

Creative and Digital Capabilities

Design Prototypes and Artist Analytics

Selected work for studio and label partnerships

I design and build digital experiences for artists, studios, and creative businesses. My work connects visual design with working prototypes, artist information, and interactive storytelling. The projects in this sample show how that approach can support artist presentation, release campaigns, audience insights, and studio operations.

What I can contribute

Capability	Example deliverables
Design and websites	Visual direction, page layouts, responsive websites, artist home screens, release pages, and portfolio experiences.
Working prototypes	Interactive demos, application screens, user flows, and proof of concept builds for review before a larger production scope.
EPKs and artist information	Digital press kits, artist profiles, catalog presentation, media sections, and reusable EPK structures.
Analytics and integrations	Songstats data connections, source labeling, artist metrics displays, chart history, and dashboard prototypes.
Interactive music experiences	Browser games, playable album concepts, narrative choices, music playback, and artist worlds.
Studio workflows	Service websites, session intake interfaces, file handoff screens, and client or staff portal prototypes.

Selected examples

LuvSongLan artist website / R U STILL MAD AT ME interactive album / Meridian EPK and Songstats integration / Professional Mix Master / Website and studio portfolio

Contact

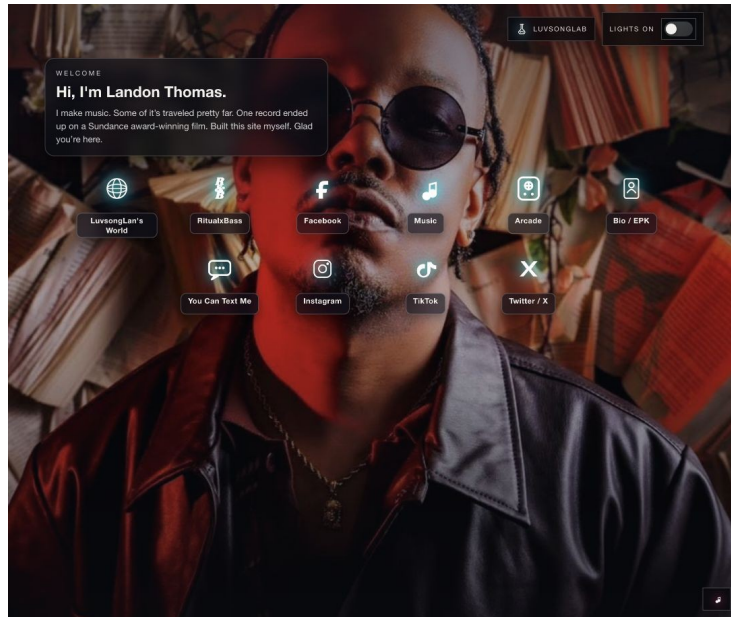
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[View the creative portfolio](#)

LuvSongLan Artist Website

A custom artist website that gives the music, visual identity, releases, and interactive work a connected home.



LuvSongLan home screen with routes into music, the artist world, the arcade, and the EPK.

Design and build scope

I developed the artist home screen and the connected website experience. The presentation combines portrait imagery, custom navigation, release pages, listening and visual content, social links, and access to the arcade. The home screen establishes the artist identity and gives visitors clear routes into the work.

Capabilities demonstrated

Visual direction, interface design, content organization, custom frontend development, audio and video presentation, and navigation across a larger artist platform.

Potential studio and label use

Artist websites, release campaign destinations, roster pages, catalog hubs, and branded listening experiences. The same approach can organize press, music, merchandise links, and fan contact around a specific artist or release.

[Explore LuvSongLan](#)

[Explore the artist world](#)

R U STILL MAD AT ME

A playable album experience that brings the artist story into a city, a car, a music player, and an unfolding conversation.



Gameplay showing the city, driving interface, map, and message choices.

Design and build scope

The browser game combines a three dimensional driving environment with album playback and an in-car music and messaging interface. Players navigate the city, receive messages, choose responses, and move through the relationship story. The experience includes a map, driving controls, camera changes, pause and recovery controls, and replay.

Creative and technical contribution

I developed the game concept and its implementation around the music: environment design, interface layout, music selection and playback, dialogue choices, and progression. The existing build also includes touch controls and layouts for smaller screens. It demonstrates how an artist release can become a working interactive prototype.

Potential studio and label use

Playable release campaigns, interactive listening experiences, branded mini games, and story concepts for artist development. A campaign scope can also define how to measure sessions, repeat visits, track plays, or completion once the agreed tracking is implemented.

[Play R U STILL MAD AT ME](#)

Additional interactive work is available in the LuvSongLan Arcade.

Meridian EPK and Songstats Integration

A digital electronic press kit prototype that combines artist presentation with information retrieved through Songstats. The structure can be reused for different artists through their Spotify profile or artist identifier.

Design and build scope

I developed the EPK interface and connected artist lookup, available metrics, release information, and source labels. The work includes artist-specific previews and keeps manually supplied artist figures distinct from information returned by the API. The EPK gives the artist story and its supporting information a common presentation.

Information the integration can present

Area	Presentation in the EPK
Artist identity	Available artist image, biography, profile links, and catalog identity.
Audience and activity	Available Spotify audience measures, social or YouTube information, and Shazam activity.
Catalog and releases	Track and release information with connected listening links.
Chart and playlist history	Available Apple Music chart activity, markets, and playlist information.
Source attribution	Separate labels for Songstats data and artist-provided figures such as Pandora numbers.

The information displayed depends on the artist and the data available through the connected account. The sample describes the integration rather than quoting changing audience totals.

Potential studio and label use

Reusable artist EPKs, roster profiles, campaign dashboards, catalog summaries, and artist development reviews. Related prototype work can organize historical movement and adjustable growth scenarios, with observed data and projections clearly identified.

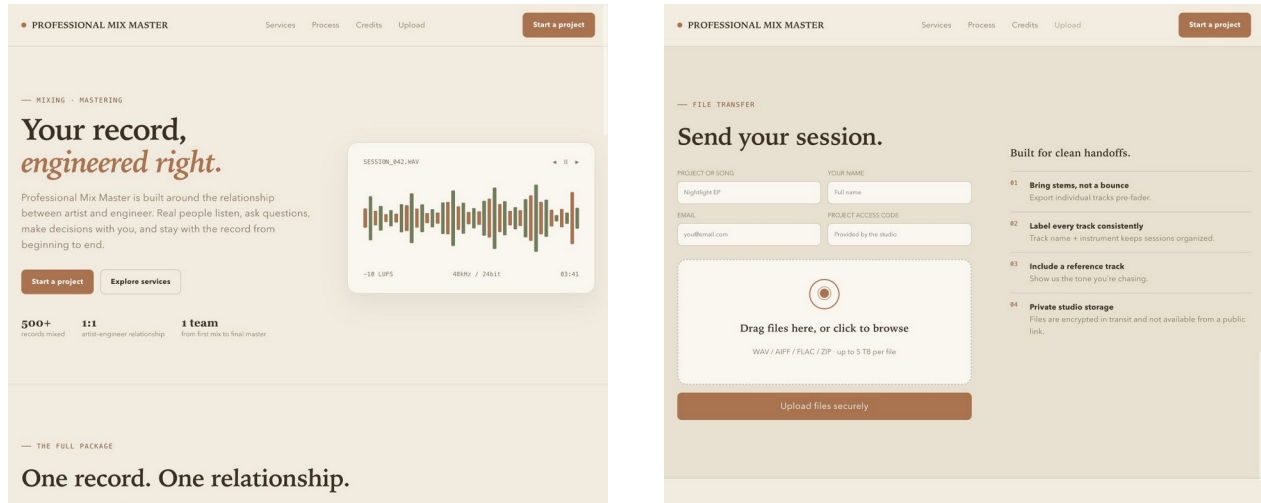
Access to the example

[Open the Meridian EPK](#) Authorized sign-in required

[Open the separate artist EPK example](#) Authorized sign-in required

Professional Mix Master

A studio service website that presents mixing and mastering, explains the artist and engineer relationship, and guides clients toward a project handoff.



The studio website presentation and session intake interface.

Design and build scope

The experience includes a service overview, a four stage project process, selected credits with external source links, and a session intake interface. The intake gathers the project name, artist name, email, and project access code alongside a file selection area. The site also provides entry points to a project vault and a studio file desk.

Capabilities demonstrated

Brand and interface design, service communication, client journey design, structured intake, and the presentation of client and staff workflows. My contribution in this example is the website and workflow design and development. Music credits displayed on the site belong to the credited professionals.

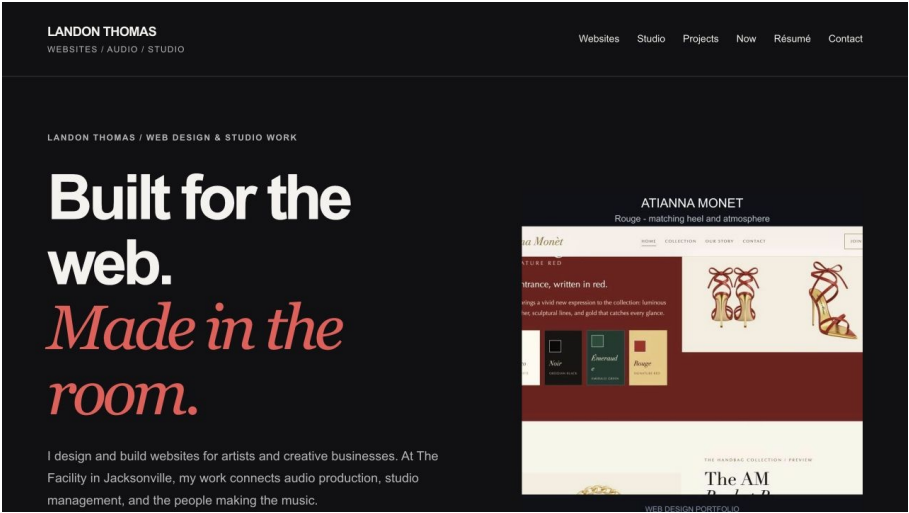
Potential studio and label use

Studio service websites, artist onboarding, session submissions, project portals, and delivery workflows. A production scope can specify storage connections, access controls, upload testing, and the approval process required for the studio.

[Explore Professional Mix Master](#)

Website and Studio Portfolio

The portfolio brings together website builds, interactive previews, and studio practice so collaborators can explore the work directly.



Current portfolio introduction featuring website design and studio work.

Website design examples

Project	Design focus
LuvSongLan	Music, artist identity, release presentation, and an interactive artist world.
Atianna Monet	Product presentation, editorial styling, and coordinated visual treatments.
Sahrobbi Multitalented	Creative portfolio presentation and page navigation.

The portfolio includes live website previews with desktop and mobile viewing options, reset controls, and direct links to each site. This makes design choices and interactions available for review inside one presentation.

Studio context

My work at The Facility in Jacksonville includes studio management, production listening sessions, and community programming. Audio production training and experience as a songwriter and recording artist inform how I organize creative projects and work with artists and producers.

Potential studio and label use

Artist and brand design systems, portfolio presentations, project demos for internal approval, studio programming pages, and creative tools informed by how people work in the room.

[Explore the portfolio and studio work](#)

Potential Studio and Label Project Scopes

The examples support several possible engagements. Each project would begin with an agreed brief, a defined set of deliverables, and a review process suited to the studio or label team.

Project direction	Possible scope
Artist or release presentation	Artist website or campaign pages, an EPK, music and video sections, catalog links, and responsive layouts.
Design and prototype development	Visual concepts, page and application designs, interactive demos, and a working prototype for team review.
Artist analytics tools	Artist lookup, available Songstats data, source labels, dashboard screens, and summaries for artist or campaign reviews.
Interactive release experience	A playable album or game concept, environment and interface design, music integration, and narrative interactions.
Studio operations tools	Service website, client intake, submission and handoff screens, and project or staff portal prototypes.

Working process

We establish the audience, creative direction, and intended use. I then develop designs and a prototype for review, build the agreed experience, and check its presentation and core interactions before handoff. A larger production release can follow the approved prototype and its defined technical requirements.

Deliverables to define together

Page or screen count, supplied assets, data connections, review rounds, testing, hosting and access, documentation, source handoff, ongoing updates, and timeline. Pricing and delivery commitments follow the confirmed project scope.

Start with a focused pilot

A useful first collaboration could be one artist EPK with analytics, one release experience, or one studio workflow prototype. That gives the team a concrete result to review and a basis for deciding what to expand.

Contact and work samples

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[Creative portfolio](#)