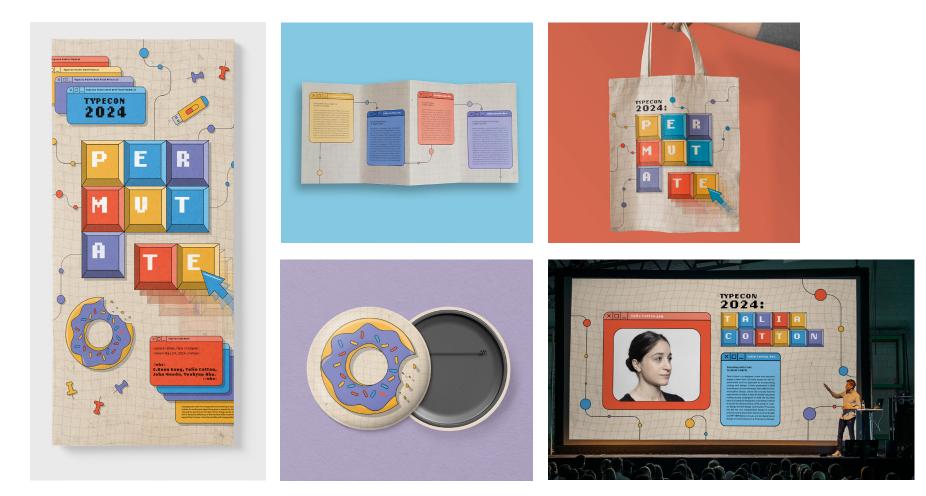


DYLAN BURKETT Graphic Design Portfolio

TYPECON: PERMUTATE

Brand/Identity, Print | 2022

A branding system for TypeCon, an annual conference for type & lettering lovers across the nation. This system was made specifically for the theme "Permutate" focusing on creative coding and how it can not only play a role in, but can actually be used as a medium for design.



TOOLS OF TORMENT UI/UX | 2023

Tools of Torment is a website that teaches the viewer about various forms of medieval torture devices along with information on the effects of torture, historical reasoning for it and the ethics and modern opinion tied to it. The website is designed with neon colors, liberal use of texture and grayscale photography to create an unsettling but energetic feeling.



BOOK OF QUESTIONS Print | 2022

The Book of Questions is a small accordion fold booklet featuring excerpts from Pablo Neruda's book by the same name. The booklet unfolds to reveal a series of postcards using poems from Neruda's book transformed into typographic designs while the other side provides information on his life and career.



ΕΜΟΤΟ

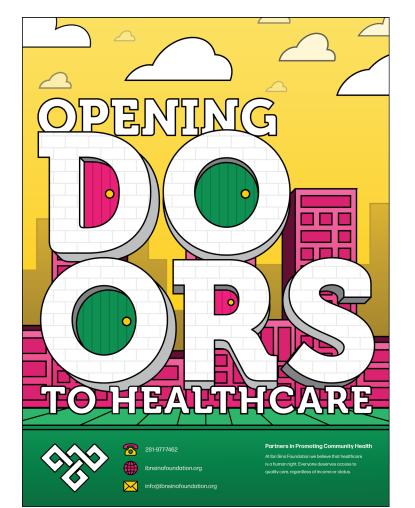
Product Design, Brand/Identity | 2023

Emoto is a colorful, expressive set of 8 emotional coasters designed for the Blaffer Art and Design museum shop. Each coaster is designed to represent a different emotion so you can take your pick to either express yourself, or deal them out to your friends to let them know who's on your good or bad side that day.



IBN SINA TARGET AUDIENCE WORKBOOK & POSTER Brand/Identity, Print | 2023

The Ibn Sina Foundation is a preventative and primary care provider. The target audience handbook is designed to be distributed to the employees at Foundation's employees. Various personas are explored, giving the reader a better understanding of the needs, wants and pain points of different people associated with the organization. The handbook is accompanied by a poster to further promote the organization.











ON TAP: HISTORY ON WHEELS Environmental Design | 2024

Wheels of History is a public installation along the Columbia Tap Trail for the On Tap community event in Houston. Six installations line the trail, celebrating the history and people of Third Ward. For Wheels of History, a kinetic map of the trail was designed and constructed using repurposed bicycle wheels. Through the collaborative efforts of the entire team, this colorful and engaging final piece can be enjoyed by the community.

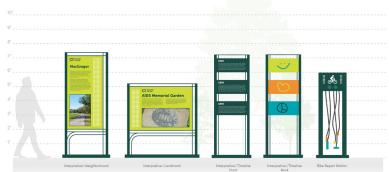


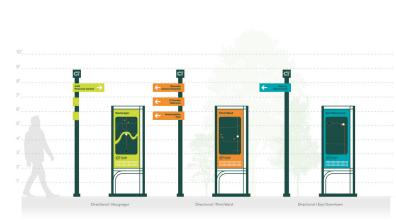
COLUMBIA TAP TRAIL IDENTITY AND SIGNAGE SYSTEM

Brand/Identity, Environmental Design | 2024

A collaborative team project to develop an identity and signage system for The Columbia Tap Trail, a 4 mile rails to trailsproject connecting three super neighborhoods: Macgregor, Third Ward and East Downtown. The Identity creates a bold and friendly feeling while also offering functionality and legibility to viewers. This is achieved through use of vivid color language distinguishing between neighborhoods, clean typography allowing legibility for both pedestrians and cyclists, and a strong line motif referencing trails, roads and tracks adding a lightness and elegance to the package.







COLUMBIA TAP TRAIL : SCHEMATIC DESI

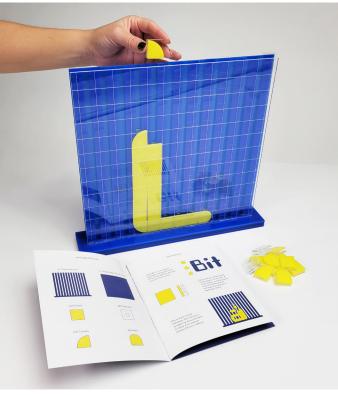
UHGD TEAM 5: CATHERINE CANTU - DYLAN BURKETT - EMMA MATOCHA - JULISSA HERRERA J FALL 2023

ASTROBIT Type Design | 2023

AstroBit is a chunky, funky, typeface inspired by Y2K and digital aesthetics. Contrasting heavy stems with thinner lines and rounded corners give the typeface a bold but friendly personality. Strong use of the grid and a modular system consisting of only 3 pieces offers simplicity without sacrificing character. AstroBit is paired with a set of tiles and a board that allow you to build any character from the typeface. Simply drop the tiles between the columns, stacking and building the letterforms from the ground up bit by bit.



RaBbCcDdEeFfGgHhIiJjKkLlMmNnDoPpQqArSsTfUuVvWwXxYy2a



BRIDGING BYTES

Identity, Print, UI/UX | 2024

Bridging Bytes is a social awareness campaign designed to highlight the inaccessibility of internet/digital devices of specific groups resulting in inaccessibility to education during the covid-19 pandemic. The campaign delves into the correlation of access to internet with socioeconomic status, demographic information, location and various other factors displayed through a web-based data visualization piece.



SAFERME UI/UX | 2024

SaferMe is an app created to provide a destigmatized portal to education on sexual health and providing sexual health resources to those that need them. The app offers a straight-forward, streamlined experience to allow the user to do things like research various STI's, schedule STI testing services, and connect with the community and discuss sexual health related topics.

