Andrew Guagliano

Graphic Designer

andrewguagliano96@gmail.com
(289)-925-2919

Business Cards

Various business card designs that I have done both for various clients, as well as For Tea.M, a medium-term school game development project I was in.

Animal Crossing Watch App Mockup

Wireframes and mockups of a hypothetical smartwatch companion app for the video game Animal Crossing: New Horizons as part of a school project.
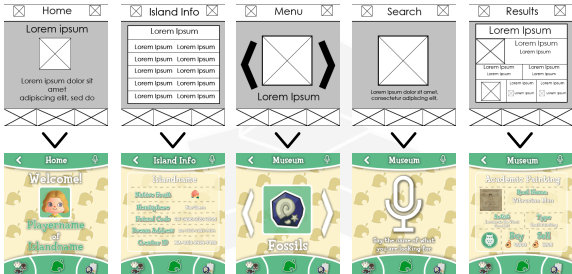
Nier Automata Phone Menus Mockup

Mockups I did of a hypothetical port of the video game Nier Automata for mobile devices as part of a school project
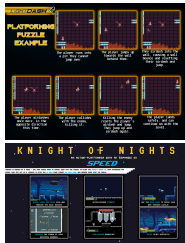
Documentation

Documentation I did for various projects I did in Sheridan's Bachelor of Game Design program. Click the two links below to see the documents in full.

[LiGHTdash Pitch Document (5 pages)](#)
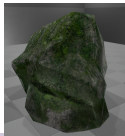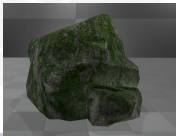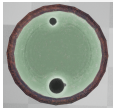

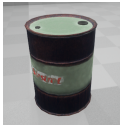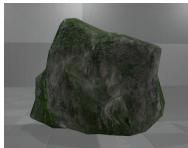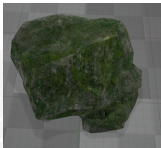[Colour the World Sell Sheet (2 pages)](#)

LiGHTdash & Knight of Nights One-Page Design Documents

Textured 3D Models - Rock and Barrel

3D Assets of a large boulder and an explosive barrel.
Models and textures were imported into Unreal Engine to display.

Slideshows

I put care into making sure slideshows for school projects were fun to look at, helping keep the listeners engaged. Click the links below.
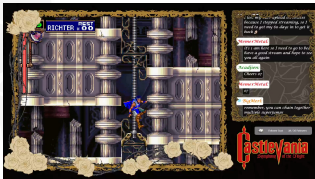

Knight of Nights Game Pitch
(16 pages)

Tea.M Game & Funding Pitch
(11 pages)

Mahjong Soul Monetization Proposal
(10 pages)

Live Stream Overlays

I do live streaming on Twitch.tv as a hobby, and I enjoy creating my own overlays for these, usually themed to the game I am playing.

Interactive Game Menu

Fully functional game menu created and implemented in Unreal Engine in a large-scale project completed in my fourth year at Sheridan's Bachelor of Game Design. Link below.

Click the image for a video showcasing the menu