MARWAN ZALAGH

february 2025

PORTFOLIO

WHO AM I?

I am Marwan, I'm a 19-year-old French-Maghrebi multimedia student. I do graphic design, from print to UI/UX and branding, audiovisual production, web development, and communication. I also draw—whenever I get the time.

The only way to grow in what you love is to experiment. To create, explore, test, and learn through my design and art—and through others'—that's what defines me. To surprise, provoke thought, and excel—that's what I strive for.

I was doing this in France, in the Paris region, since 2023 as part of my multimedia degree. Today, I am doing it here as well, in Montreal, for the next six months as part of an exchange program. Except now, my goal is to propel my skills as far as they can go!

You can scan the QR codes or click on them with your mouse

My resume

WELCOME!

let me introduce myself.

BUT WHAT AM I LOOKING FOR?
AN INTERNSHIP!

Completing an eight-week full-time internship in Montreal would not only allow me to explore new perspectives and ways of working, but also give me my first professional experience abroad.

That being said, as I mentioned earlier, growth comes through experimentation. And to me, experimenting also means staying curious. So, if you'd like to learn more about my work...

I'd love you to take a look!

what even is this?
I couldn't tell myself, sorry

PROJECTS

VERNISSAGE PROJECT

Creation of a poster proposal and its variations for the Micromedia student exhibition at Vanier, scheduled for April 9, 2024.

Made in Photoshop and InDesign

HQ PDF

February 2024

For this project, I wanted to create a dreamlike atmosphere. Something that looked like a fleeting dream, to illustrate the ephemeral nature of the program—an in-between, a limbo between high school and professional life. The tagline aims to capture the essence of the project: embracing change and the end of a waking dream.

Things evolve, and we must learn to accept them. To convey this idea, I focused on blur and noise, reinforcing the feeling of volatility and impermanence.

This concept was adapted into various formats: invitation cards, badges, pins, a screen saver, and a 3D keychain designed in Blender.

le concept

I went through several iterations, taking the time to find the best way to represent my concept. However, the entire project had to be completed within a week, forcing me to work quickly. I had to carefully organize my .indd, .psd, .pdf, and image files to optimize my way of working.

To ensure visual consistency through all variations, I used my exhibition logo as the central element. One of the biggest challenges was giving meaning and depth to a largely abstract visual, with very few concrete elements.
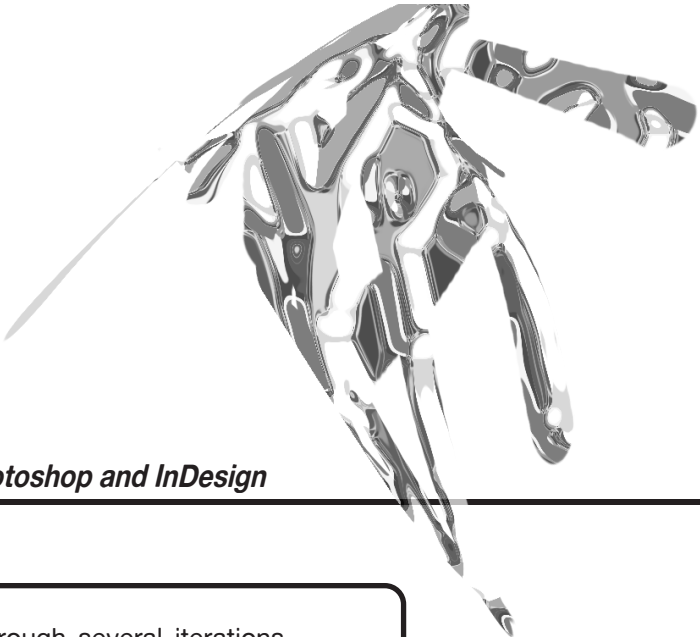
l'expérience

VERNISSAGE

582 Multimedia Vernissage 2025

M Campus 404 Décarie

april 9 2025

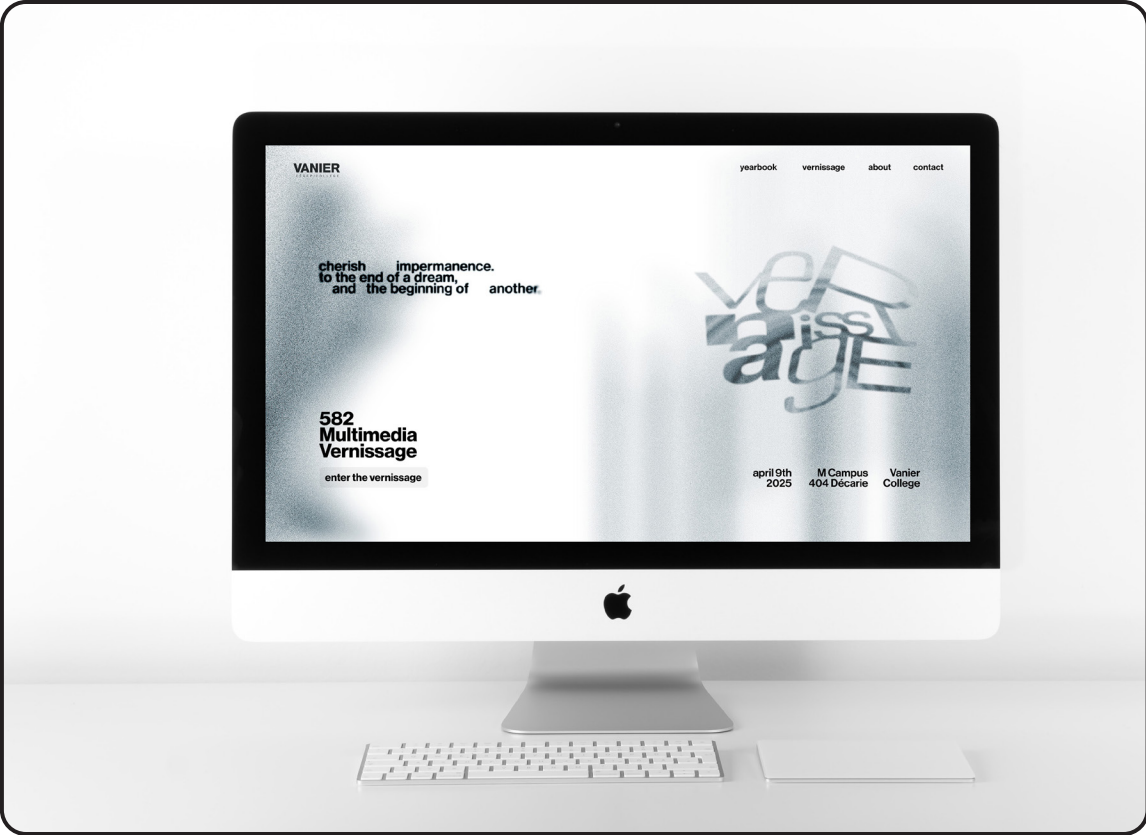**cherish   impermanence. to the end of a dream, and   the beginning of   another.**

remember it Exhibition: 8th-10th Apr.

582multi.media
multimedia@vaniercollege.qc.ca

VANIER CÉGEP/COLLEGE

VANIER

yearbook   vernissage   about   contact

cherish   impermanence.
to the end of a dream,
and   the beginning of   another.

582
Multimedia
Vernissage

enter the vernissage

april 9th   M Campus   Vanier
2025   404 Décarie   College

ver
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INVITATION TO THE
VERNISSAGE
to the end of a dream,
and   the beginning of   another.

404 Décarie   april 9
M Campus   2025
RSVP   VANIER

enter the
website

BARRY
TEACHER
AT YOUR SERVICE

KIROLOS
STUDENT
AT YOUR SERVICE

KIROLOS

SEE MY WORK

playstation - pc - xbox - nintendo - steam - strategies - news - classics - retro - new wave

special issue

reunion no.125

magazine

games, our only escape

GHOST OF YOTEI!
In earupis explani omniam, quate prae adis nonserchit omnis enis enit velesto opta escipic ipitaqui undi officatur accus, occum

UBISOFT X TENCENT
Abus ac tes ceps, consita ocae firmistra et

KINGDOM HEARTS
Abus ac tes ceps, consitu ocae firmistra et graedenat.Volis. Catiurbi iam pultoret es

exclusive first look at

FINAL FANTASY VII REBIRTH

Dive into an exclusive preview of Final Fantasy VII Rebirth. Explore breathtaking new landscapes, revamped gameplay mechanics, and hidden secrets as Square Enix redefines the legendary adventure.

certified CLASSIC

A video game magazine cover created for a personal project. Réunion, a fictional magazine, dedicates this special issue to the release of Final Fantasy VII Rebirth—a video game—on PC.

REUNION ISSUE#125

le concept

January 2025

Instagram post

The idea for this aesthetic originally came from a group project on layout design. I had to adapt my initial attempts to create a video game magazine cover.

I also took the opportunity to push InDesign to its limits, testing how far it could go with effects without needing Photoshop. Another challenge was maintaining a clear layout despite the dense visual content.

l'expérience

This cover pays homage to early 2000s video game magazines with a Y2K aesthetic. A bevel effect on the title, Futura font, and some serif texts for an old-school vibe, along with extensive photo retouching (gradient maps, directional blur...) and a green color palette to evoke nostalgia.

Shadows and outer glows accentuate the floating, hazy look typical of the Y2K era.

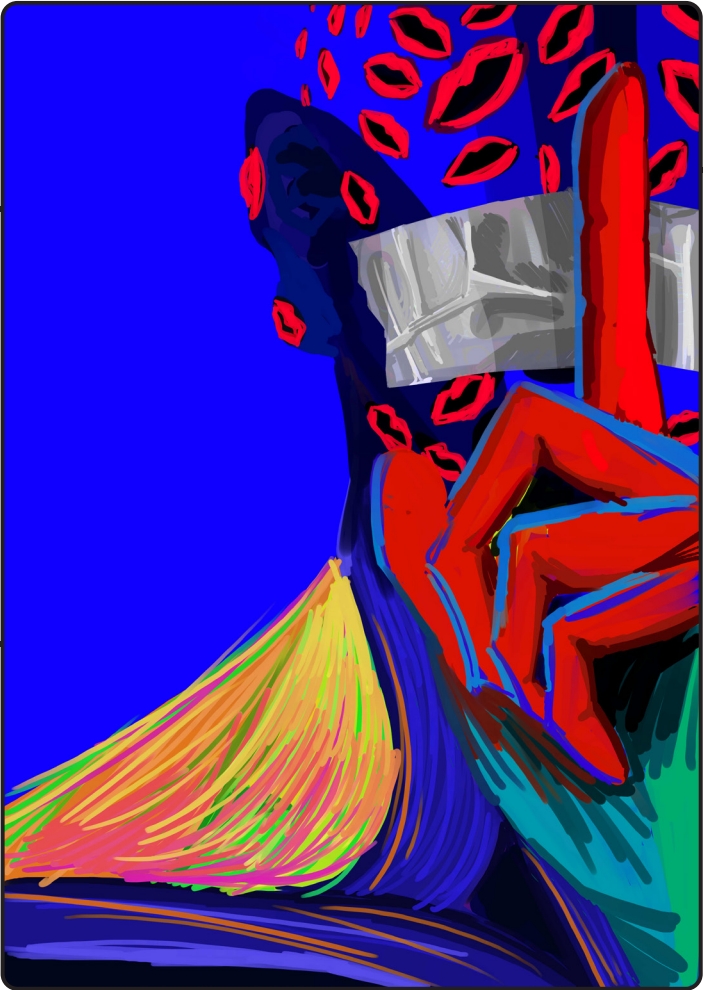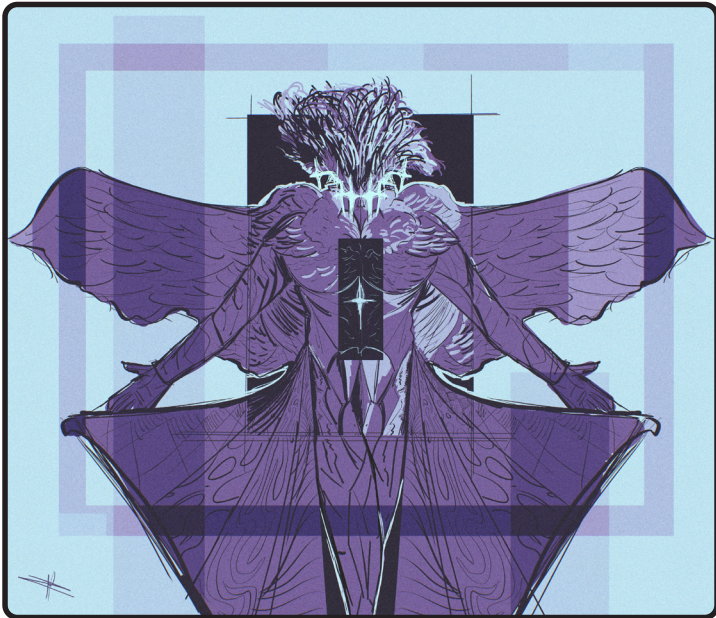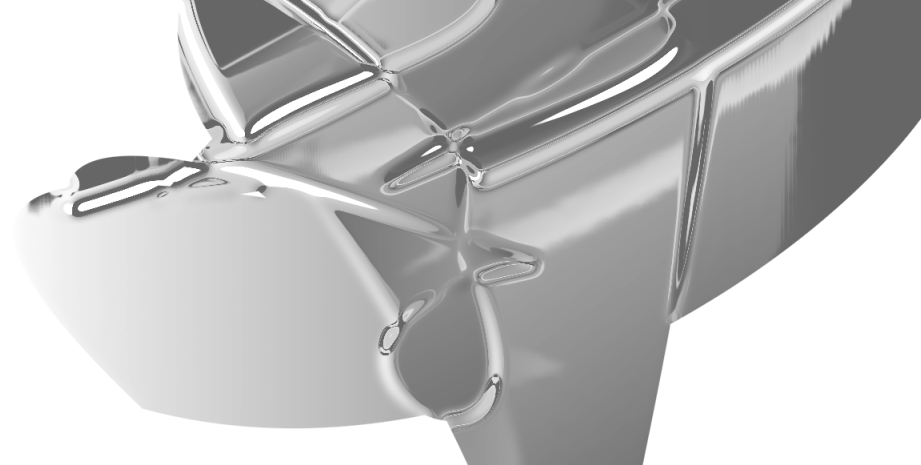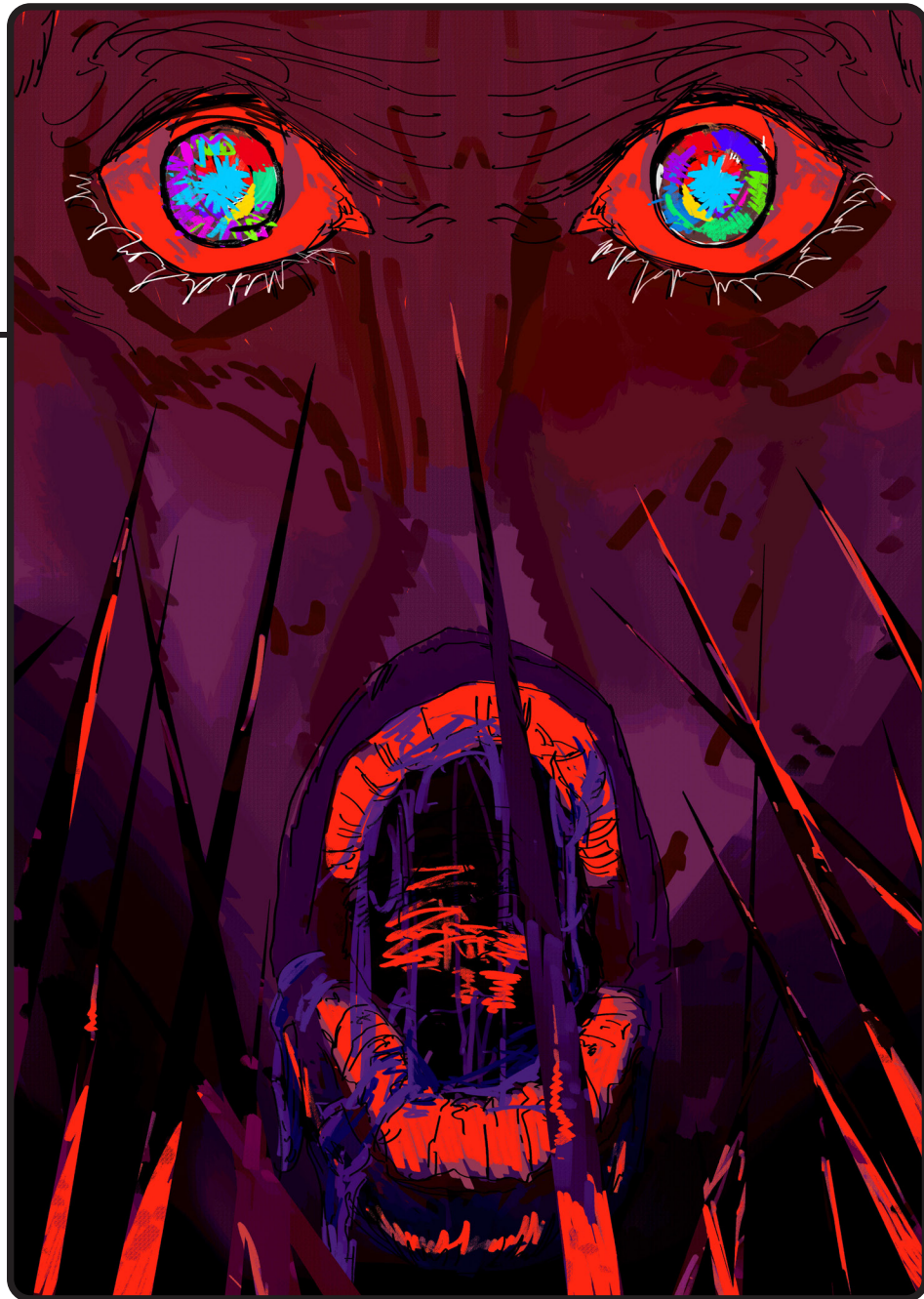*Made in InDesign and Photoshop*
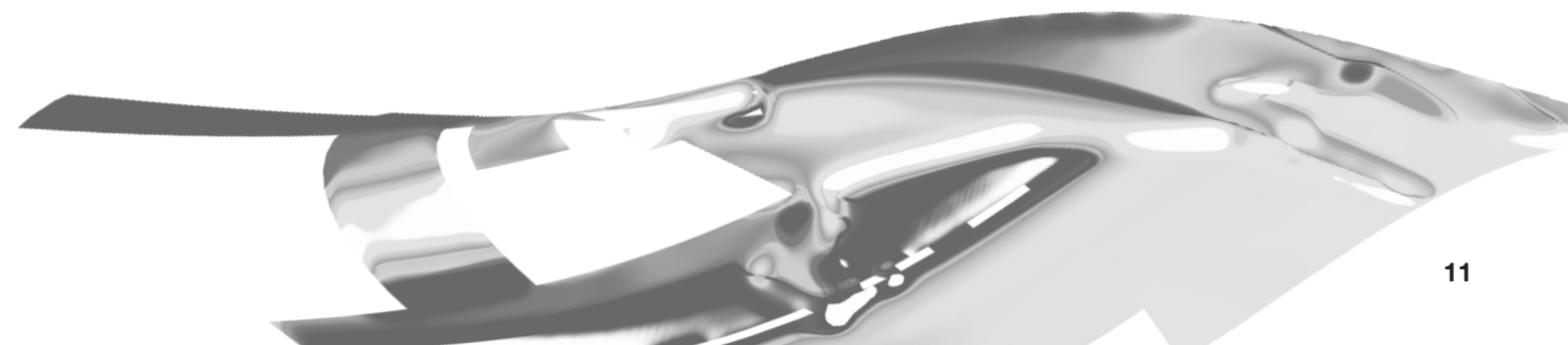
ILLUSTRATIONS

Instagram account

As said before, I like to draw on my free tome. So, here is a collection of various digital illustrations created during my high school and higher education years, which I occasionally publish on my socials.
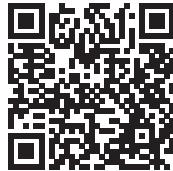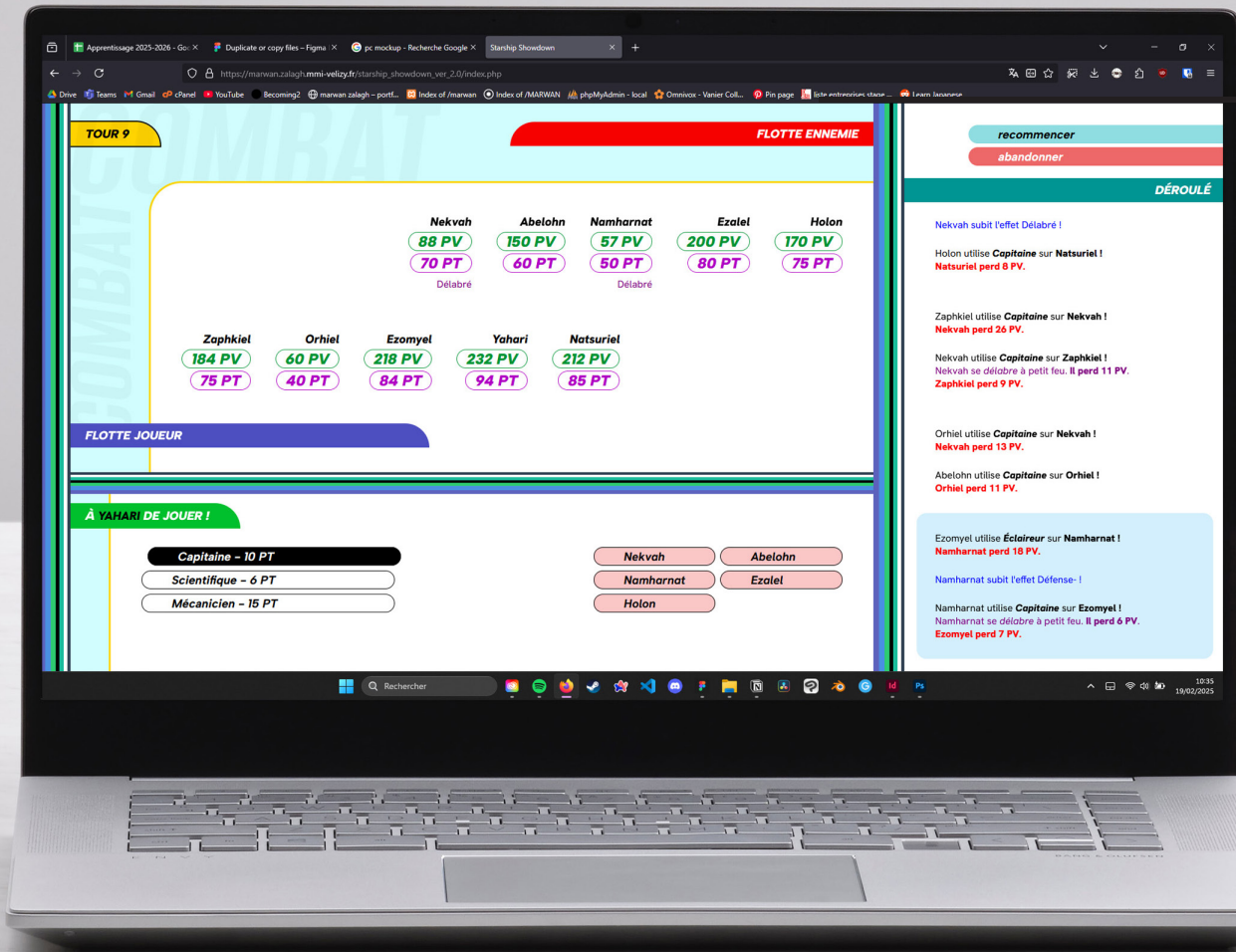
Since 2023, on Clip Studio Paint

De quoi as-tu peur ?

STARSHIP SHOWDOWN

A complex aspect of this project was development, as we learned object-oriented programming to build the game. But even though, it gave me a much better understanding of the challenges developers face when creating a video game.

Another challenge was time and organization management. Throughout the project, I realized how poor planning could lead to the loss of interesting ideas from pre-production. Good way of learning that feasibility and its constraints, especially within a short development timeframe, are crucial factors to consider.

Even though the project was divided into two phases separated by three months, each phase was very fast-paced.

l'expérience

We had to create a turn-based spaceship combat game. The player controls a fleet and faces an enemy fleet, with each spaceship having a crew and specific abilities.

I chose to design it as a Pokémon-inspired game: the player selects a team of five pre-built ships and engages in a turn-based battle against the enemy. Each ship uses an ability tied to its crew, and the first to lose their entire fleet is defeated.

The game was coded in October 2024 and redesigned in February. For the UI, I aimed to blend modern elements with a 2000s retro-arcade aesthetic, using colors and borders to enhance this style.

le concept

October 2024

BANDEAU ÉTRETAT

A series of fictional promotional banners for the town of Étretat, located in Normandie, France. This project was also created as part of a school assignment.

le concept

The poster features a stylized version of Étretat's famous landscape, known for its cliffs, arches, and its Needle. The sea is represented in a solid blue, while the morning sky transitions in a gradient going from blue to purple.

The word "*horizon*" from the slogan "*Prenez de la hauteur sur l'horizon*" is placed at sea level, where one can observe the horizon, partially hidden by clouds.

The banners are available in multiple formats, providing various ways to promote the town.

Étretat - Wikipédia

Made in Illustrator

October 2024

l'expérience

The composition was a real challenge, as I had to find a balance that would work with all formats. I also had to use the clouds to avoid contrast issues between the text, which I wanted to match the color of the sea, and the orange cliffs.
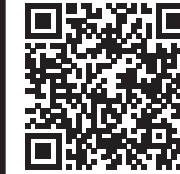
I also decided to apply gradients to compensate for the lack of detail and depth, and used grain to add texture, knowing that the image was mainly composed of simple shapes.

18

19
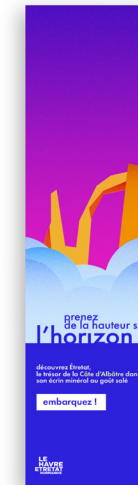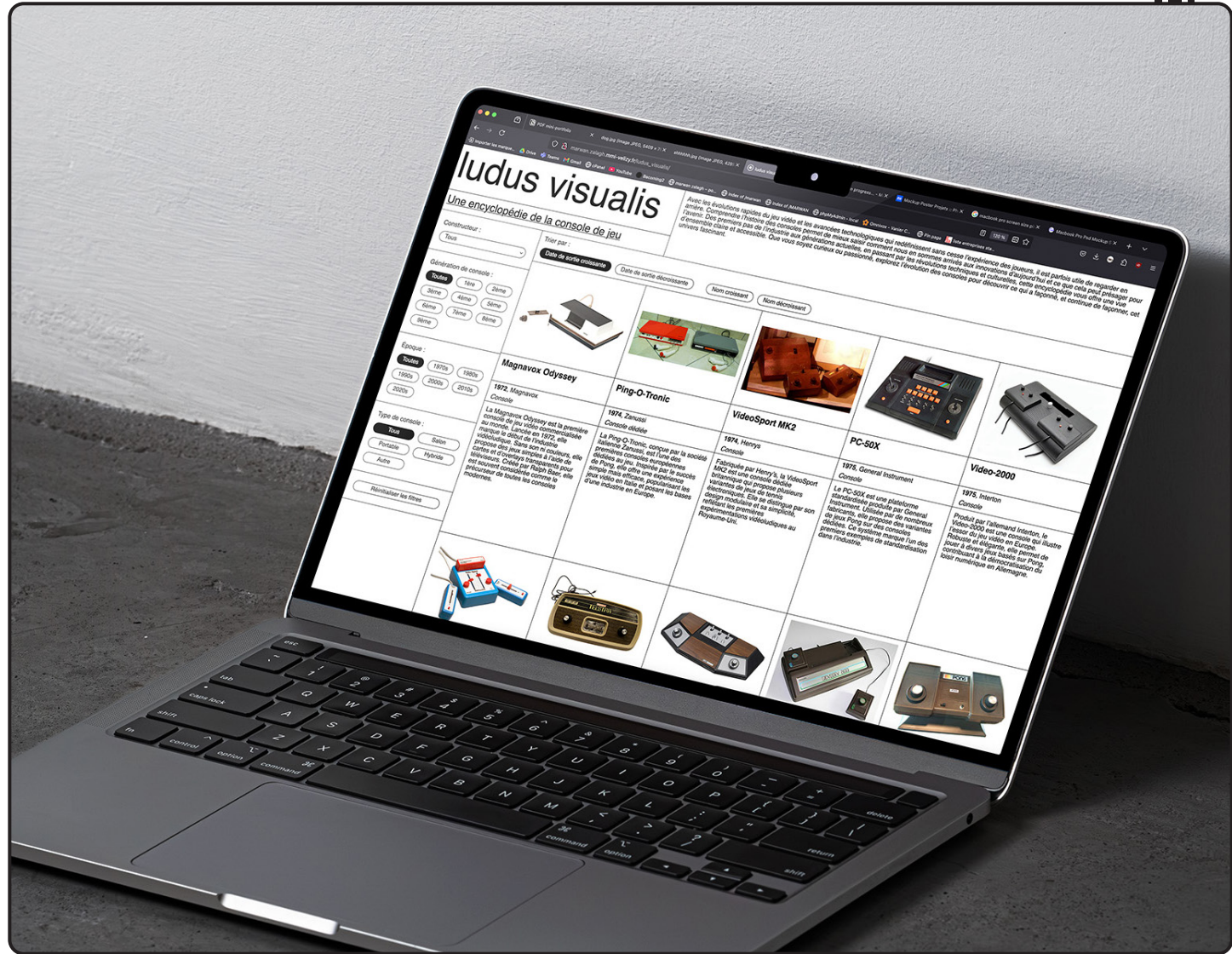
LUDUS VISUALIS

Made with HTML, CSS, JS w/Ajax and PHP

An interactive website made from scratch for a school project, featuring a filterable list of all video game consoles mass-produced from the Magnavox Odyssey to the PlayStation 5 Pro. Also, all the data is handled asynchronously.

I mainly faced technical challenges.

Integrating all the consoles into a database proved to be quite tedious and time-consuming. I had to create a .csv file using an Excel spreadsheet, manually collecting technical data and console images from various sources (Wikipedia, niche sites, Google Images).

This site was also an opportunity for me to learn about the Fetch API, a more modern alternative to AJAX. As a result, there's no page reloading on the site. Data is processed through PHP and then formatted in JSON to be displayed on the site.

l'expérience

For the website design, I drew inspiration from the international typographic style, or Swiss style. I kept it in black and white to emphasize the minimalist aspect of the site.

All consoles are organized in a grid. The most well-known and best-selling consoles are accompanied by a mini-biography. They can be filtered by release decade, console generation, type, and manufacturer. You can also sort them by release date and alphabetically.

le concept

November 2024

T2T POSTERS

Posters designed for a school group project on a fictional campaign about textile waste, including a website, video ads, and a communication plan.

Group members: Jules Renauld, India Ramanantsoa, Shanice Toko, myself and Nathan Zerbib.

Group project

Made in Photoshop

The posters had to fit within the campaign's artistic direction, which limited some creative freedoms. However, I was able to experiment with halftones and screen printing effects in Photoshop.

Also: time was a **big** constraint for this project.

May 2024

l'expérience

I worked on a pair of posters illustrating the perceived obsolescence of clothing and their potential for a second life. *Recto* features damaged clothes with the slogan "*Real fashion never dies*". Verso reveals a pair of jeans reconstructed from the previous poster's pieces, with the message "*Real fashion stays alive*".

The "December 2024" inscription echoes magazine cover dates for fashion collections, offering a subtle nod to the fashion world, which was also a key theme of our campaign's marketing strategy.

le concept

ALEXANDRIE DESIGN SYSTEM

le concept

I designed a complete design system on Figma for Alexandrie, a bookstore management SaaS (Software as a Service). The app itself includes all core features from a bookstore managment software: orders, restocking, catalog management, search, returns, and more; all with a focus on usability.

The Figma system is interactive and incorporates lots of components, typography styles, tags, color system, etc., while trying to maintain a functional and clean interface, free of unnecessary embellishments. My approach was focused on user experience: I visited several bookstores to ask questions and gather feedback on the interface.

Design system for the second version of a library management service called Alexandrie, made during an internship last year.

Made in Figma *Figma link*

June 2024

l'expérience

This project allowed me to refine key skills, particularly in Figma and UI/UX. It also marked my first major professional project.

On a more personal level, this project taught me to better accept criticism and to make several iterations to something, viewing this as a means of growth and improving my work. Additionally, this project tested my organizational and teamwork skills. I worked closely with my mentor, which helped me strengthen my collaboration and time management abilities.
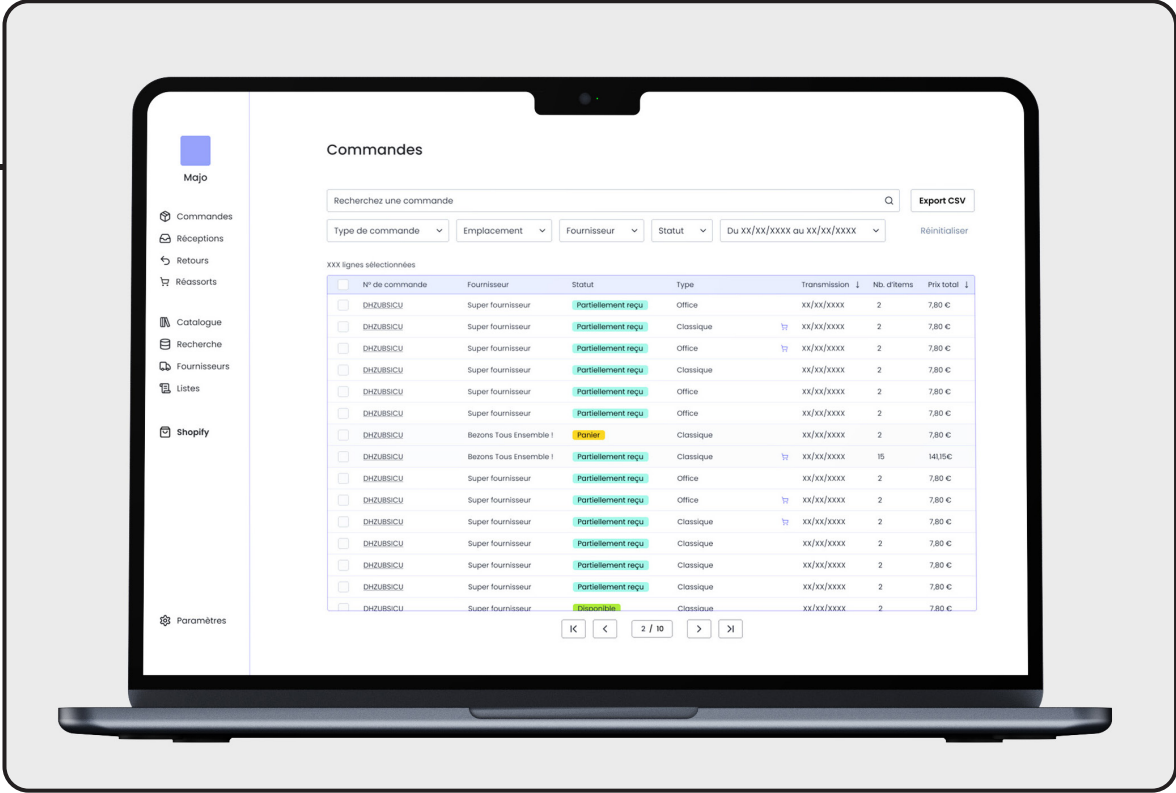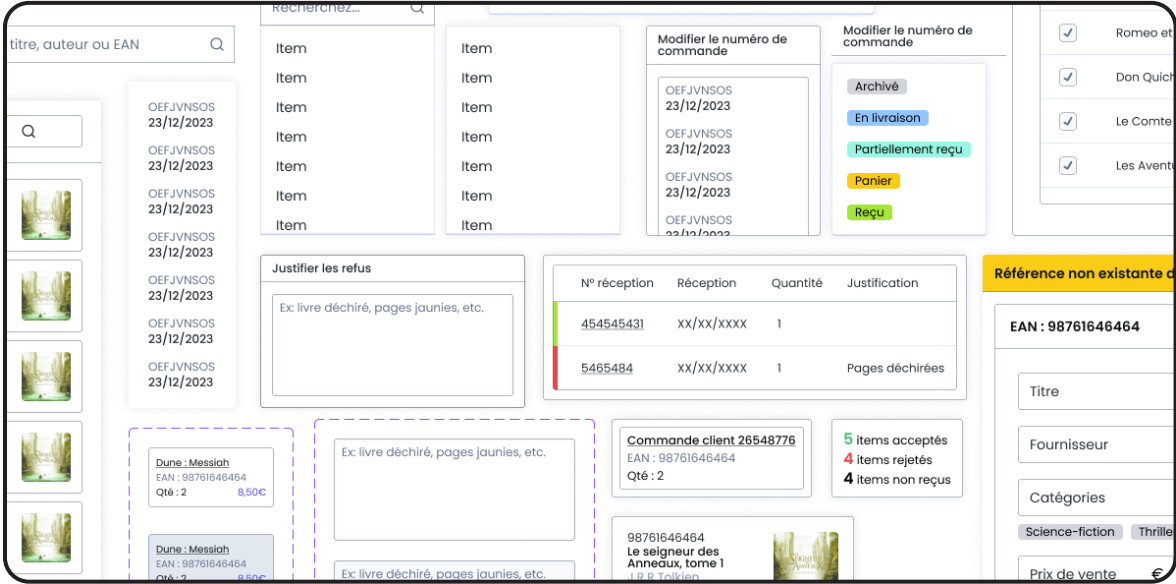
MAISON CLOU

le concept

October 2024

Video link

The goal of the video was to highlight the growing influence of globalization on smaller, more niche local cultures, those that still resist global trends. Given complete freedom over the project's format, Raphaël and I chose to use Blender to create a fully 3D-rendered short video.

I designed the city, while Raphaël worked on the small island, an area symbolizing a preserved fragment of local culture within a dense urban environment. The main inspiration comes from nail houses in China—homes whose owners refuse to sell, holding onto a piece of the past as the city constantly evolves around them.

Working as a team on software we had only been using for a month was, of course, a challenge, but everything went smoothly.

We managed to stay efficient, maintaining a steady pace without losing time. Plus, I really enjoyed the opportunity to dive more into 3D by modeling this city.

Made in Blender

l'expérience

THE END

a big thanks for your consideration!
also, here are my socials:

marwanzalagh - linkedin
@marwan_trc - instagram
Marwan Zalagh - behance

oh, right, I found a name
for it! just, let me just...
uh... uh.. yeah.

won't say it. i wont. but if
you REALLY want to know
its name, I guess you could
always check...**this post... ?**

right here.