

TH4  
WORST

# PORT FOLIO

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Hey There! I'm,

# TH4W6RST



*Ironic, I know*

I am a Montreal based graphic & web designer who has a love for music & is always looking to collaborate & share with passionate individuals just like me. I am capable of adapting to your needs to make your brand sing. My design style is mostly bold, effective & meticulously thought out.

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# SWEET SCARLET

## PACKAGING DESIGN



## PROJECT

For this project, I designed a wine label for Saint-Pierre Le Vignoble. I drew inspiration from the winery's religious ties and created a concept centered around symbolism and subtle narrative cues. Instead of using literal imagery, I hinted at the wine's flavor through a rosary-inspired design, where one bead is replaced by the fruit associated with that wine.

## CHALLENGE

The difficulty was designing something meaningful without being too literal, simply placing fruit imagery on the label felt uninspired.

## SOLUTION

To avoid clichés, I created moodboards, sketched multiple variations, and refined the concept until I arrived at a composition that felt thoughtful, symbolic, and visually distinct.



TRAINING MANUAL

# HOW TO BUILD A PC

2024

# HOW TO BUILD A PC

PUBLISHING



## PROJECT

How To Build A PC is a training manual designed for anyone and everyone trying to learn the art of building their first personal computer. This was a Publication Design Project.



## CHALLENGE

The biggest challenge was organizing large amounts of information in a way that was clear, logical, and user-friendly without overwhelming readers.



## SOLUTION

I created a detailed outline based on learner needs, structured content from basic to advanced topics, and used headings, subheadings, and bullet points for clarity. These strategies resulted in a clean, intuitive manual that supports accessible learning.



# WILLOW

UI UX

## PROJECT

Willow is a clock app that also acts as a pomodoro timer to enhance the student study experience using Html, Css and Js.

## CHALLENGE

Priotising Minimal Visual language to create a design that is not too distracting to the average student.

## SOLUTION

Multiple iterations were made to establish an earthy color palette and kept the design very clean and bare bones to enhance functionality.

## SCAN TO USE



# OFFER MAGAZINE

PUBLISHING



## PROJECT

OFFER Magazine is THE magazine that addresses everything alternative music. For this project, I designed a cover page covering Sleep Token, an upcoming band promoting their new album release "Even In Arcadia".

## CHALLENGE

Balancing visual hierarchy with a clean layout was challenging due to multiple required elements and limited space.

## SOLUTION

I experimented with type weights, spacing, and alignment while refining margins and layout structure. This created a polished cover with clarity, balance, and strong visual flow.

# OFFER



# LIFE IS STRANGE

MOTION GRAPHICS

## CHALLENGE

The primary challenge was that all visual elements had to be entirely original, no assets, graphics, or imagery from the actual game could be used.

SCANTO  
WATCH



## SOLUTION

To overcome this, I developed custom typography, textures, and atmospheric visuals inspired by the game's emotional tone rather than its direct aesthetic. Using a monochromatic color palette, and custom logo design, the final video conveys the nostalgic emotion.

## PROJECT

For this project, I designed and animated a cinematic title sequence for a fictional film adaptation of Life Is Strange.

The goal was to capture the game's emotional depth, nostalgic tone, and themes of memory and time manipulation through motion design.



LIFE  
STRANGE  
Fractured Horizons



Hannah Telle  
as  
Max Caulfield



# AWARENESS POSTER

## POSTER DESIGN

### PROJECT

I created an awareness poster that highlights the social issue of inflation and its impact on everyday life. The goal was to take a complex economic topic and translate it into a visually compelling and accessible piece of communication.

### CHALLENGE

One of the main challenges was presenting a complex economic concept in a simple and accessible way for a general audience.

### SOLUTION

To solve this, I used strong visual metaphors to communicate the issue clearly without overwhelming viewers. This approach made the poster visually striking, informative, and easy to understand.



# ASALARA

## CHARACTER DESIGN

### PROJECT

Asa is a royal runaway druid who carries rebellion like a second heartbeat, weaving defiance into every step she takes. Within her, the power of the stars flows.

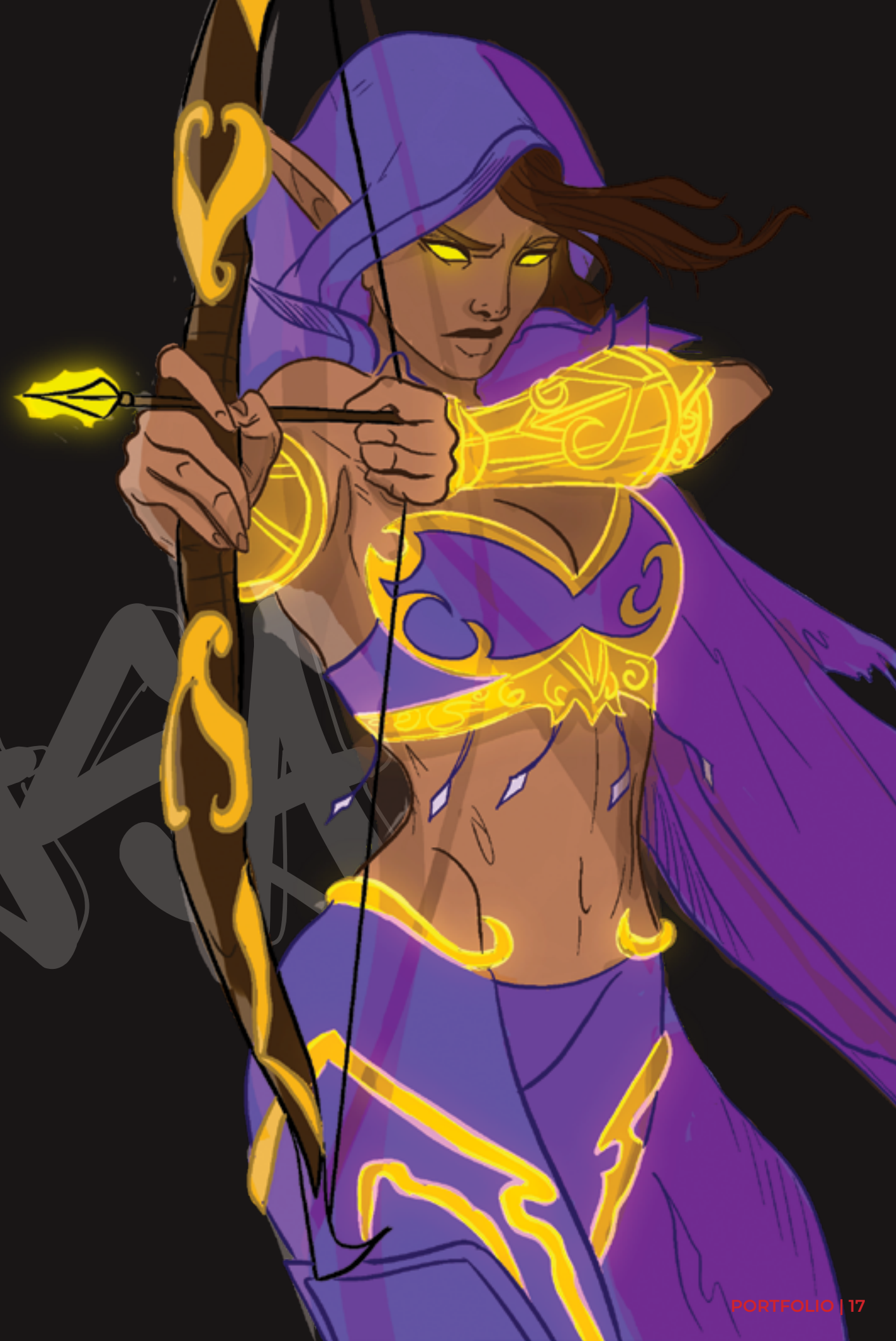
This was an original character design for a Dungeons and Dragons campaign.

### CHALLENGE

I had to ensure the design communicated the character's D&D class and role without relying on generic fantasy tropes.

### SOLUTION

I referenced armor, fabrics, and fantasy art styles that matched the campaign's tone, then incorporated personalized details tied directly to the character's backstory.





released May 26, 2023

Autrice: Elisabeth Sirois

Compositrices: Sharjana Robert, Myriam Fournier

Guitare électrique: Thomas B. Champagne

Contrebasse: Olivier Hébert

Piano: Yves Morin

Ingénieur son, mix: Stéphane Leclerc

Studio: Makina

Matriçage: Grey Market Mastering

# RIVER

## MUSIC COMPOSITION



LISTEN TO IT  
ON SPOTIFY

### PROJECT

“River” is a musical piece I composed for the wonderful La Fille à Raymond. It appears as track 3 on her album Toutes les histoires vraies, officially released in 2023. This project remains one of my most cherished accomplishments. This song is particular ended up being played on Radio-Canada.

### CHALLENGE

One of the main challenges was maintaining clear communication, as the album was recorded during the pandemic

### SOLUTION

To overcome this, we established regular video calls, shared detailed updates, and used voice messages to stay aligned throughout the process.



# MERRY MAYHEM

CANVAS GAME



PLAY NOW

## PROJECT

Merry Mayhem is a holiday-themed game following a young boy, Riley, as he navigates festive obstacles to collect presents. I developed the game entirely using JavaScript and HTML Canvas, focusing on smooth player movement, collision detection, and dynamic interactions to create a playful and engaging experience.



## CHALLENGE

Although it was a group project with a tight timeline, I ended up taking on the majority of the work, handling marketing, coding, game mechanics, and canvas implementation.

## SOLUTION

I spaced all my tasks out evenly, in order to not burn out and reach deadlines. This experience strengthened both my technical skills and my ability to deliver a complete, functional game under time constraints.



# SELF PORTRAIT

## ANIMATION

### PROJECT

This project was an experimentation of different animation techniques based on augmented reality activation. With the help of Illustration and animation techniques I created a self-portrait.

### CHALLENGE

One of the main challenges was translating a static self-portrait into an engaging AR experience. I had to figure out how to layer illustrations, motion, and interactivity in a way that felt intentional and true to my person.

### SOLUTION

To solve this, I broke the portrait into animated components and experimented with different motion techniques to see what translated best in AR.

## CAMPAIGN DESIGN

# VERNI SSAGE 2026

SHARJANA ROBERT

# VERNISSAGE

## BRANDING



### PROJECT

This was a branding project for my college program's graduation vernissage. I created various promotional materials for print and web.

### CHALLENGE

To create promotional materials for an event. To create an engaging design for the target audience. To efficiently layout all information necessary. To adapt a design to various formats and promotional materials.

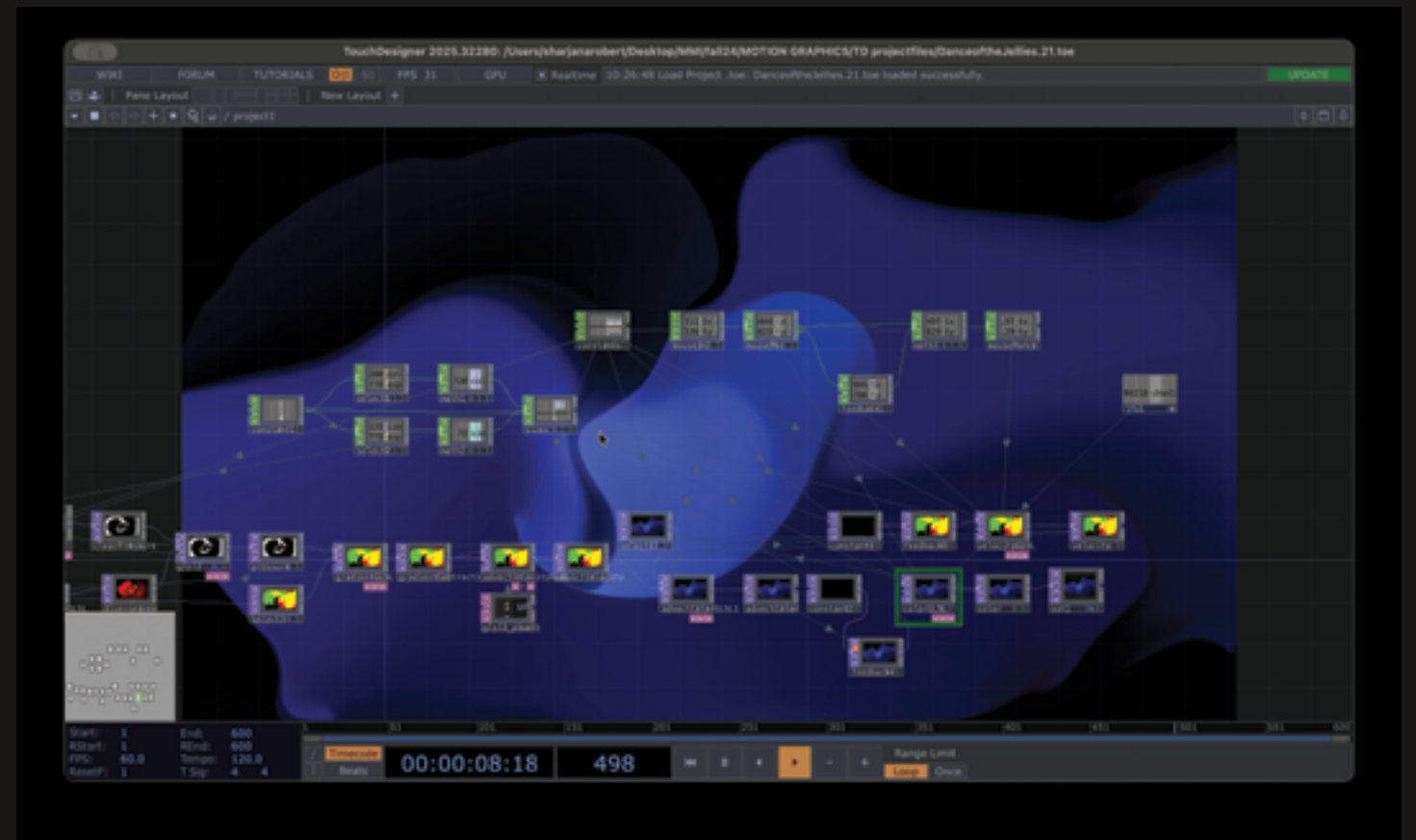
### SOLUTION

For creating an attention-grabbing poster and complementary event materials, I opted for a design featuring a dark color scheme to reflect my design style. I incorporated elements of brutalism and train tracks to implement the word "MOVEMENT" which was assigned as the design guide.



# JELLY BENDER

MOTION GRAPHICS



## PROJECT

JellyBender is an interactive digital environment that reacts to mouse gestures, pressure sensitivity, and screen boundaries, allowing users to manipulate a fluid-like blue light.

## MY ROLE

I developed the entire system, from initial concept to coding the interactive network, designing the fluid simulation, implementing gesture controls, and refining responsiveness. This project fully reflects my technical and creative approach.

## CHALLENGE

Our initial plan was to integrate a Kinect sensor for full-body interaction, but the model we had was incompatible with TouchDesigner, causing workflow setbacks and forcing us to rethink our interaction system.

## SOLUTION

We pivoted to strengthening mouse-based interactions, enhancing the responsiveness of the digital fluid and focusing on intuitive, on-screen movement. This resulted in a polished interactive experience without relying on external hardware.



sharjana robert

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