

Gianmarco Malandra, Graphic Designer & Art Director

PORTFOLIO → gianmarcom.xyz

 Chieti, Italy — Available for relocation

Art director and designer with 7+ years of experience across brand identity, social media, motion and sports content. I've worked with international artists and brands (Quavo, Tana Mongeau, Jacquees, NOVO Esports), owning creative direction from concept to delivery across digital, print and live events. Strong in Adobe Suite, Figma and 3D pipelines (Blender, Unreal, Substance). Native Italian, fluent English, studying Japanese.

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-  Chieti, Italy
- [Linkedin →](#)
- [Google Drive →](#)

Professional Experience

November 2024 - Present

Multi Media Designer



CoVince

Software Company

- Redesigned the **company app UI** and key landing pages, **unifying visual language** across platforms and cutting inconsistencies flagged in **during user test and internal reviews**.
- Built the 2D/3D asset pipeline** for web, social, events and internal comms, delivering 100+ assets across 20+ projects.
- Produced motion graphics and video content for **digital channels and live events**.
- Defined visual direction and brand guidelines** for original projects, giving the team a reusable system for graphics and video.
- Partnered with developers, marketing and external partners, **adapting work to existing brand constraints**.

January 2018 - Current

Freelance Graphic Designer & Art Director

Chieti, Worldwide

- Delivered 40+ commissioned projects** end-to-end across music, film and sports, for international clients.
- Selected clients: **Quavo, Tana Mongeau, Jacquees, Jourdin Pauline, Spectrum Films, Blackmath Pictures**.
- Designed Blu-ray covers and promotional artwork for **officially distributed films**.
- Built long-term client relationships through repeat work and **full ownership from concept to delivery**.

July 2024 - October 2024

Graphic Designer & Art Director



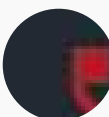
NOVO Esports

Esports and Media Company

- Led creative direction for the **"LetsGoSki" merchandise line** and event branding, from concept to production.
- Designed tournament visuals, merch, event branding and promo assets for esports tournaments.
- Supervised a **junior designer**, owning quality and deadlines across the team's output.
- Established visual foundations and guidelines **to support future brand growth**.

September 2023 - February 2024

Graphic Designer & Art Director



Stefano Francioni Produzioni

Theatrical Production Company

- Designed promotional campaigns for 6 national theatrical productions: **posters, social content and location visuals**.
- Developed show and project identities **consistent with existing brand guidelines**.
- Managed multiple productions in parallel**, holding quality across tight, overlapping deadlines.

January 2019 - October 2019

Graphic and Social Media Designer



IRIS Rose & Co.

Talent agency

- Created and adapted social content for Instagram and YouTube campaigns.
- Worked with an English-speaking team, ensuring linguistic accuracy and brand consistency.

Education

ITIS Luigi di Savoia High School Diploma Scientific School 2011-2016	UI PEEPS UX/UI Course by Stephan Dube September - December 2023
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Skills & Awards

Softwares Photoshop, Illustrator, InDesign, After Effects, Premiere, Figma · Blender, Unreal Engine, Unity, Substance Painter · DaVinci, CapCut	Technical Skills Art direction, brand identity, motion graphics, social media design, UX/UI, wireframing & prototyping, video editing, HTML/CSS (basic)	Languages English - Professional Fluency Italian - Native Japanese – JLPT N5/N4 (currently studying)	Soft Skills Attention to detail · Communication & collaboration · Problem- solving · Managing multiple projects in parallel	AMP - Alternative Movie Posters Poster of the Week - 4 November 2024
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