobile versions) for the Oregon Bike Shop with functional prototyping in Figma.

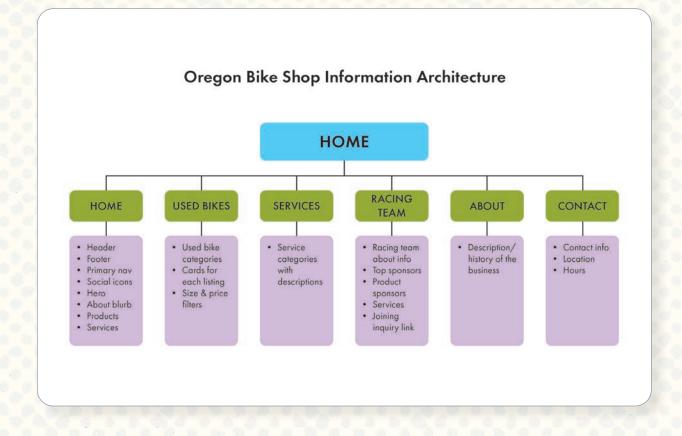
SOLUTION: After conducting competitor research, outlining the information architecture, and sketching thumbnails, I created a wireframe of the tentative desktop home page. I also redesigned and simplified the shop's logo and created a cohesive brand identity through UI design.

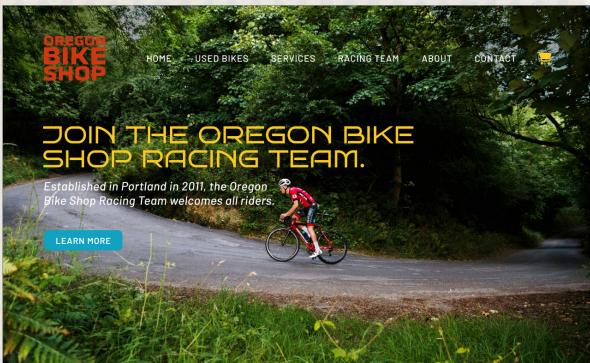
- Figma
- Illustrator
- Photoshop











OREGON BIKE SHOP RACING TEAM

The Oregon Bike Shop Racing Team was founded in 2011 by a handful of avid riders: Sue Hanna, Jim Jonke, Jon Penfold, Bradley Buselli & The Kruegers. We've seen the team grow to as many as 30+ people over the years. Some of the original members still racing today.

We have a diverse group of people on our bike racing club team—from 9 years old to 60+ with everyone in between. Our main focus is mountain biking, short track racing, and cycle-cross racing in addition to gravel and road riding.

OUR MOTTO: Bikes are for everyone!

OUR MASCOT: Rico the Chihuahua

TEAM COLORS: Red, black, yellow, and blue

SPONSORS

Our team would not be possible without the many businesses that have helped support our racing. Monetary sponsorships from past and present supporters of the Portland and Montavilla communities, as well as products and services from local and nationally recognized enterprises, have sustained our team.



OUR SPONSORS:

- PHI CONSTRUCTION INC.
- F REKREATE HOSPITALITY SERVICES
- ROSE CITY SPY
- PERSONAL BEAST
- FLYING PIE PIZZERIA
- F ECO CAR WASH
- BIPARTISAN CAFÉ
- MONTAVILLA FARMERS MARKET
- + HEART STICKER OREGON
- THE WELLNESS CENTER
- warrior room
- ROCKY MOUNTAIN BICYCLES

- + HARO/MASI BIKES
- RIDLEY BIKES
- TRAIL NUGGETS
- LOAM COFFEE
- DR. WILL BAR
- ROSCOE'S
- FAT TIRE BREWERY
- COLUMBIA RIVER BREWING CO.

INTERESTED IN JOINING OUR

- STAN'S NO TUBES
- FSA
- VOLER APPAREL

RACING TEAM?

- CASTELLI





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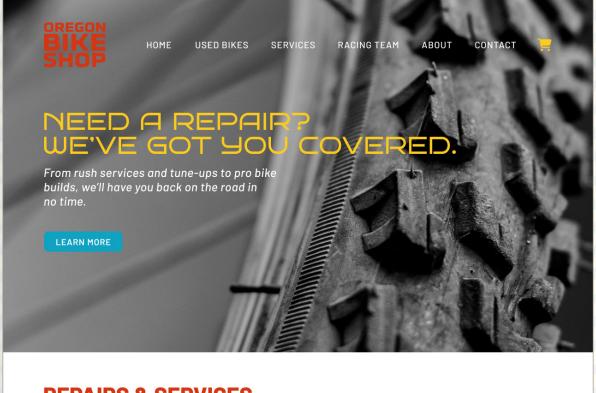
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REPAIRS & SERVICES

When you roll your bike into our shop for service, we will put your bike in a work stand, and inspect your bike together. We offer four different types of services: rush services, basic tuneups, overhaul tune-ups, and pro bike builds. Our friendly mechanic, Jimmy, can help you decide the best option for your bike.

RUSH SERVICES

Rush service is available for everyone: commuters, racers, BMXers, tourists, and even strollers. Anyone "out on the road" with a flat, in most cases, are back on the road within an hour and sometimes sooner.

BASIC TUNE-UPS

When you come in for a tune-up, you can choose to meet with our mechanic Jimmy, or drop off your bike.

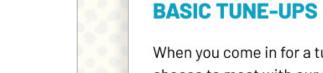
If you choose to meet Jimmy, he will put your bike in a work stand, inspect your bike with you, listen to your description of the problem, and ask a few questions. If your bike needs any additional parts, you will get an estimate on the spot.

- AN ADJUSTMENT OF GEARS AND BRAKES
- CLEANED AND RE-LUBED DRIVE-TRAIN
- TRUE WHEELS
- AN INSPECTION FOR LOOSE OR WORN PARTS
- AN OVERALL SAFETY CHECK
 - FINAL TEST RIDE FOLLOWING SERVICING



OVERHAUL TUNE-UPS & PRO BIKE BUILDS

Visit our **CONTACT** page to view our phone number and email



When you come in for a tune-up, you can choose to meet with our mechanic Jimmy, or drop off your bike.

From rush services and tune-ups to p bike builds, we'll have you back on the

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LEARN MORE

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If you choose to meet Jimmy, he will put your bike in a work stand, inspect your bike with you, listen to your

Overhaul tune-ups are \$150 and pro bike builds are \$250. The included services vary depending on the bike. Please call or email the shop to speak with our mechanic and receive a general estimate.





BON VOYAGE MAGAZINE

Layout, typography, & illustration

PROBLEM: Design two full-page spreads for the Spring 2024 France Edition of Bon Voyage, an American travel magazine. Create and source all of the content within the spreads.

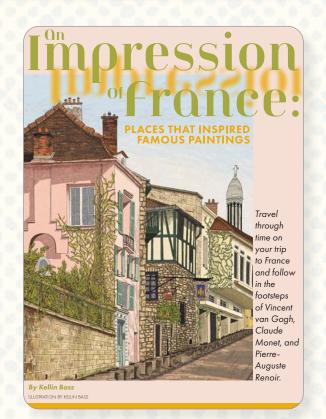
SOLUTION: First, as art director of the project, I created the style guide for the whole magazine. Afterward, I wrote a feature article and sourced the imagery for the spreads. I produced an illustration for the introduction of my article as well. I then designed the layout in InDesign and applied the style guide to all typographic elements.

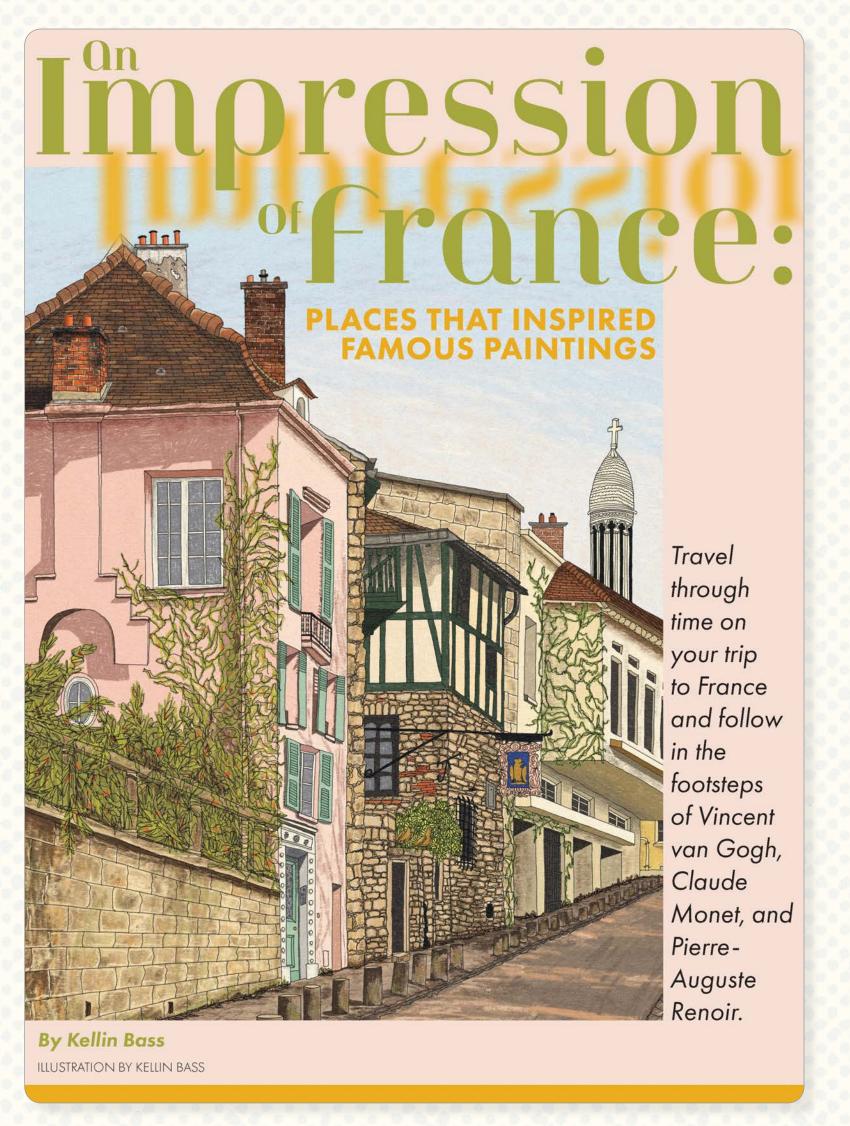
- InDesign
- Procreate















SWEET WAVES

Logo design & branding

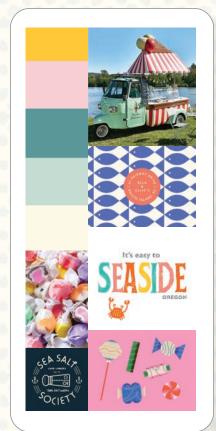
PROBLEM: Select a food truck business from a list and design a logo for the company. I chose "Sweet Waves" which is a saltwater taffy truck on the coast in Newport, Oregon.

SOLUTION: There are many saltwater taffy businesses on the Oregon coast, so I wanted to design a logo that is modern and nostalgic but also unique. After creating a moodboard and sketching ideas, I decided to combine a fish and a taffy wrapper for a fun, minimalist combination logo with a soft coastal color palette.

- Illustrator
- Photoshop















ESCAPE FICTION

UI design, logo design, branding, & illustration

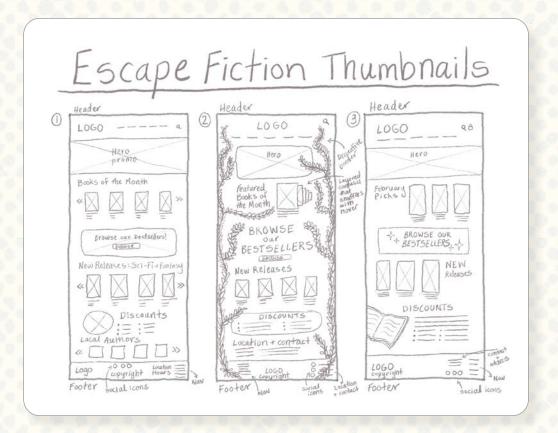
PROBLEM: Design a new website for Escape Fiction, a local bookstore, with functional prototyping in Figma.

SOLUTION: First, I conducted competitor research, sketched thumbnails, and created a wireframe of the tentative desktop home page. I created custom illustrations and a new logo for the website as well. I aimed to create a playful, modern yet nostalgic identity with an organized UI design.

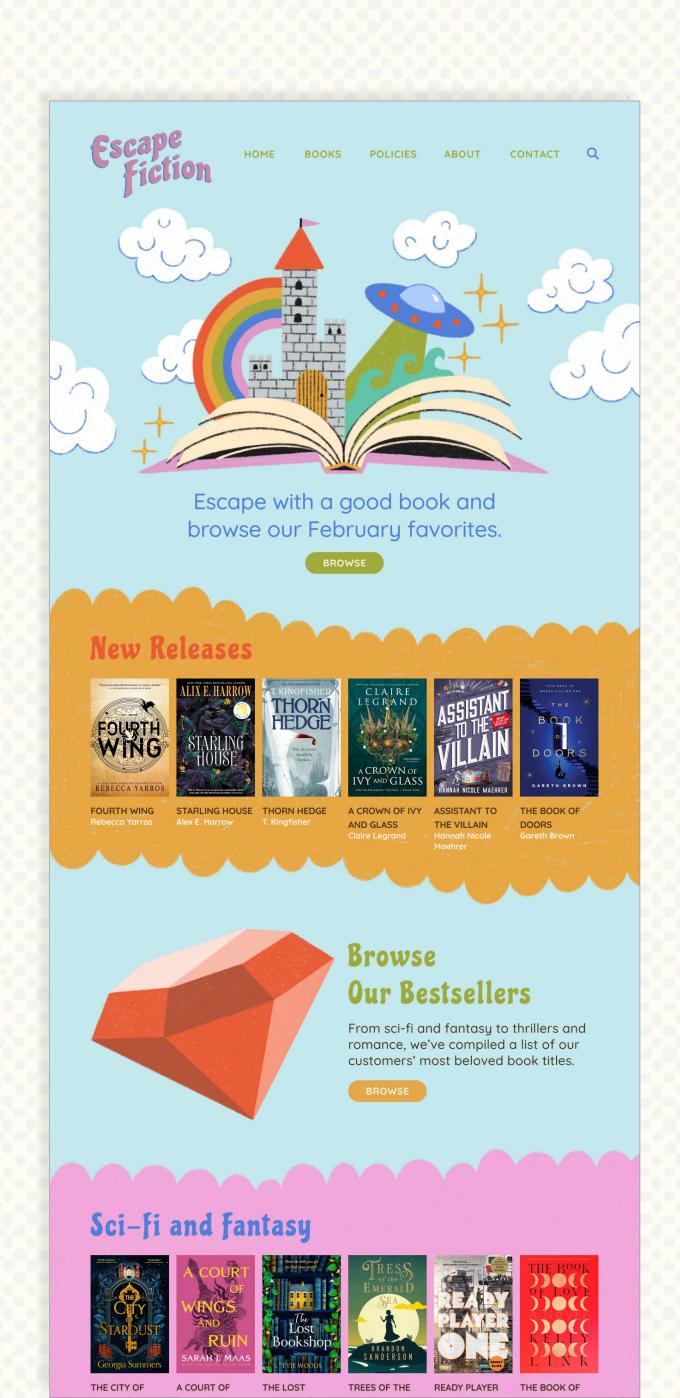
- Figma
- Illustrator
- Procreate

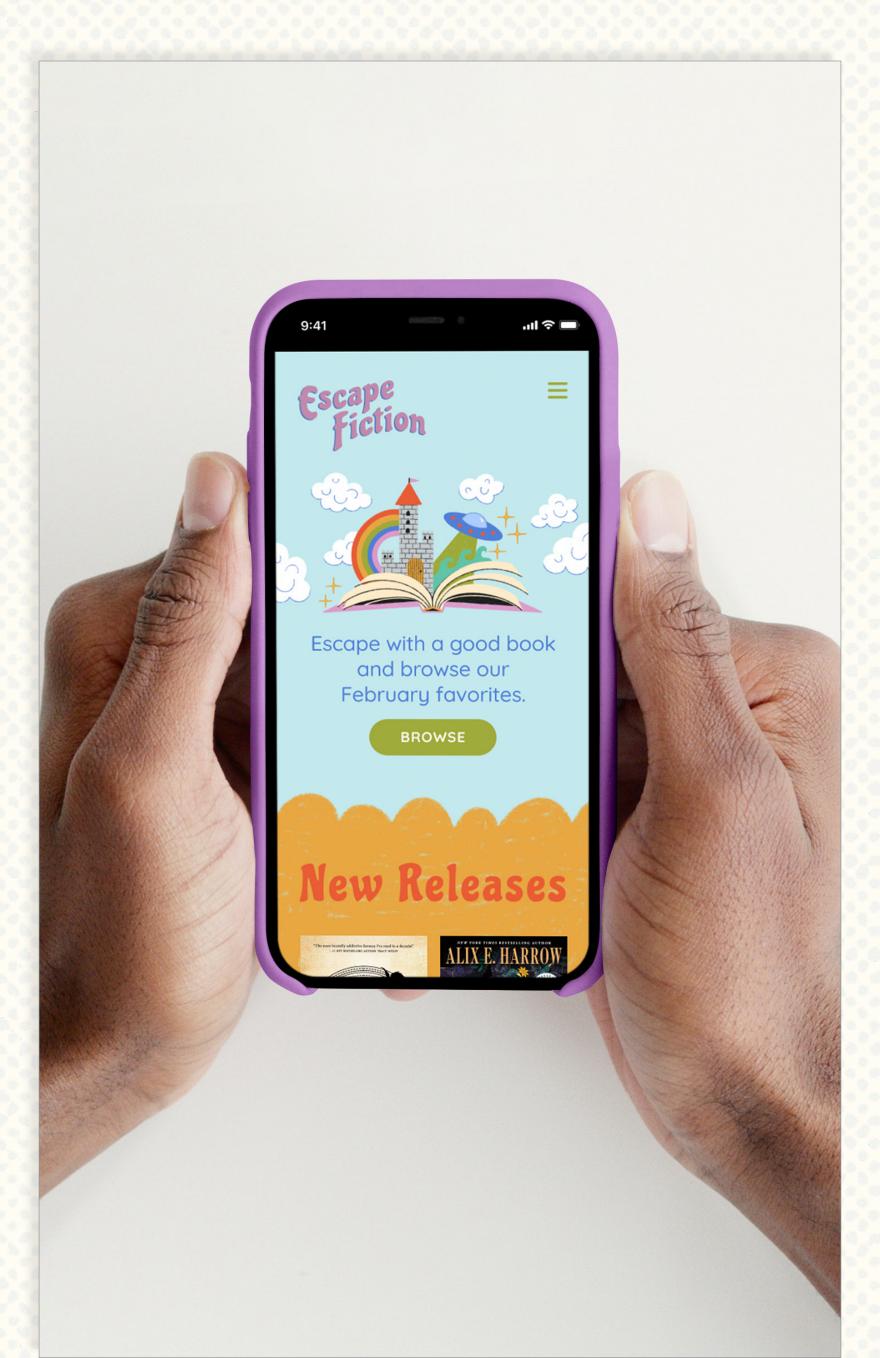


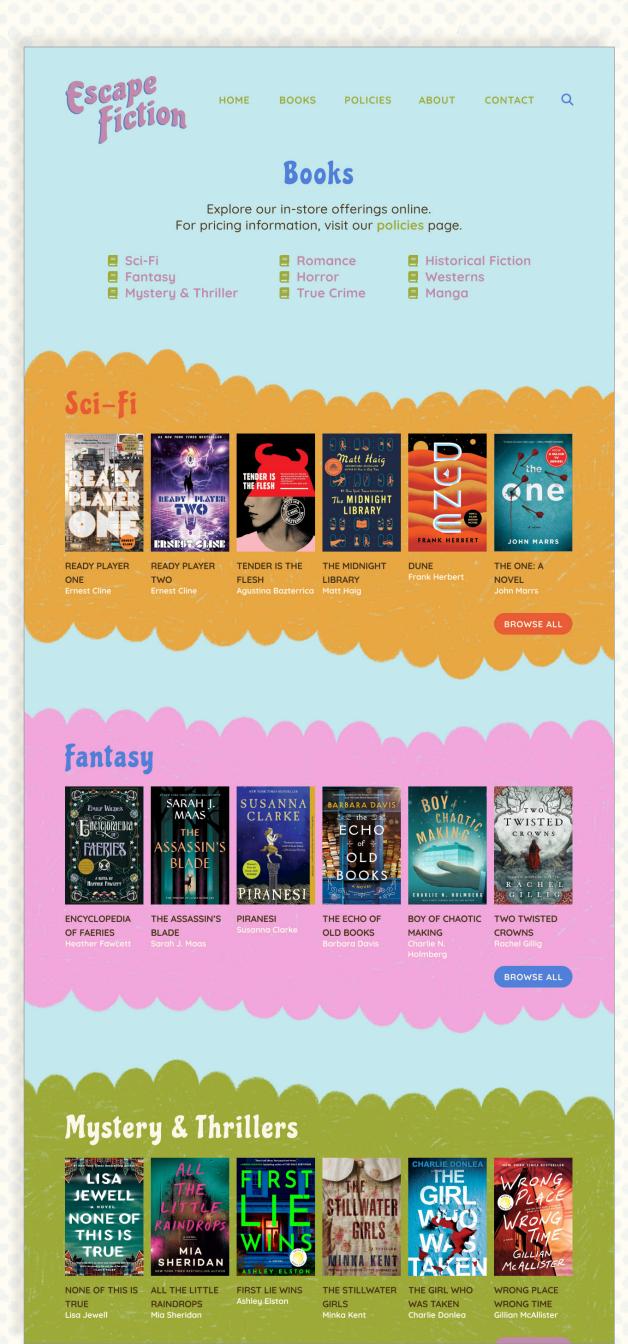


















BEAN COLD BREW

Packaging & branding

PROBLEM: Develop a line of beverages that includes three unique flavors with one as a limited edition. Design the branding, dieline, and packaging for all three beverages.

SOLUTION: I decided to create an organic bottled cold brew brand called "Bean." I assembled a moodboard, sketched concepts, and purchased a physical bottle to base my dieline off of and use as a prototype. I aimed for a clean, modern look with bold colors and friendly typography.

- Illustrator
- Photoshop



















CAFÉ QUALITY, ON THE GO.

STUCE: Green

made in oregon
Distributed by Bean, Inc.
Portland, OR 97035



5 Advice from a Caterpillar

he Caterpillar and Alice looked at each other for some time in silence: at last the Caterpillar took the hookah out of its mouth, and addressed her in a languid, sleepy voice.

"Who are you?" said the Caterpillar.

This was not an encouraging opening for a conversation. Alice replied, rather shyly, "I—I hardly know, sir, just at present—at least I know who I was when I got up this morning, but I think I must have been changed several times since then."

"What do you mean by that?" said the Caterpillar sternly. "Explain yourself!"

"I can't explain myself, I'm afraid, sir," said Alice, "because I'm not myself, you see."

"I don't see," said the Caterpillar.

"I'm afraid I can't put it more clearly," Alice replied very politely, "for I can't understand it myself to begin with; and being so many different sizes in a day is very confusing."

"It isn't," said the Caterpillar.

"Well, perhaps you haven't found it so yet," said Alice; "but when you have to turn into a chrysalis—you will some day, you know—and then after that into a butterfly, I should think you'll feel it a little queer, won't you?"

ALICE IN WONDERLAND

"Not a bit," said the Caterpillar.

"Well, perhaps your feelings may be different," said Alice; "all I know is, it would feel very queer to me."

"You!" said the Caterpillar contemptuously. "Who are you?"

Which brought them back again to the beginning of the conversation. Alice felt a little irritated at the Caterpillar's making such very short remarks, and she drew herself up and said, very gravely, "I think, you ought to tell me who you are, first."

"Why?" said the Caterpillar.

Here was another puzzling question; and as Alice could not think of any good reason, and as the Caterpillar seemed to be in a very unpleasant state of mind, she turned away.

"Come back!" the Caterpillar called after her. "I've something important to say!"

This sounded promising, certainly: Alice turned and came back again.

"Keep your temper," said the Caterpillar.

"Is that all?" said Alice, swallowing down her anger as well as she could.

"No," said the Caterpillar.

Alice thought she might as well wait, as she had nothing else to do, and perhaps after all it might tell her something worth hearing. For some minutes it puffed away without speaking, but at last it unfolded its arms, took the hookah out of its mouth again, and said, "So you think you're changed, do you?"

"I'm afraid I am, sir," said Alice; "I can't remember things as I used—and I don't keep the same size for ten minutes together!"

"Can't remember what things?" said the Caterpillar.

"Well, I've tried to say "How doth the little busy bee," but it all came different!" Alice replied in a very melancholy voice.

"Repeat, "You are old, Father William," said the Caterpillar. Alice folded her hands, and began:

"You are old, Father William," the young man said,

"And your hair has become very white;

And yet you incessantly stand on your head—

Do you think, at your age, it is right?"

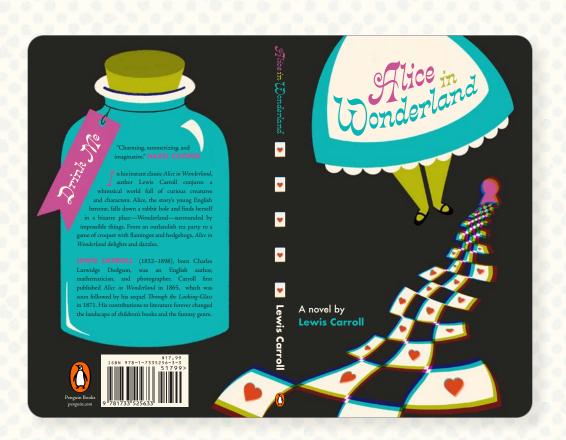
ALICE IN WONDERLAND

Layout, typography, & illustration

PROBLEM: Select a book in the public domain, and redesign the front and back covers in addition to the interior.

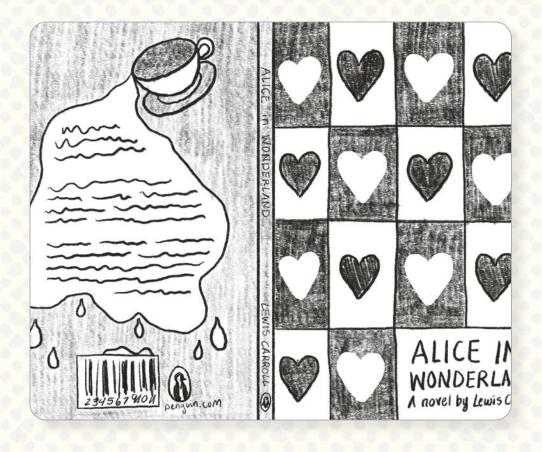
SOLUTION: I chose Lewis Carroll's Alice in Wonderland as my book. Then I compiled a moodboard inspired by Mary Blair's concept art and other design influences from the 60s and 70s. I drew the exterior illustrations in Procreate and produced some typography in Illustrator, while the interior was done entirely in InDesign.

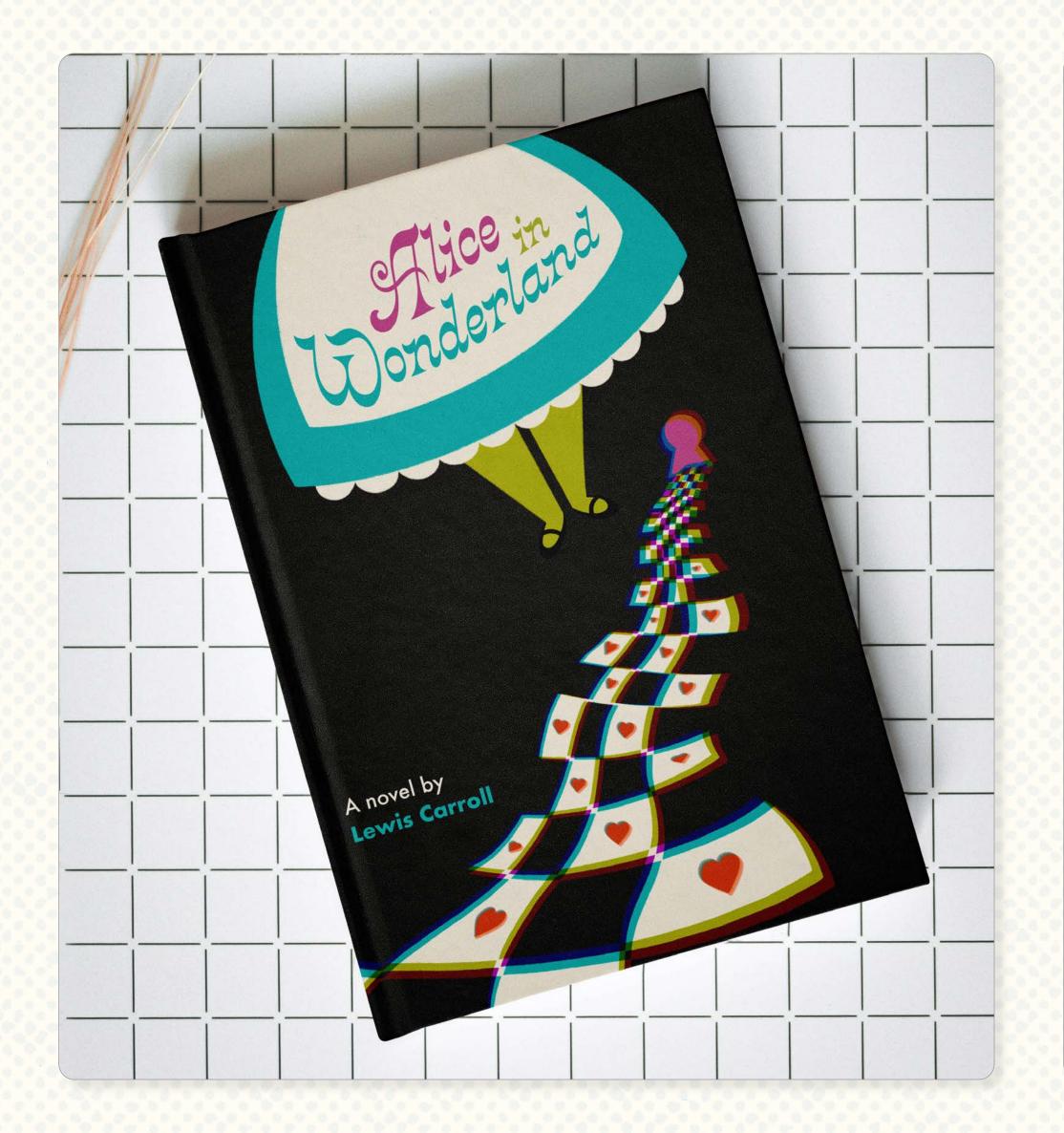
- InDesign
- Illustrator
- Procreate











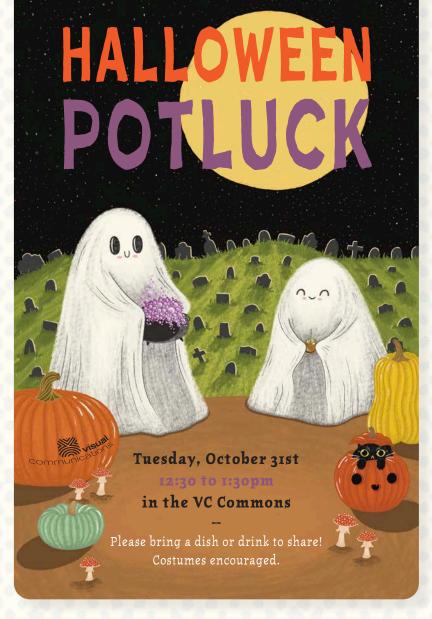


ILLUSTRATION





















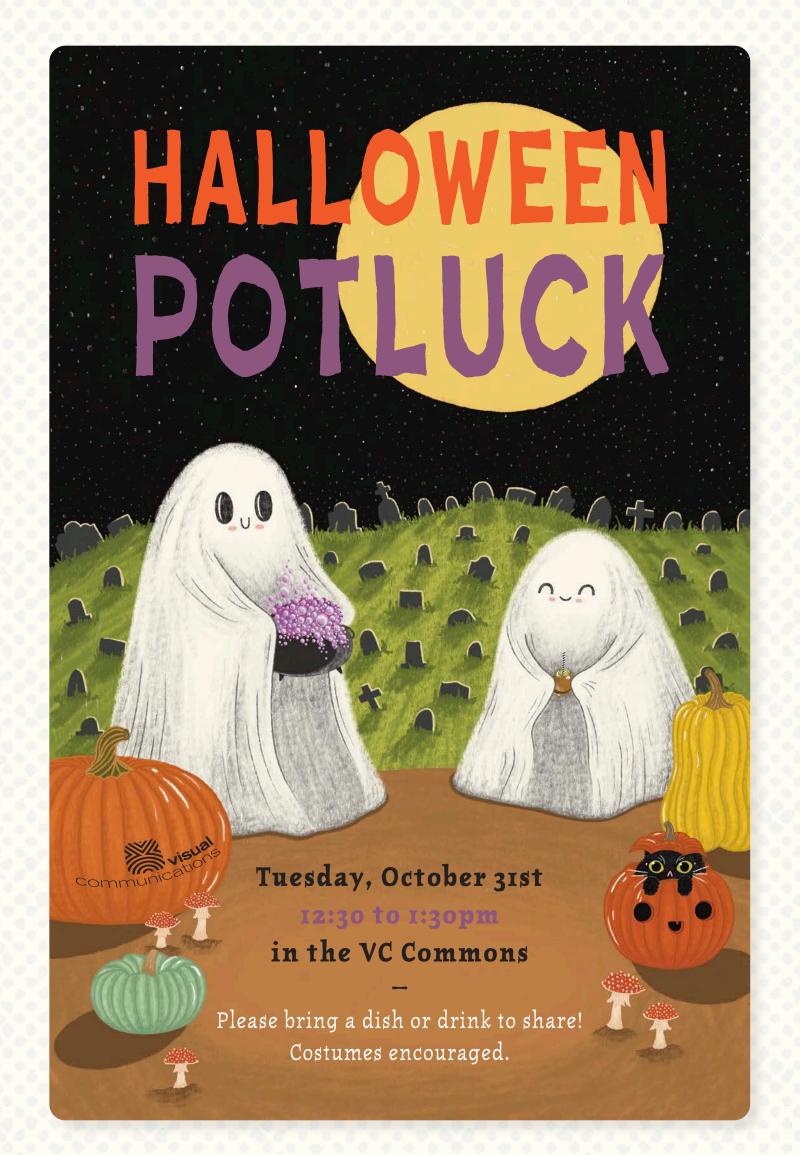


























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