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Portfolio 2026

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hhero.xyz



01

Leaf or Die

An interactive survival game where picking the wrong leaf could kill you.

Interactive Installation

Creative Technology

Hardware Programming

MY ROLE

Creative Technologist, team of 3, 5 weeks. Wired and programmed an Arduino that reads five RFID scanners at once, each lighting its own LED ring.

PROBLEM

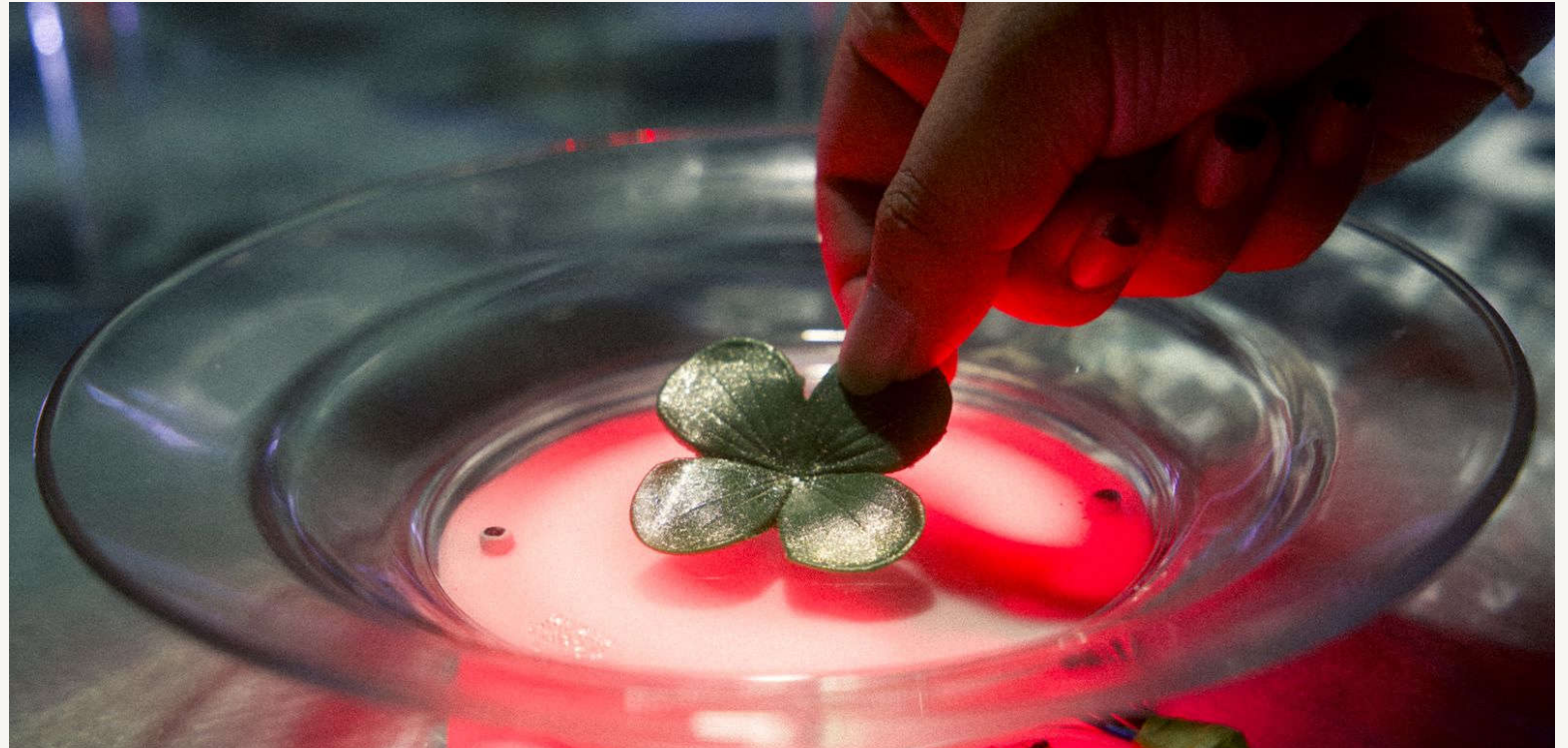
Some edible water plants look almost identical to toxic ones, and we wanted that risk to feel real.

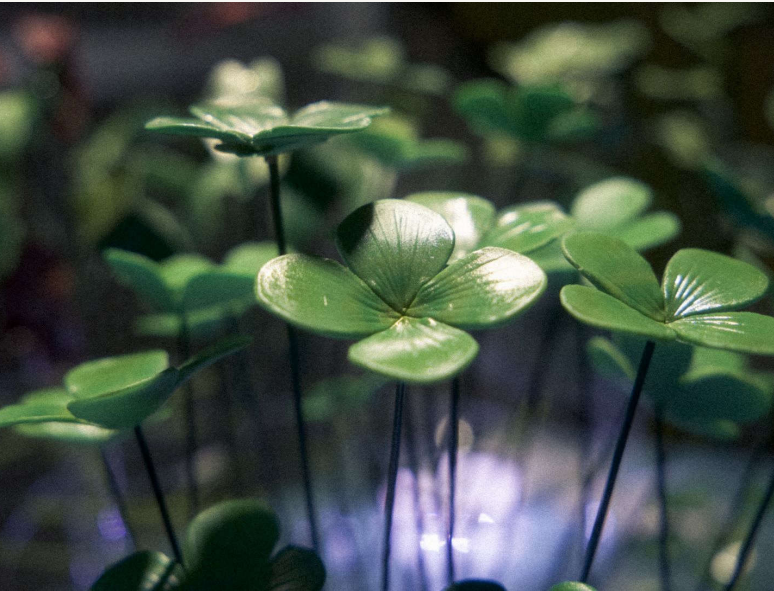
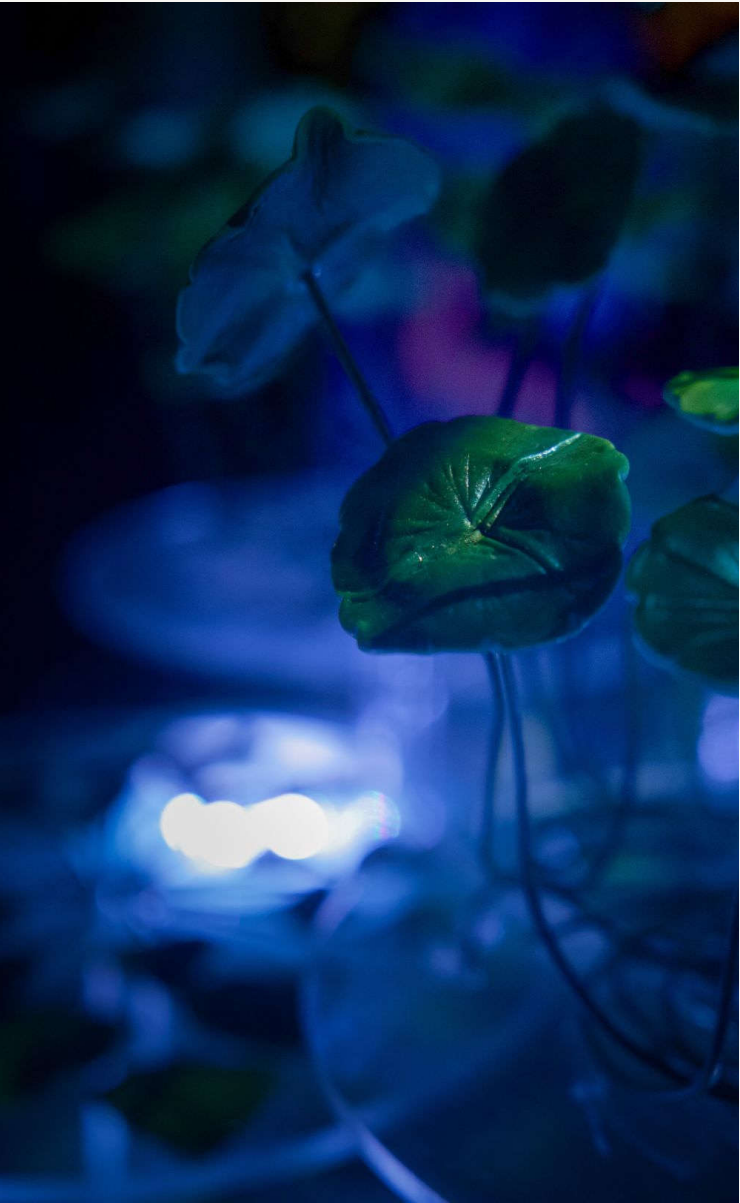
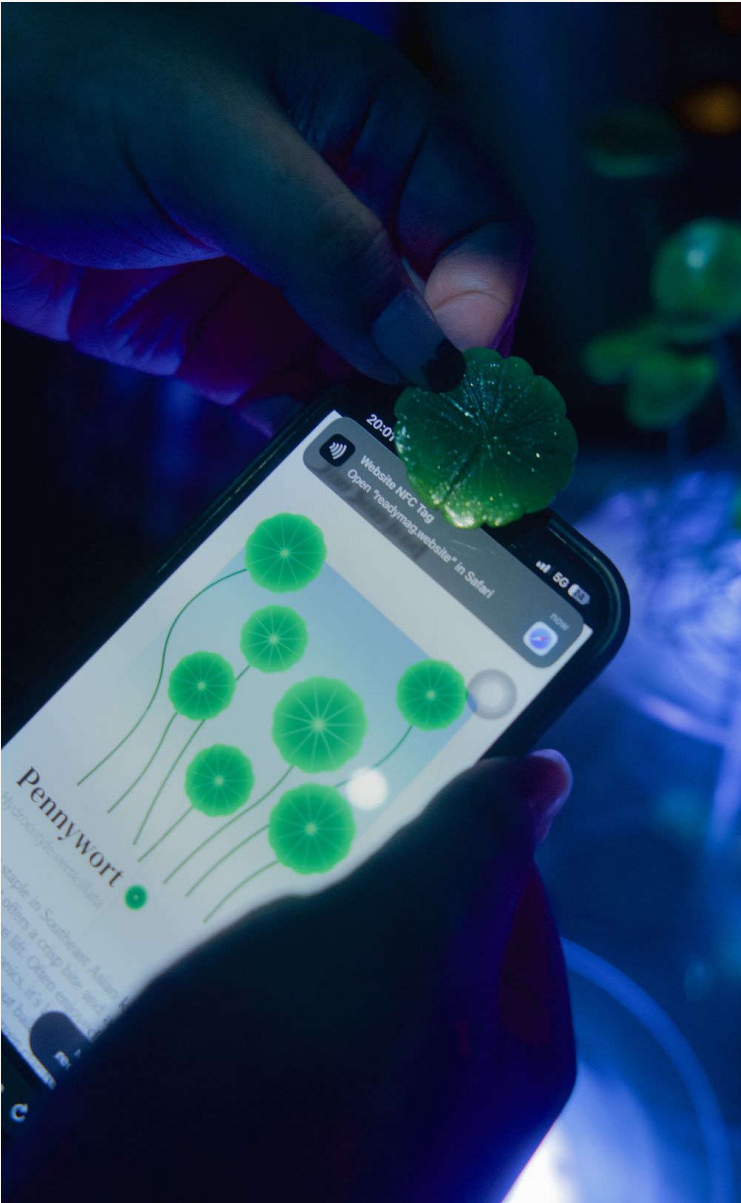
SOLUTION

A tabletop game: players place magnetic leaves on test plates, hidden LEDs reveal survival or death, and an NFC tag in each leaf opens the real plant's story.

FULL PROCESS

hhero.xyz/projects/leaf-or-die ↗





02

VJing for Cool Dub Club

Live 3D visuals for a Thai-fusion dub set, built as a tower through the Buddhist Three Worlds.

3D

Audio Visual

Live Performance

MY ROLE

One of eight visual artists, 8 weeks. Modeled, lit and rendered three floors of the tower (4, 5 and 9) for the library of loops we mixed live.

PROBLEM

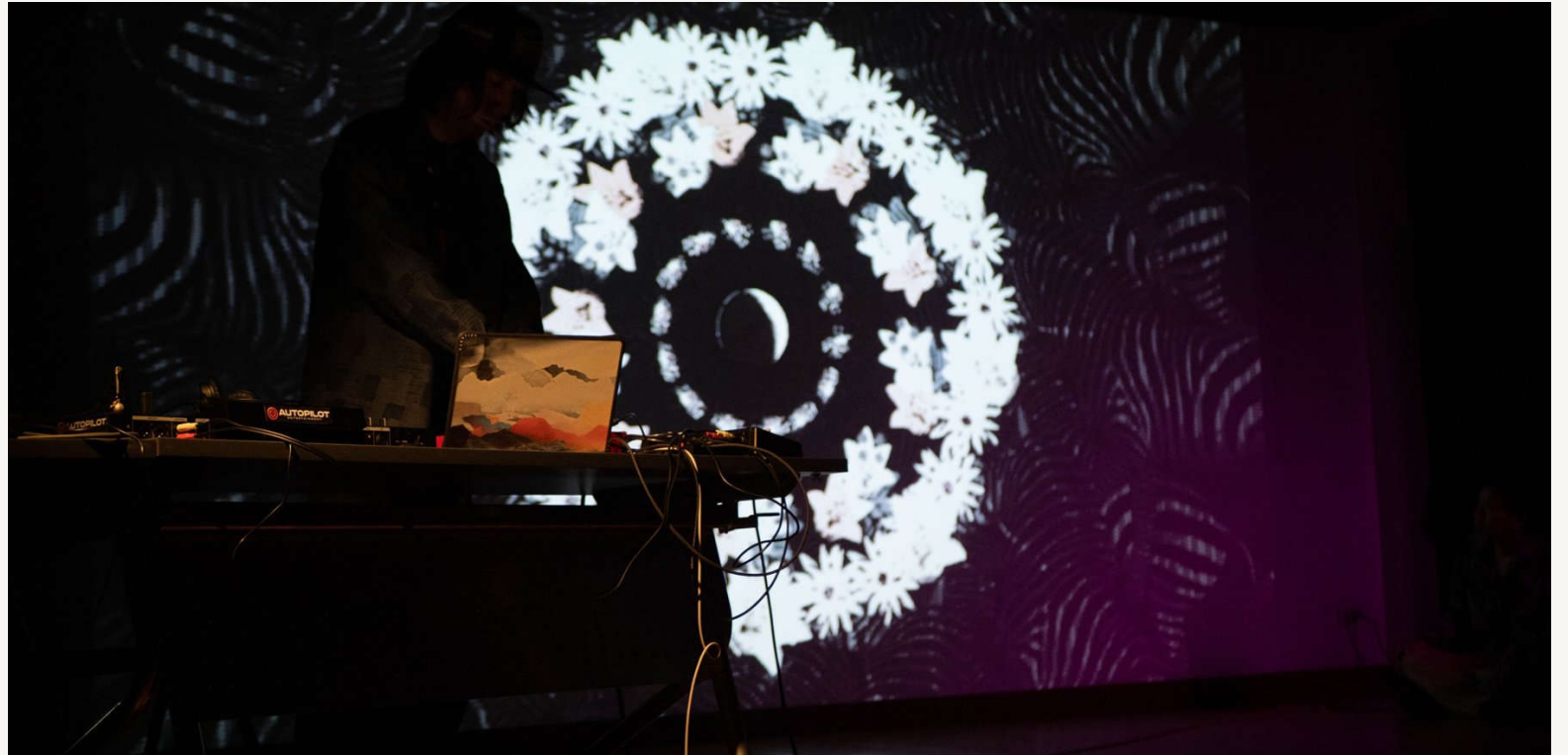
Live visuals usually translate music literally: a drum hit becomes a flash, and the music becomes a trigger.

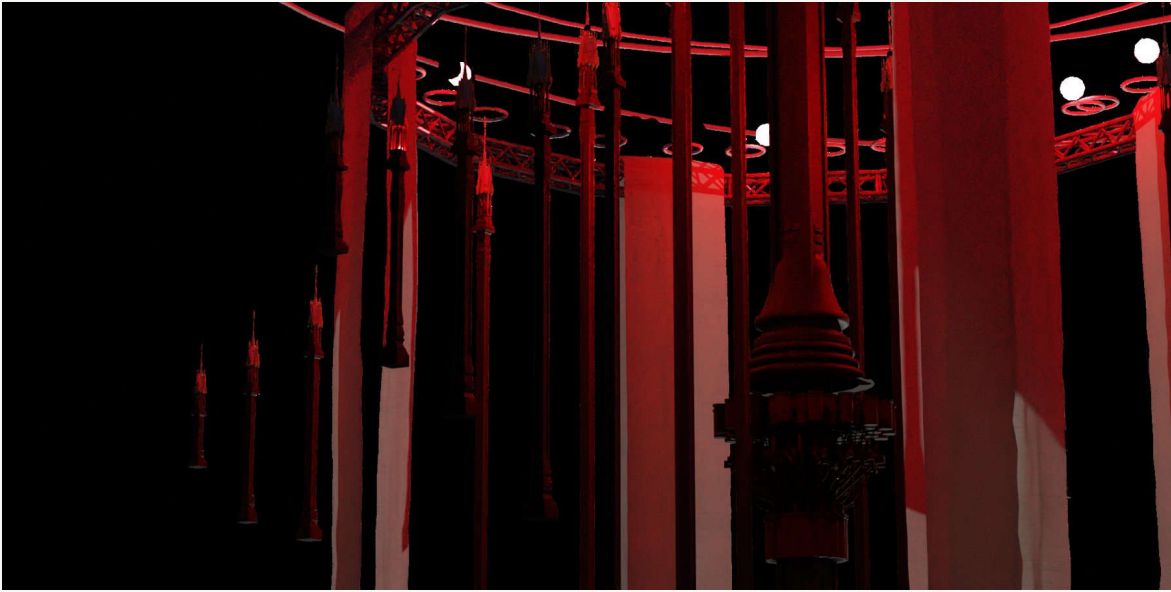
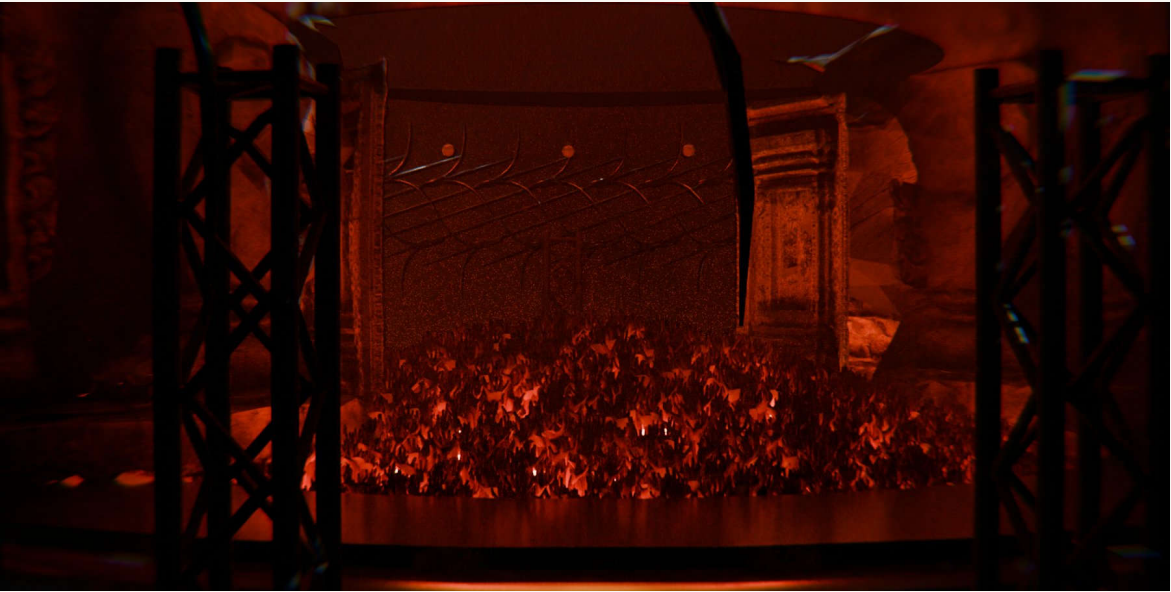
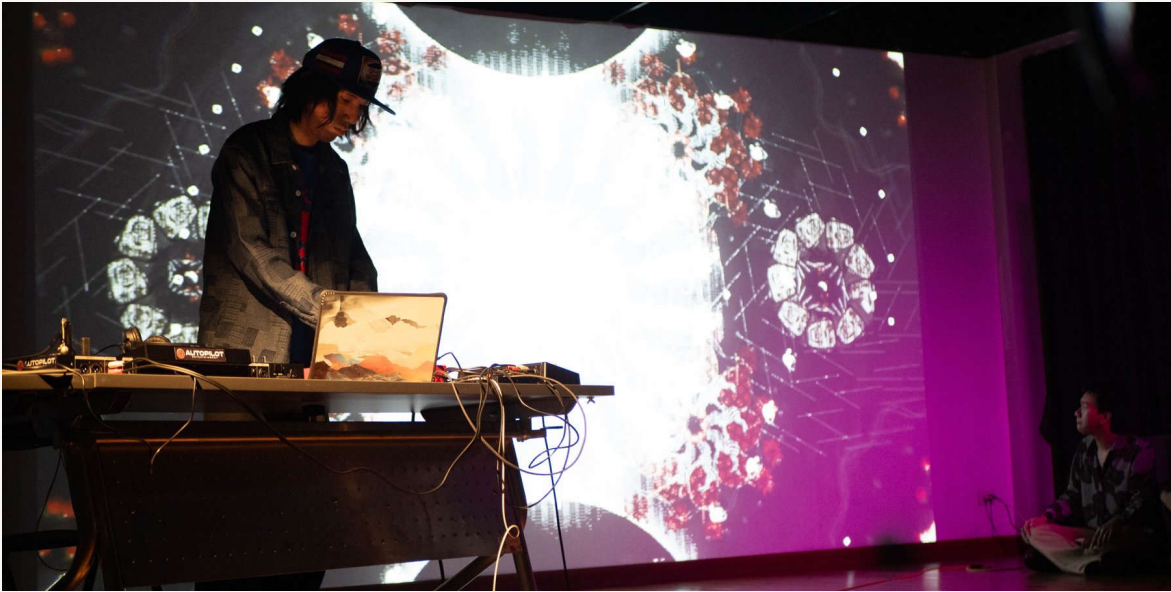
SOLUTION

Visuals that widen the listening instead: the Three Worlds staged as one tower the audience travels through floor by floor, mixed live with the band.

FULL PROCESS

hhero.xyz/projects/vjing ↗





03

ROADHOG

Annual Report of Damage. A print magazine that treats demolition derby like an accident report.

Publication

Magazine

Editorial

MY ROLE

Editorial designer, 4 weeks. Set the editorial direction, grid system and color coding, and spray-painted the stencil type by hand.

PROBLEM

Show a sport built on damage and breakdown in a calm, procedural way, without hype or heroics.

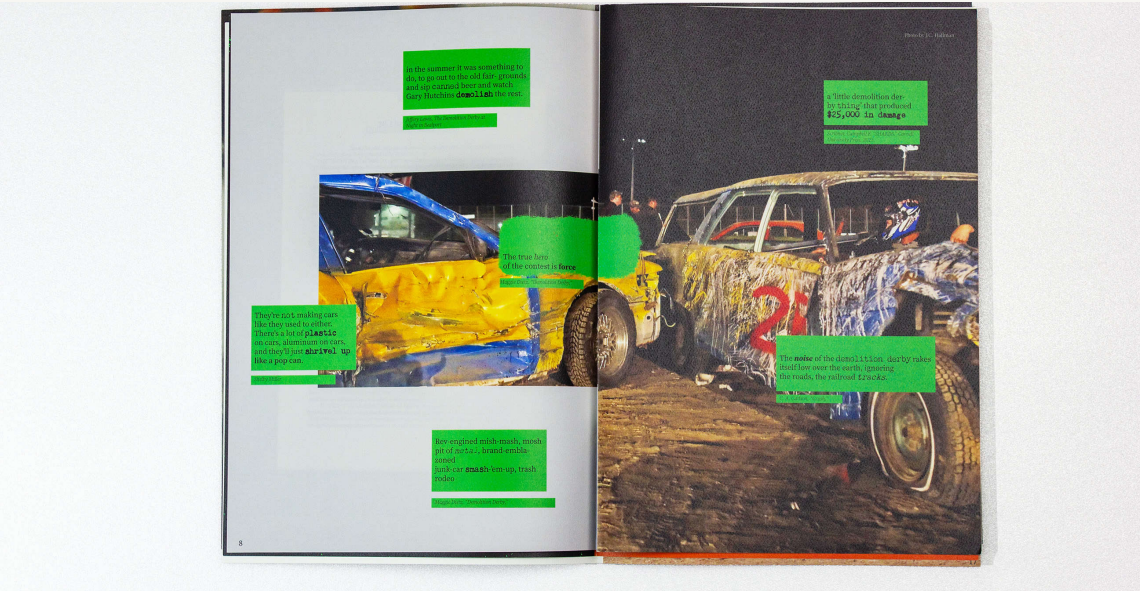
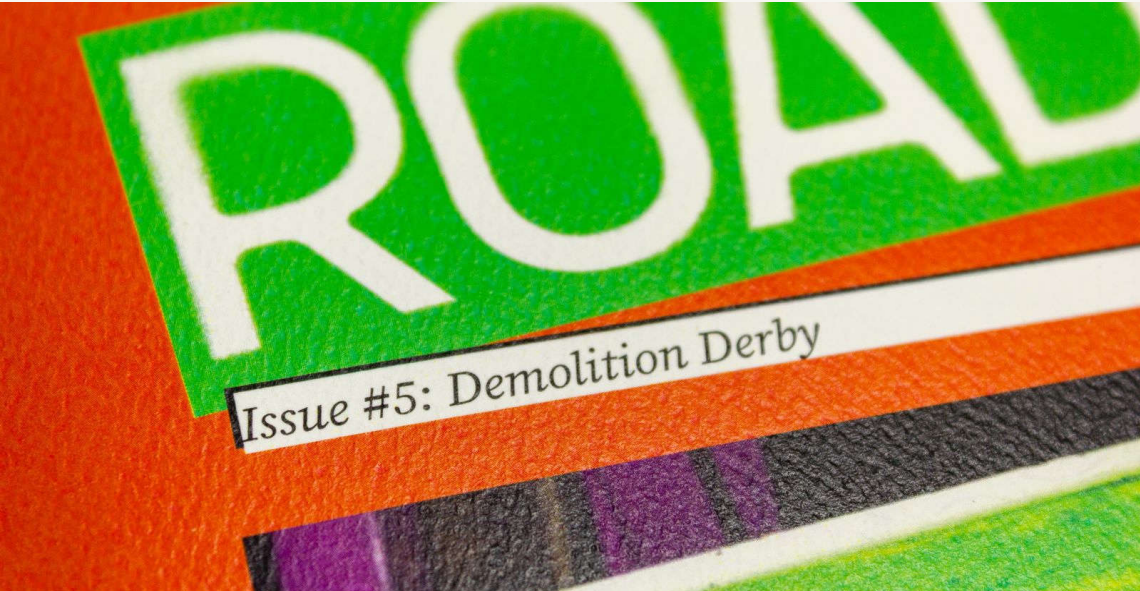
SOLUTION

A cold, observational report: a rigid grid, strict color coding and hand-sprayed stencils that reveal the chaos as a managed system.

FULL PROCESS

hhero.xyz/projects/road-hog ↗





04

Magic Electronics Projects

An AR poster that reworks a 1993 electronics manual for the Nibhond bookstore.

Poster

Augmented Reality

Motion Graphics

MY ROLE

Solo, from archive research to production. Layout and type, spot-color printing, 3D assets and a WebAR layer in Artivive.

PROBLEM

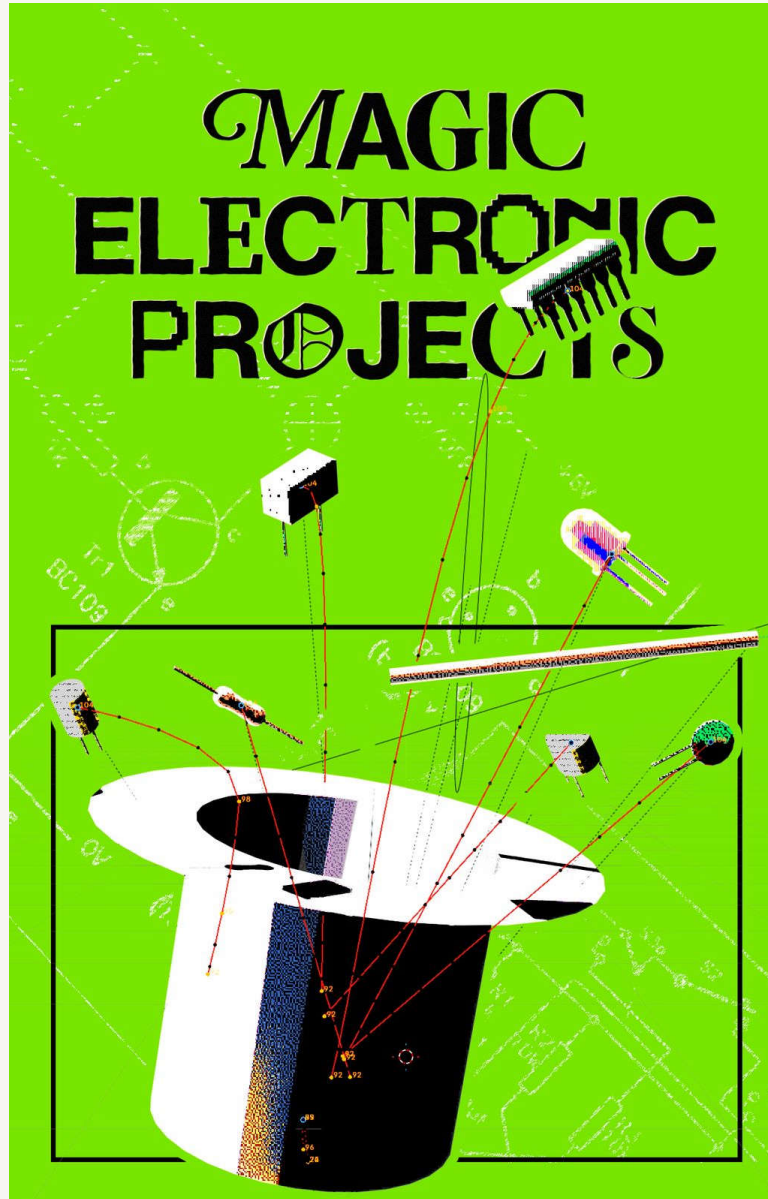
Link the history of Nibhond, a bookstore in Wang Burapha since WWII, to a contemporary design language.

SOLUTION

A spot-color poster where electronics are the magic of 1993 and AR is the magic of today. Scan it, no app needed.

FULL PROCESS

hhero.xyz/projects/magic-electronics-projects ↗





05

Koh Kret Identity

Community for Everyone. A flexible identity for a slow, car-free island.

Branding

Visual Identity

Motion Graphics

MY ROLE

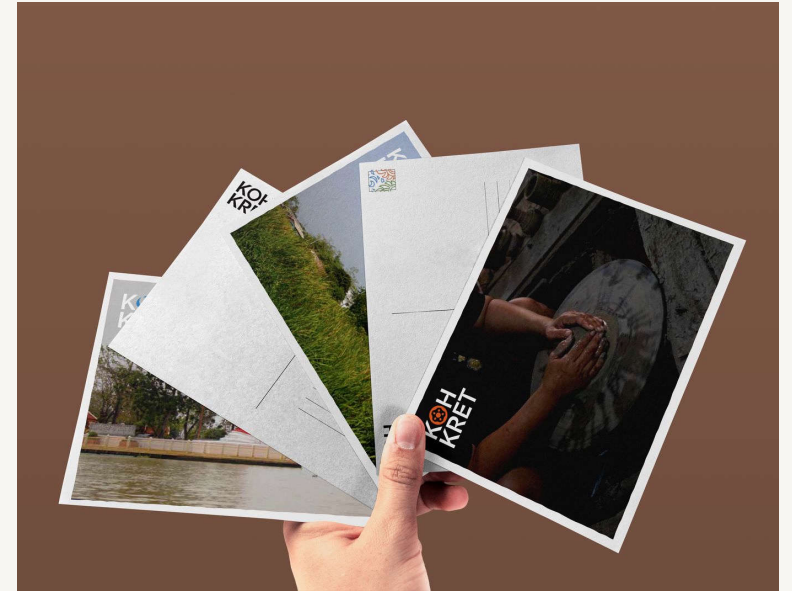
On-site research, brand positioning, logo system, graphic system and motion graphic.

PROBLEM

Communicate the island's unhurried pace and its three cultures to Bangkok families looking for a day trip.

SOLUTION

A fixed wordmark whose “O” changes per community: orange for Mon pottery, blue for Islamic batik, green for Thai agriculture.



FULL PROCESS

hhero.xyz/projects/koh-kret-identity

06

Ping Pong Trajectory

Ink-dipped balls and frame-by-frame tracking, turned into one timeline.

Data Visualization

Graphic Design

MY ROLE

Ran the motion-tracking experiments, recorded match data, extracted ball coordinates and designed the visualization.

PROBLEM

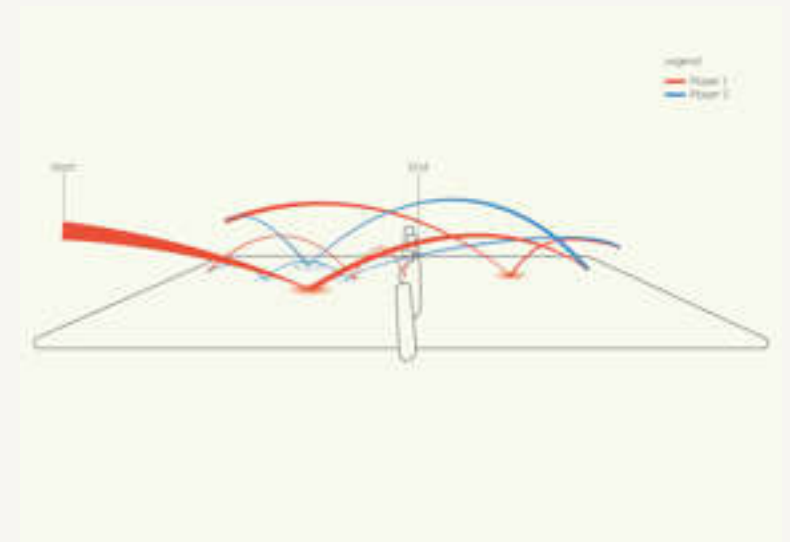
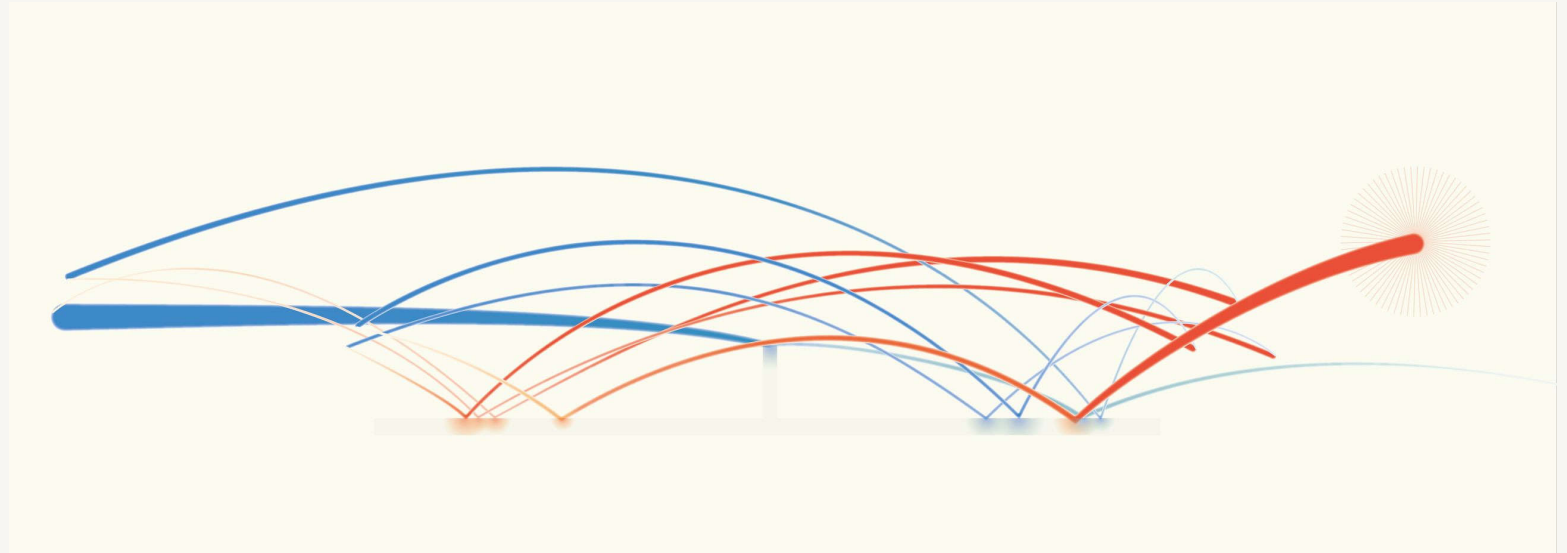
Turn the fast, 3D physics of a table tennis rally into a flat graphic that stays readable.

SOLUTION

A wide side view of one rally, where line weight and color show speed, impact and trajectory on a single timeline.

FULL PROCESS

hhero.xyz/projects/velocity-mapping ↗





Thanks for looking!

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