



# GVANTSA KVANTALIANI

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☎ **Phone number:** (+995) 557511990

**Gender:** Female **Date of birth:** 18/11/1998 **Nationality:** Georgian

## WORK EXPERIENCE

[ 01/06/2022 – Current ] **Graphic designer / Set designer**

### *Project 64*

**City:** Tbilisi

**Country:** Georgia

#### **Main activities and responsibilities:**

I create visually compelling design solutions across a wide range of platforms and formats. My work spans digital and print media, including social media content, marketing materials, promotional visuals, and custom designs tailored to the needs of diverse clients and projects.

I specialize in developing complete brand identities, including brand books and visual guidelines, ensuring cohesive and strategically aligned branding across all touchpoints. My approach combines creative vision with structured design thinking, allowing me to deliver both aesthetic and functional outcomes.

In addition to graphic design, I also work as a Set Designer for podcasts produced by 64, where I conceptualize and create engaging visual environments that enhance on-screen presence, storytelling, and overall production quality.

[ 31/03/2021 – 31/03/2024 ] **Graphic Designer**

### *Mediachecker*

**City:** Tbilisi

**Country:** Georgia

#### **Main activities and responsibilities:**

Designing and creating a wide variety of graphic art and promotional product. Providing graphical support for websites and social media. Working on presentations, leaflets, trade-marks, marketing products and banner designs.

[ 30/03/2021 – 31/12/2021 ] **3D Generalist**

### *Beetroot Lab*

**City:** Riga

**Country:** Latvia

#### **Main activities and responsibilities:**

created a variety of 3D models for mobile games, covering the full creative and technical pipeline. My work involved designing optimized, stylized, and game-ready assets built specifically for mobile performance and visual consistency.

My responsibilities included 3D modeling for game design, executing a wide range of tasks such as planning asset requirements, look development, modeling, rigging, texturing, lighting, performance optimization, and engine integration. I ensured that every model met both artistic direction and technical constraints, maintaining high visual quality while supporting smooth in-game performance.

[ 01/02/2021 – 01/05/2021 ] **Lecturer - Graphic Design Course**

*Pigeons*

**City:** Tbilisi

**Country:** Georgia

**Main activities and responsibilities:**

Taught a course of graphic design in Adobe Illustrator and Adobe Photoshop for beginners.

[ 16/11/2018 – 01/09/2021 ] **3D Generalist**

*Sarke Studio - WeScan Georgia*

**City:** Tbilisi

**Country:** Georgia

**Main activities and responsibilities:**

Created 3D visualization of Georgian regions which was related to displaying Georgia's cultural heritage for tourism. Developed 3D models for a virtual Georgia which is accessible to people from all over the world.

Made various 3D models of armor and other military equipment, as well as some branding and logo designs for several scenes in the film "Lady of the Heaven".

## EDUCATION AND TRAINING

[ 2016 – 2020 ] **The degree of bachelor of Art - Digital Media**

*Tbilisi State Academy of Art*

**Address:** Tbilisi, Georgia

## LANGUAGE SKILLS

**Mother tongue(s):** Georgian

**Other language(s):**

**English**

**LISTENING** B2 **READING** B2 **WRITING** B2

**SPOKEN PRODUCTION** B2 **SPOKEN INTERACTION** B1

**Russian**

**LISTENING** A2 **READING** A2 **WRITING** A2

**SPOKEN PRODUCTION** A1 **SPOKEN INTERACTION** A1

## DIGITAL SKILLS

Adobe (Adobe Photoshop, Adobe Illustrator, Adobe Indesign, Adobe Premiere) | 3DS Max | Blender, 3D modeling | Adobe Substance Painter | Microsoft Office