

Kevin Uruchima

Kevinuru11.github.io/Kevinuru11



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Please find my attached resume for my website portfolio in “Projects”

I am an eager, client facing artist with a deep focus and love on all types of video games. I believe that my portfolio will meet to beat normal expectations and I would be a very enthusiastic part of the team! Having to work in Halfbrick with their vast collection of games would be incredible!

I have worked on Adobe After Effects and Illustrator, alongside with creating my own video games with Unreal Engine 5, while creating my own character assets that I have posted to social media for updates for the past 2 years, with a passion for learning and training my own prowess. In addition to this work, I have undertaken client work on social media such as Twitter and Bluesky to create banners for their accounts.

I am also an independent artist working with clients by drawing their or other people's characters. This can be for simple pleasure, their YouTube channels, or video games that people make. I am always in contact with the people I work with by constantly updating drafts or layouts that meet their requirements. From there, I will continue to work to my best abilities to make each drawing better than the last!

I believe that through my experience and passion on working on video games, and creating work with Adobe products, I am willing to expand my thrill of learning to a larger team. I think that working with Halfbrick would be a great fit. Thank you for taking your time to look at my resume.

Best,

A handwritten signature in black ink that reads "Kevin Uruchima". The signature is stylized with a large 'K' and a cursive 'Uruchima'.

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