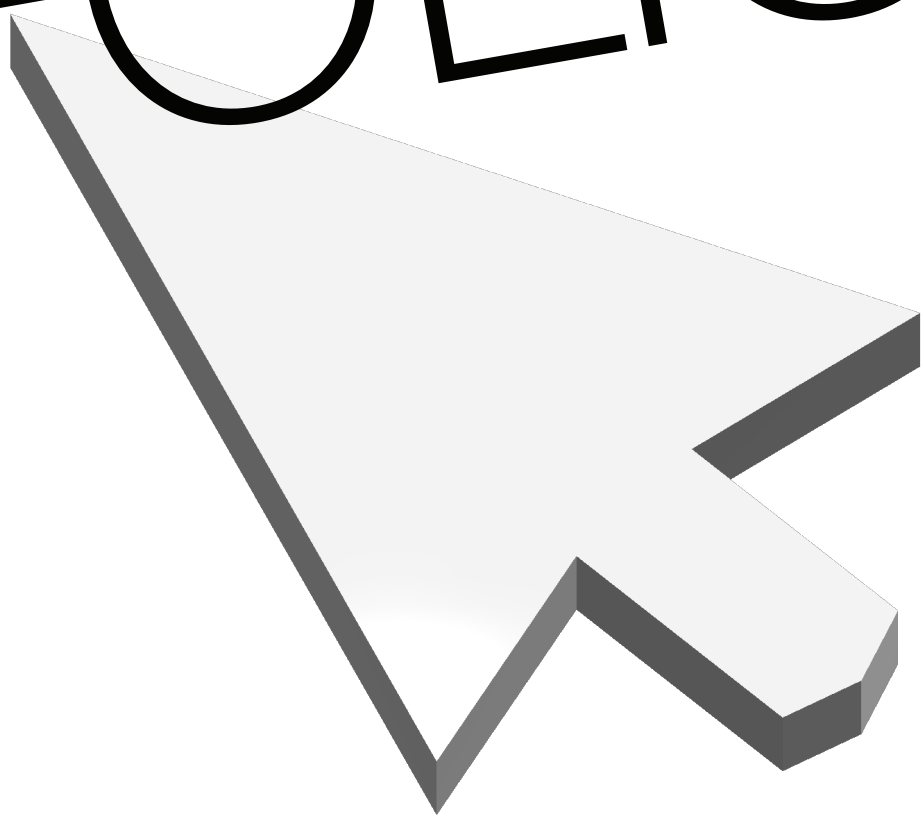


PORT
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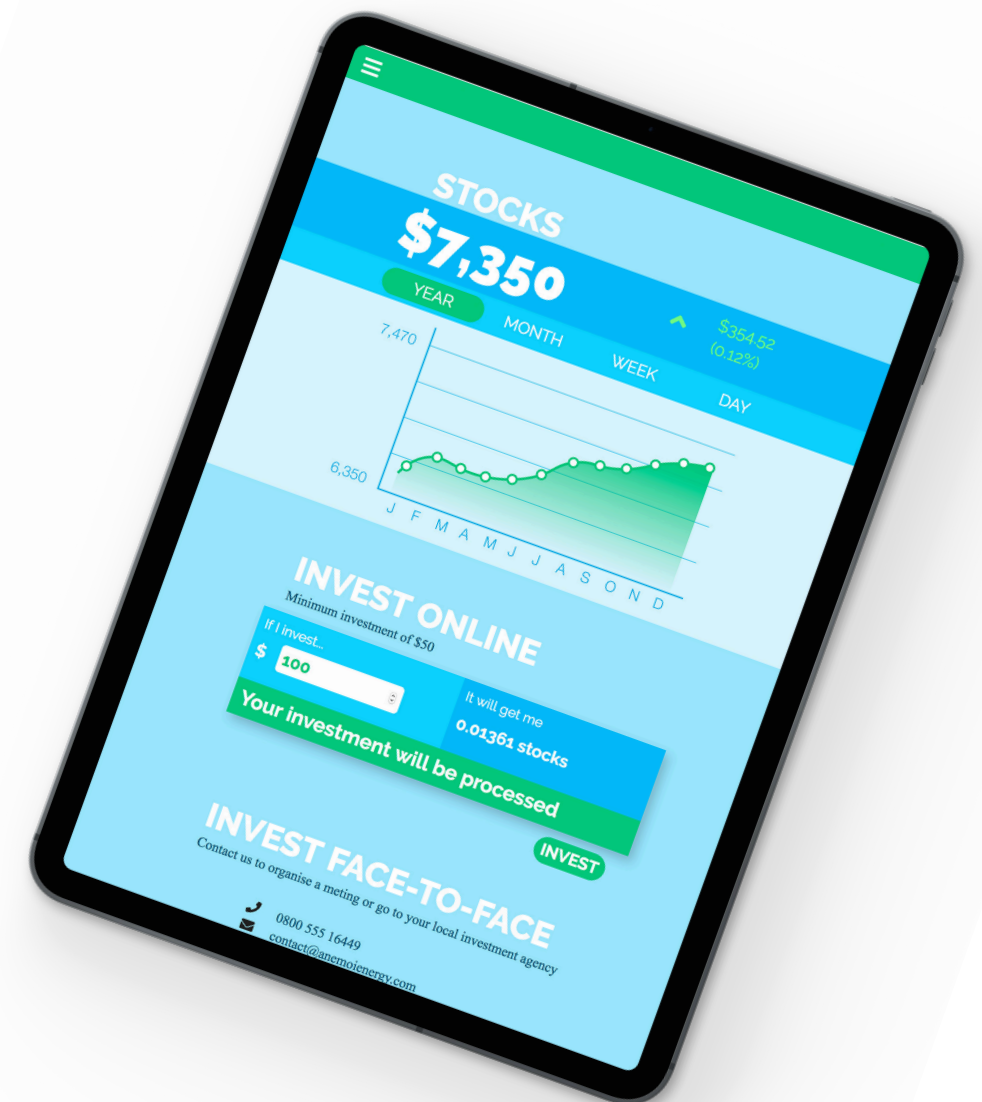


ANDREW
EISERMAN

UI / UX DESIGN ANEMOI ENERGY

This was a speculative university project where I created a speculative brand and corresponding website to present information about that brand in a way that was easy and enjoyable to consume. In this project I coded a responsive website which allowed a user to easily effortlessly interact with the information of the site in an imaginative and creative way. I

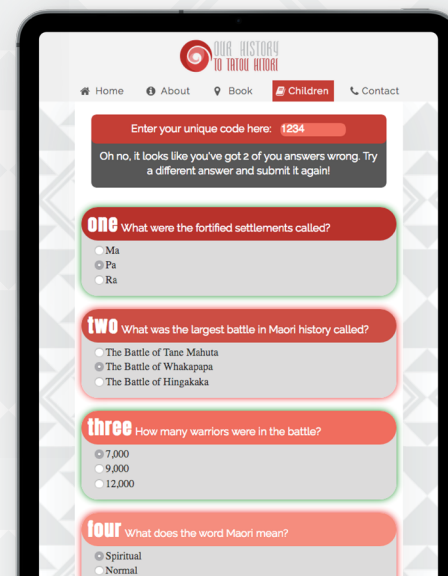
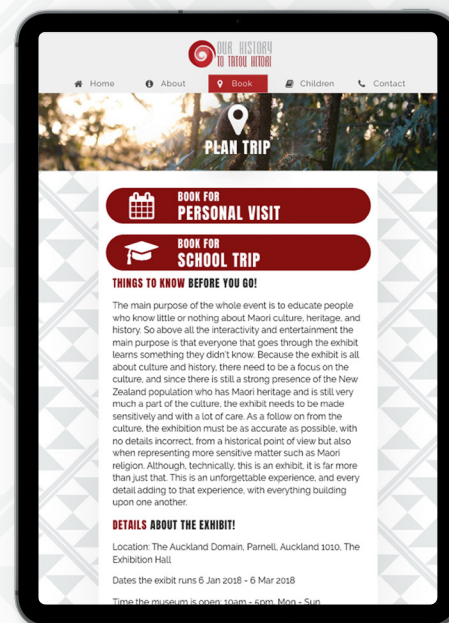
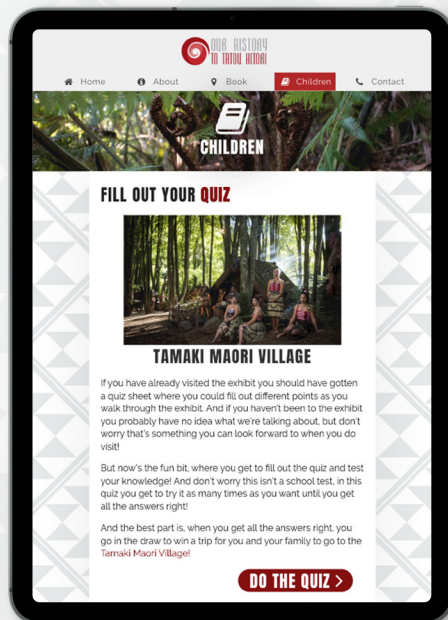
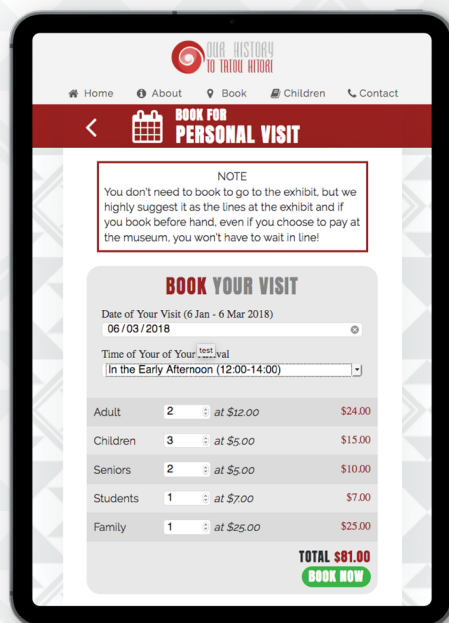
believe in pushing the boundaries of interactive design to create end products that the user will have a pleasurable and memorable experience with, I believe that interactive media can allow a user to experience a brand on another dimension.



2018
Auckland, New Zealand
Solo Project



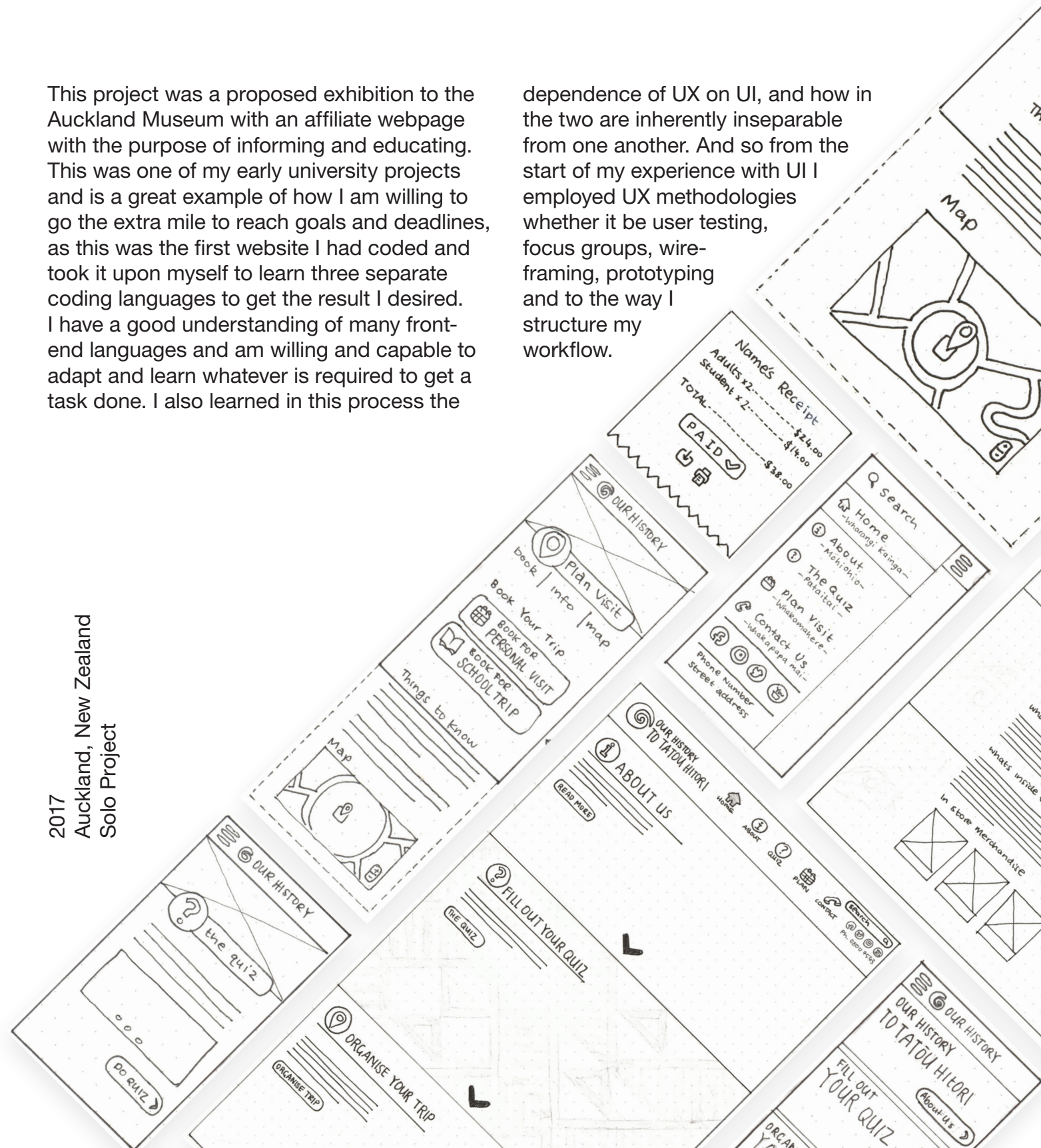
OUR HISTORY TO TATOU HIOTORI



2017
Auckland, New Zealand
Solo Project

This project was a proposed exhibition to the Auckland Museum with an affiliate webpage with the purpose of informing and educating. This was one of my early university projects and is a great example of how I am willing to go the extra mile to reach goals and deadlines, as this was the first website I had coded and took it upon myself to learn three separate coding languages to get the result I desired. I have a good understanding of many front-end languages and am willing and capable to adapt and learn whatever is required to get a task done. I also learned in this process the

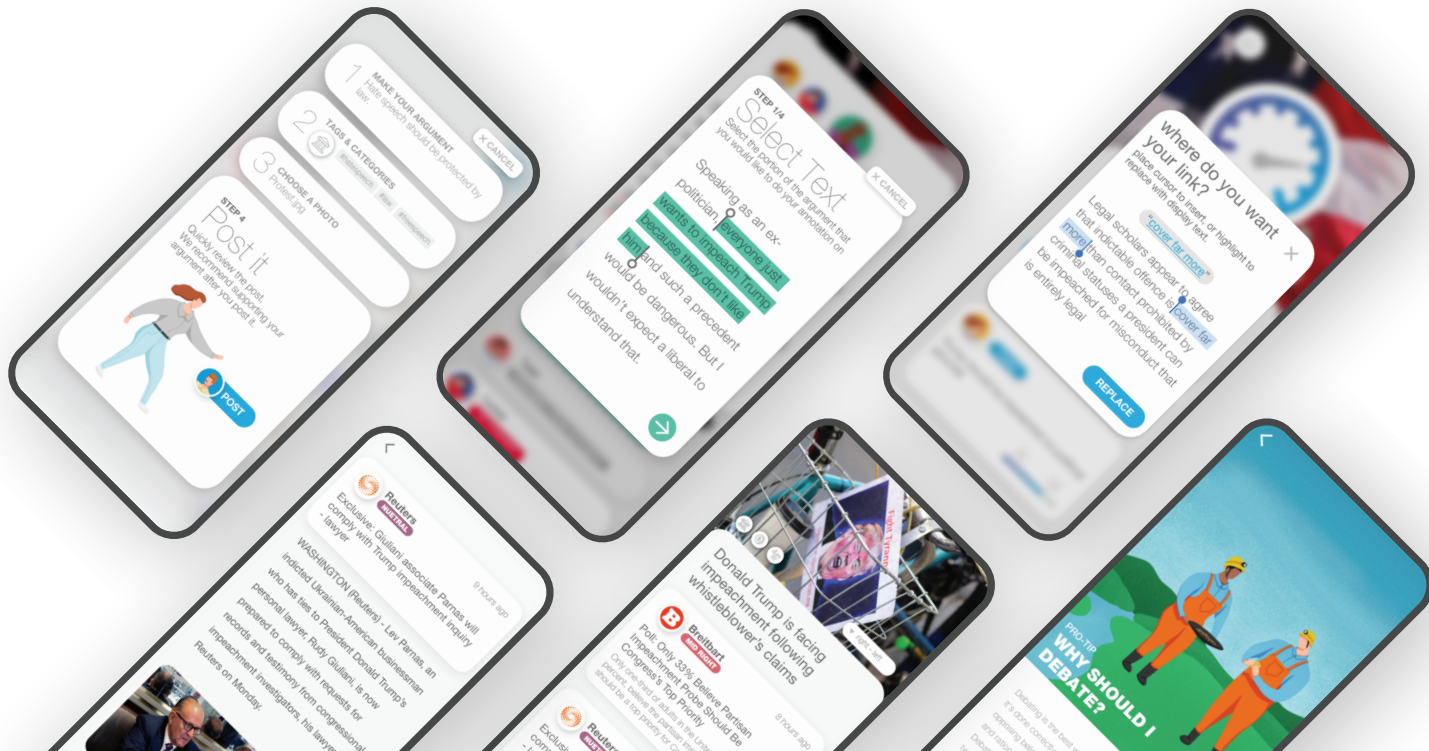
dependence of UX on UI, and how in the two are inherently inseparable from one another. And so from the start of my experience with UI I employed UX methodologies whether it be user testing, focus groups, wire-framing, prototyping and to the way I structure my workflow.



UI / UX DESIGN OUR HISTORY

socratic

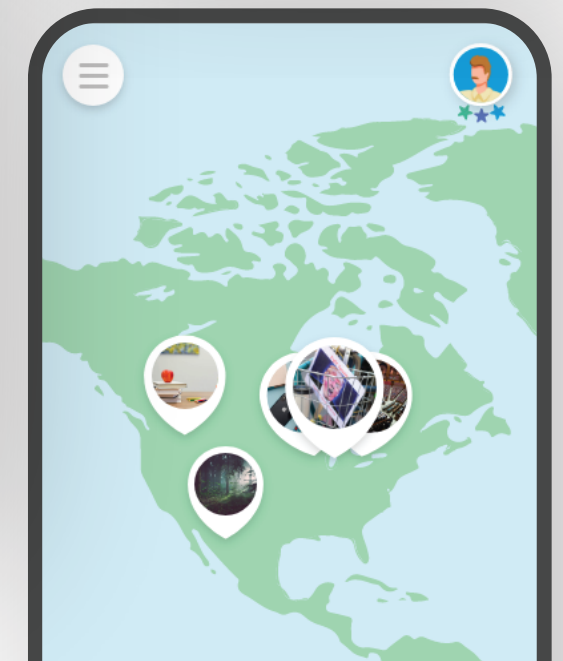
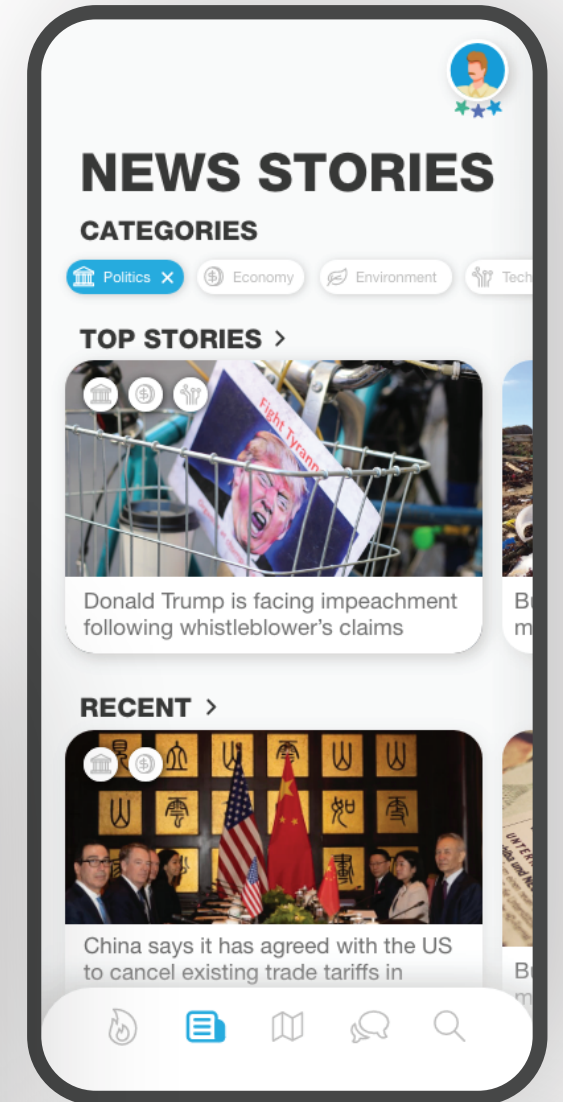
where your two cents are priceles



This was a proposed application which acted as a platform in which people can efficiently and effectively discuss multiple viewpoint. This was one of my more User Experience based projects where I employed a variety of UX strategies to create an optimum product for the end user. I am very passionate about working alongside users to identify pain points, develop solutions and create an ideal user experience for the end user.

2019
Auckland, New Zealand
Solo Project

UI / UX DESIGN SOCRATIC



UI / UX DESIGN MINI MEMBERS / CHAOS

I pride myself in being a quick and adaptable learner, being able and willing to learn new sets of skills required to solve any problems in relation to the design process. Two great examples of this are developing an augmented reality app for a proposal to the Auckland Art Gallery. And another was in the development of website with interactive 3D. In both of these projects I was quickly able to learn and adapt to solve any problems that arose in the design process. The first project, "mini Members",

is a proposal for the Auckland art gallery for a membership program for children at the art gallery with an affiliate application that allows the children to use Augmented Reality to collect and learn more about the artists in the gallery. In the second project coded a webpage to present research and a history of psychic reading and fortune telling. In this project I learned how to code 3D element into webpage in an interactive way.



2018
Auckland, New Zealand
Group Project



2018
Auckland, New Zealand
Solo Project

GRAPHIC / PRODUCT DESIGN VENCHI

This was a design project, where we were briefed to create design for Venchi's Easter range of chocolates. I did research into the brand's identity and values to create graphic elements that reflect their identity. One of my strengths is being able to get a comprehensive understanding of a company's brand identity and apply that understanding to my design, creating design that flows seamlessly with the company.



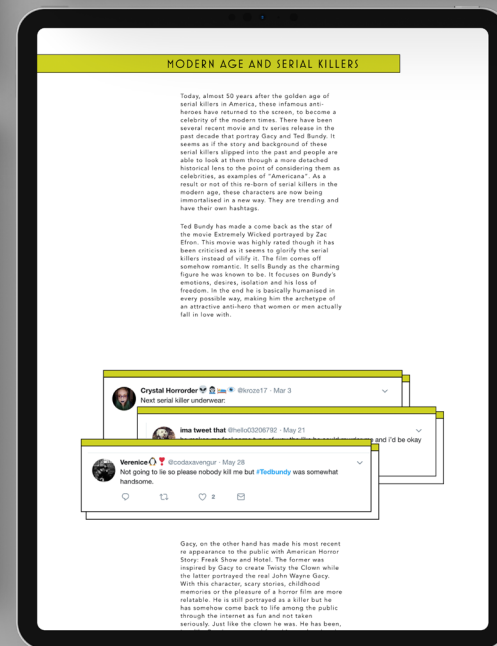
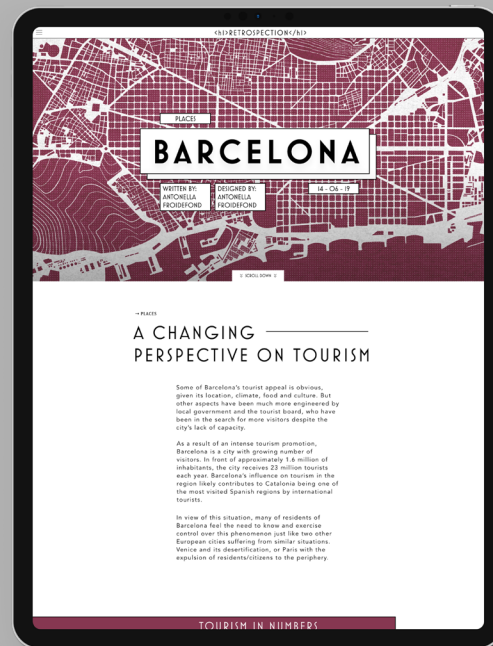
2019
Milan, Italy
Solo Project



UNLEASH YOUR
CREATIVITY

RETRO-SPECTION

EDITORIAL DESIGN RETROSPECTION



This was a proposed editorial group project I complete while in Italy, where I was tasked in designing the user interface and editorial layout of a magazine. Each article had a different interactive element and I was able to coordinate and communicate with a group of writers and designers to create a coherent and cohesive final product. I strive in a group setting and love being able to work alongside other people to bring out the ideal skills and talents of each individual person.

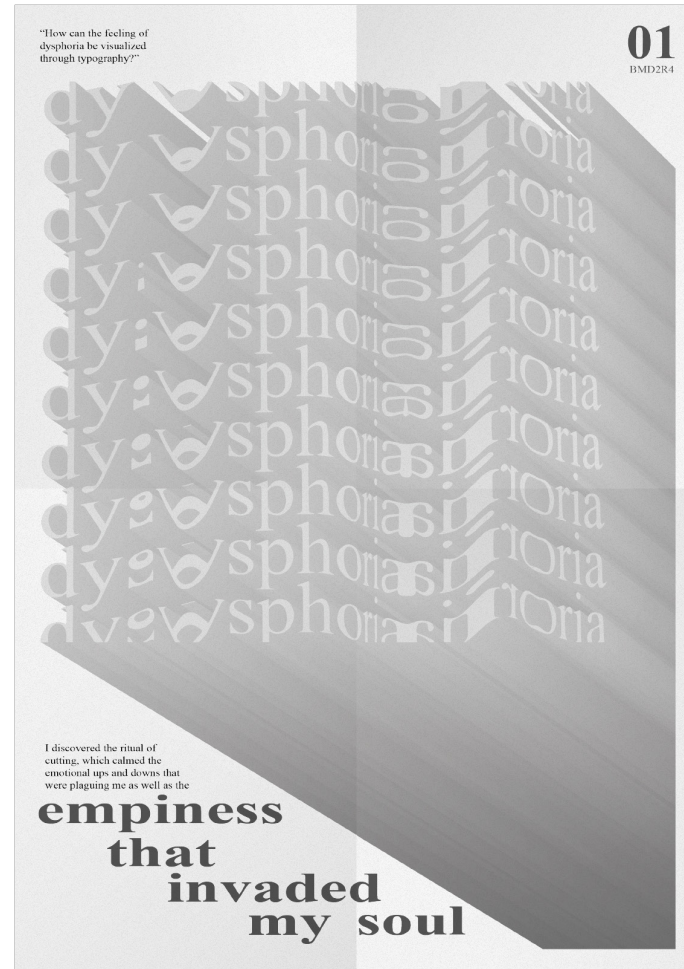


2019
Milan, Italy
Group Project

dysphoria



GRAPHIC DESIGN DYSPHORIA



In this project I did extensive research into the psyche of people who struggle with personality disorders and focused my research on the emotion of dysphoria, I was able to combine my research and empathic predisposition to create a series of graphic works that visually represents the feeling of dysphoria to someone who otherwise would struggle to understand it. One of my strengths is my empathetic nature, allowing me to understand any user or target audiences point of view, on a given topic, which allows me to design and problem solve accordingly.



2018
Auckland, New Zealand
Solo Project

INTERACTIVE EXHIBITION DESIGN KAURI LOUNGE

Silver.



kauri lounge

This was a live exhibition that was designed for the Ellen Melville Centre in Auckland City in collaboration with the Auckland Council, and was awarded the Silver Award Best award in the Nga Aho Category. The exhibition was to raise awareness for Kauri Dieback and to educate people about Kauri by creating an interactive forest. It was a great opportunity to experiment with physical prototyping with

Arduinos. Also in this exhibition I was able to work alongside the people and activists that have been driving the movement to protect kauri, and a someone who is inherently curious it was an amazing opportunity to educate myself on this issue and to immerse myself in the problems they face so that we could work cooperatively to create the best possible outcome



2018
Auckland, New Zealand
Group Project



