

## ABOUT ME //



Very nice photo of myself, Taken on 5/13/2025.

#### HELLO!

My name is Brandon Ahuatl, I'm A Beginner Graphic Designer and a 3D Blender Artist based in New York.

**MOTIVATION** Came from when I was very young. Always wanting to be creative, Even from a small little sketch.

**WHY** I do this? I'm always willing to learn new tools, skills and adapt in order to reach my creative dreams.

#### EXPERIENCE //

Music Theme Composer

SleepyCat Studio

Storyboard Artist / Director SleepyCat Studio

#### EDUCATION //

LaGuardia Community College -• New Media Technology Major



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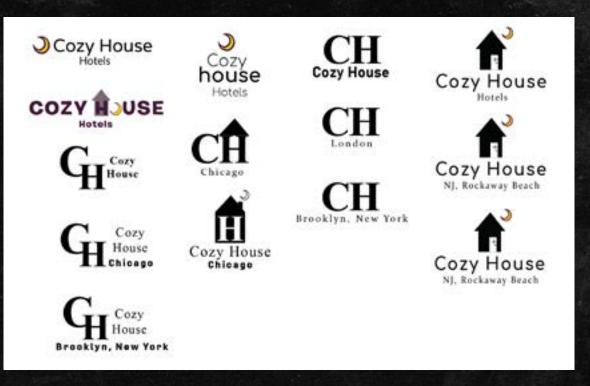
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#### PROJECT 1// Cozy House Hotels

Cozy House Logo Design - 2024

Cozy House is meant to be a hotel service that strikes close to being right at home. The idea for this logo was to be playful, friendly and be professional yet give a sign of comfort and peace, which is why I have headed torwards giving a logo a cresent moon for the more clear idenity that this will be a place for good and warm memories.

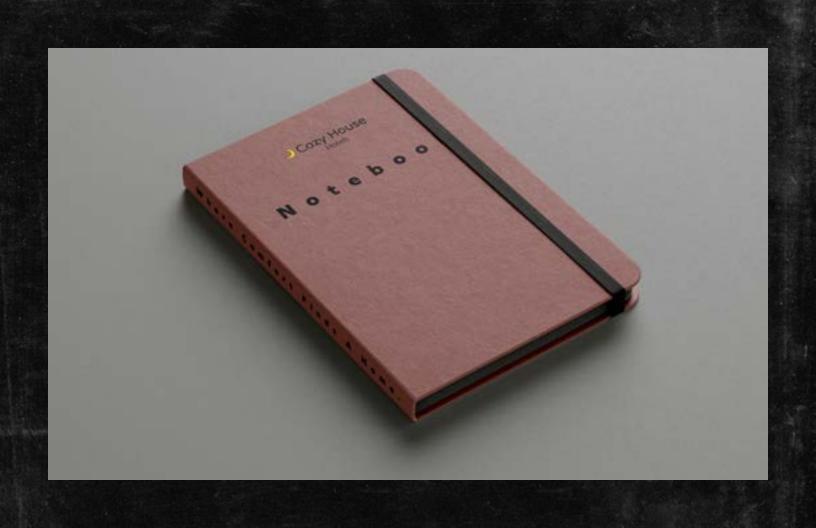




These are all of my logo Iterations before I reached my final logo decision. starting from right to left. I felt that the current one I decided to reach for looks professional and comforting with the font decision and keeping the crecent moon next to the text.

# PROJECT 2 // Mock Ups and ads







### PROJECT 3 // Low Poly Modeling

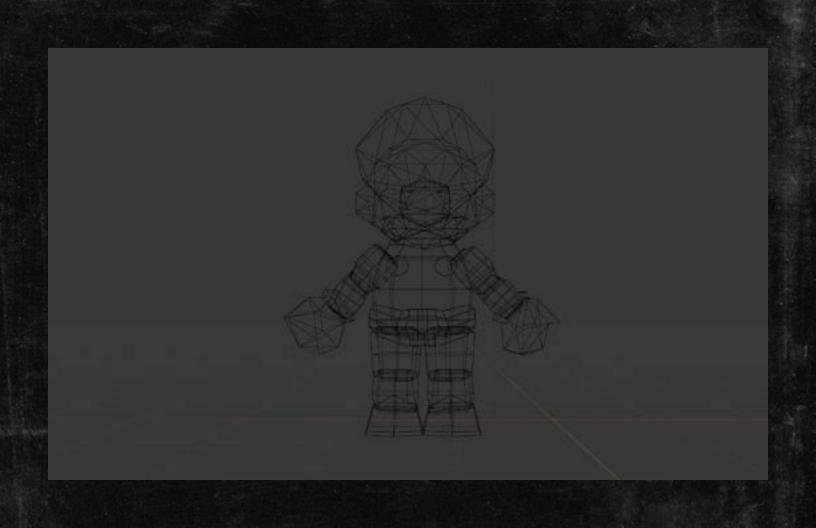
Low Poly Modeling - 2025

This is a simple modeling project I took some time to work on making and while thinking about a popular game "Super Mario 64" Having thought of the charachter mario and how the low poly model was able to run really well on the consoles back then, I wanted to give it a spin to making the model myself and I am pretty proud with the outcome.









#### PROJECT 4 // BLENDER WORK 2

Blender Work - 2025

Being inspired by the space nature and games that partake in space, I thought of a black hole that could show off just how much I enjoy space. the stars, and galaxies. here I have a black hole made using Cycles on blender.



