## XIAOXUAN HAN

SAIC BFA 2025



Multimedia Artist / Designer

Through art as "ordinary magic", I bring a playful approach to celebrate the alchemy of creation, designing work that inspires joy, shifts perspectives, and reveals the magic in everyday life. Seeking to leverage my expertise to deliver fun and impact.



Lasc 3D I

Portfolio

2025

www.h-xx.website

**Graphic Design** 

2-8

Illustrator / InDesign

Illustration

2-3,5-7

Procreate / Ps / Illustrator

Game Design

2,6-9

Unity / Unreal

**Laser Cutting** 

2-4

Illustrator / Job Control

3D Modeling & Rendering

9-12

Maya / Unity / Unreal

Pixel Art

2,8

Aseprite / Procreate

#### My Happy Healthy Windy Chicago Life Game

My Happy Healthy Windy Chicago Life is a one-player simulation card game. This game is about life and daily activities, based on my personal experience living in Chicago. The objective of this game is to survive and be healthy and happy. It is a small and seemingly simple goal but can be challenging to achieve, both in-game and in real life. It aims to make players have fun, while also allowing them to reflect on their own life through playing this simulated life experience.



# **Dragon New Year Celebrations**

Illustrator/Graphic Desigr

2023











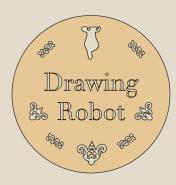


**Dragon New Year Celebrations** 

## Narrow Bridge Arts Club Signs

Graphic Design / Laser Cut 2024

Designing laser-cut signs for a community arts club in a renovated historical church involves incorporating artistic elements that reflect the club's vibrant spirit to attract new members. paired with legible yet expressive fonts that align with the club's identity. The project uses recycled cardboard and colored paper for sustainability, employing layered effects to enhance visual appeal.

















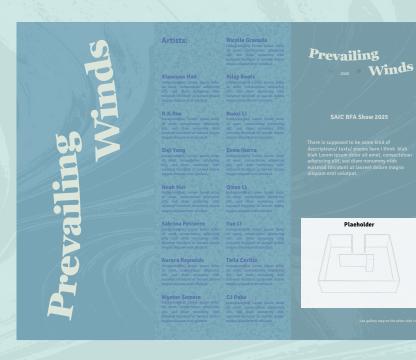


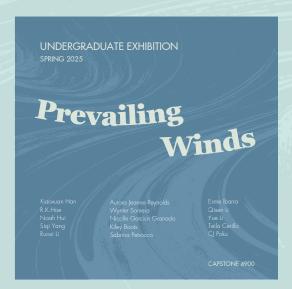


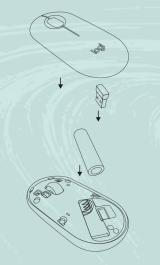




### **Posters & Pamphlets**



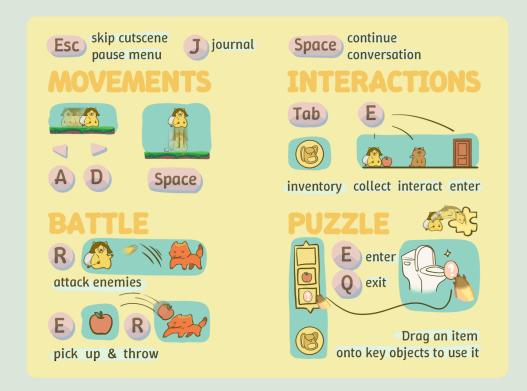




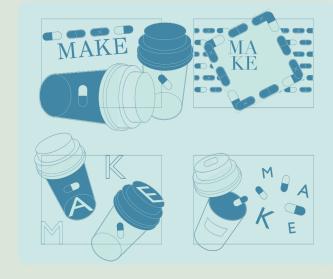


#### Game Manual & Illustrations











#### Mille Bornes Cards Re-skin







A re-skin project for a classic racing card game — Mille Bornes. Introducing a new visual identity to the game to enhance the functionality, accessibility, and thematic connections without significantly altering gameplay.







By using bright color and modern design elements, the project emphasizes the road as a key background feature, highlighting the game's sense of progression and journey.

### **Human? Aliens? Vegetables!**







