

KEVIN MONTALVAN

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646-255-0795

Queens, NY

Dear Hiring Committee:

It's a pleasure to present my application to this Graphic Designer position at Gameloft. I must start off by mentioning my profound interests on designing well-structured layouts to catch consumers attention. I am aware of the importance that a visually appealing scheme can mean. Thus, I have been creating pieces in distinct Adobe Apps such as the ones requested in the job description.

My work focuses on maintaining harmony, which also has been improved by constant feedback from my classmates and professor. I have been doing 3D sculptures in Blender, posters, video editing, short betas for video games and some illustrations for the last 2 years. As a recent example, I worked on a short animation that consists of a space goblin trying to escape from a laser tag game, realising he is completely lonely at the place. I want to clarify the fact that the progress I have made so far at LaGuardia Community College really helped me out getting familiar with the group environment that may take place in collaborative projects, as well as giving respectful critiques towards others' art pieces.

Besides my 3D work, I also am fascinated with working on graphic design material for advertisements, concert posters, and products for marketing purposes. I have a couple pieces I presented to my class, which I have been polishing until obtaining the desired aspect I am looking for. I always try going beyond my limits, so I do my own research to challenge myself into new aspects of editing, such as adding better hierarchy, color pallets, and order.

I believe that, by having a clear idea of my aspirations as a graphic designer and animator, I can be a good fit for this job position since I already covered a large experience of studying the principles of design. I am very passionate when it comes to exploring my creativity, and the extremes it can reach, for which I would like to expand my skills at Gameloft as a graphic designer. Thank you for reading my resume.

All the best,

Kevin Montalvan.



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GRAPHIC DESIGNER AND ANIMATOR

KEVIN MONTALVAN

CONTACT

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languages

Spanish (Native)

English(Bilingual)

softwares

Photoshop

Blender

Illustrator

Premier Pro

InDesign

Unreal Engine

ABOUT ME

I'm an Ecuadorian Artist based in New York. I am seeking to enhance my skills on video editing, character sculpting, and Visual Graphics. My artwork focuses on showing cartoon and stylized designs that can be used for brands, marketing and content creation, and animations.

EDUCATION

LaGuardia Community College- New Media Technology (expected graduation 2025)

- I have a portfolio with 16 animated pieces from Blender and still-life drawings
- Game Develop.
- An alpha of a 2D game called "Cat-Dog Friends" on Unreal Engine
- Computer Art
- Event poster, creation of a logo, graphic design work in general.

EXPERIENCE

- Rumi Life (2023-2025)
- Cashier
- Retailer
- Stocker
- Jara's Creations(2022-2023)
- Photographer assistant



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