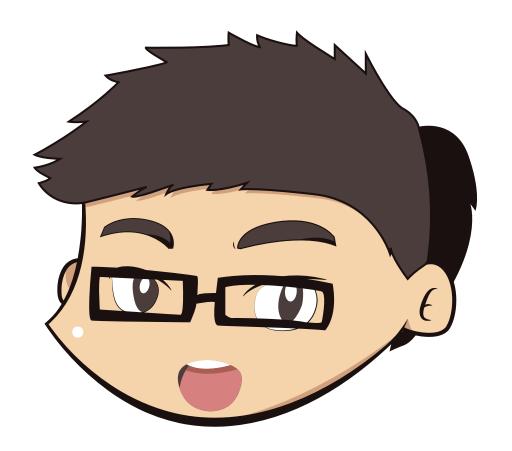
A **PORTFOLIO** BY







Landyne Blue R51 **G**148 **B**209 **C**73 **M**30 **Y**0 **K**0

Landyne Gray R35 **G**31 **B**32 **C**70 **M**67 **Y**64 **K**74

Landyne Light Gray R217 **G**217 **B**217 **C**14 **M**10 **Y**11 **K**0

ROUNDO

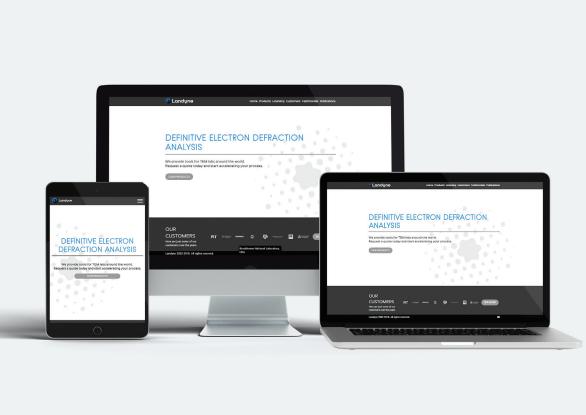
Used for headings, sub-headings

Medium Regular Light

ROBOTO

Used for body copy, captions

Regular Light



LANDYNE SOFTWARE IDENTITY AND WEBSITE

Landyne is a developer of tools for material science research. An identity that aims to accentuate their premier status to high profile universities and research institutions is ideal. This system achieves this goal with sharp colors and minimal, but decisive graphics.

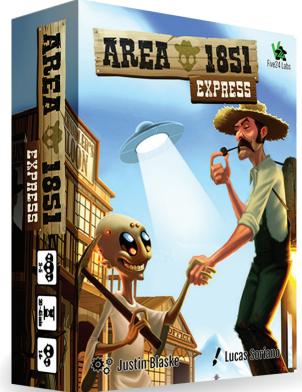














AREA 1851 EXPRESS
LOGO AND MARKETING

Five24 Labs is a rising game development and publishing company based in Lincoln, NE. Their latest game is a quirky card drafting game with a wild west setting with a twist. I was able to facilitate their launch of the game on Kickstarter with the game's logo and marketing material including ads and videos.



FRIENDS UNIVERSITY MARKETING CAMPAIGN

Friends University is a private university that needed a campaign to help generate applications from high school prospects. This carefully orchestrated five-phase drip campaign achieves this by first introducing the school, then gradually focusing on each selling point the school has to offer.





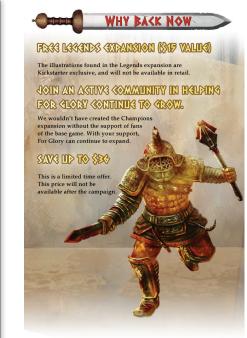




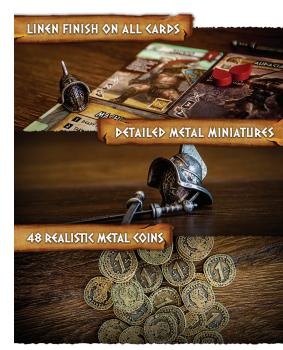






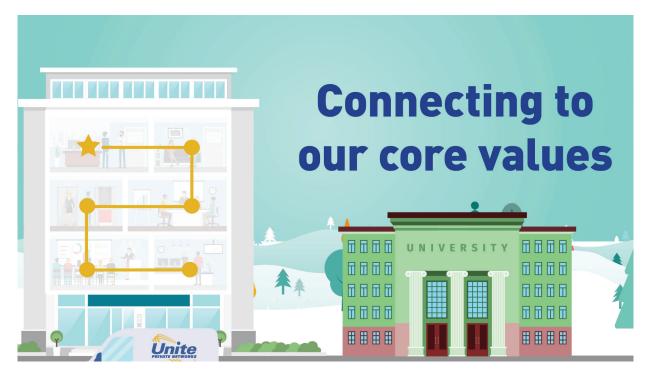


ESTIMATED TIMELINE

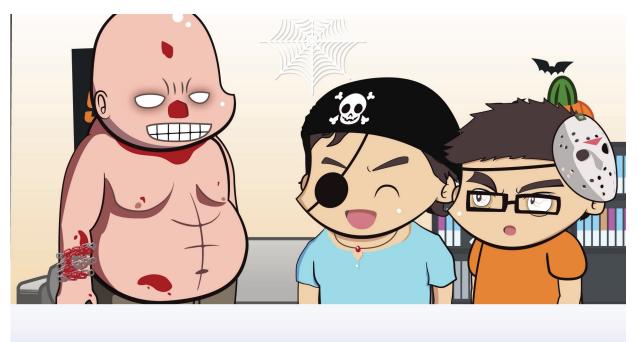




FOR GLORY: CHAMPIONS MARKETING CAMPAIGN For Glory is a 2-player deck builder game of gladiatorial combat. Spielcraft games needed a graphic designer to work on a expansion to the game. I led the graphic design for both the game and its Kickstarter campaign. Ultimately, acquiring over 10 times its goal.



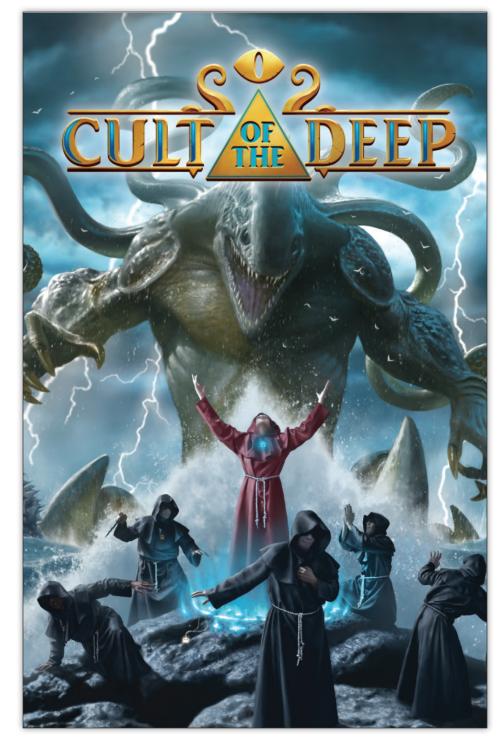






ANIMATIONS
PORTFOLIO WEBSITE

Find out more on davidmli.com!













CULT OF THE DEEP

BOARD GAME

Cult of the Deep is a social deduction game. B.A. Games released their first successful game full of mystery, collaboration, and backstabbing. I was in charge of the graphic design of the boards, cards and metal components, as well as its campaign.













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