

ABOUT ME

Accomplished creative professional in digital advertising, with roots in print, fine art, and typography. I have created and produced content for hundreds of properties across the film and music industries. My work is driven by a highly developed sense of detail, balance, and composition, supported by deep expertise in digital content creation. I consistently challenge myself to improve, learn, and evolve with emerging technologies. I bring extensive experience driving concept development, overseeing end-to-end project execution, and creating cohesive campaigns across both social and traditional media platforms.

WORK EXPERIENCE

Creative Director | Art Director

2008 - 2026

DIVISION 13 DESIGN GROUP (Self-Employed)

- Lead all aspects of creative design, development, and execution across digital and print campaigns.
- Manage multiple accounts simultaneously, balancing deadlines, budgets, and client communication with efficiency and attention to detail.
- Drive concept development, storytelling, and problem-solving to elevate brand visibility and exceed marketing KPIs.
- Integrate generative AI across image, video, and audio production to elevate creative output and meet advertising goals.
- Supervise and mentor multidisciplinary creatives to consistently deliver high-impact work with a focus on 100% client satisfaction.
- Drive concept development, storytelling, and problem-solving to elevate brand visibility and meet advertising goals.
- Streamline workflows and improve productivity
- Collaborate with artists and producers to deliver engaging online experiences.
- Develop games and interactive media as promotional products.

SELECT CLIENTS & PROJECTS

- Sony Pictures Entertainment
Led digital creative for major campaigns including *Jumanji*, *Ghostbusters*, *Venom*, and *Spider-Man* franchises. Delivered websites, digital ads, social campaigns, interactive mailers, web apps and digital sticker packs. Contributed to over 75 projects in the past two years and established design guidelines for internal marketing teams.
- DreamWorks Animation
Designed websites and digital ad campaigns for 22 theatrical releases, including the *Madagascar*, *Shrek*, and *Kung Fu Panda* franchises. Developed the studio's corporate website and brand-aligned promotional assets.
- Warner Bros.
Contributed design and creative strategy for high-profile titles including *Superman*, *Dune*, *Aquaman*, *Furiosa* and *Godzilla x Kong*.
- Lionsgate Films
Long-standing creative partner for *Saw*, *Madea* and *Hunger Games* franchises. Developed a completely customized physical influencer promotional kit for *The Long Walk* film launch.
- Additional Clients
Universal Pictures, Paramount Pictures, 20th Century Fox, Orion Pictures, Capitol Records, Goldenvoice and Geffen Records.

DETAILS

+1-310-383-3450

g@gibranevans.com

[Portfolio](#)

[Linkedin](#)

Orange, CA 92866

SKILLS & EXPERTISE

- Creative & Art Direction
- Advertising Design & Brand Expansion
- Graphic Design & Motion Graphics
- Short-Form Video Editing & Composition
- Social Media Campaigns (IG, TT, FB, X)
- UI / UX Design
- Web App & Game Development
- Project Management & Communication
- Problem Solving & Critical Thinking
- Quality & Detail Oriented
- Adobe Creative Suite: After Effects, Photoshop, Illustrator, Premiere, InDesign
- AI: Magnific, Figma Weave, Firefly, Runway ElevenLabs, Suno, Claude, Nodal Workflows
- Prototyping & Whiteboarding: Figma, XD
- Google & Microsoft Suites
- Working Knowledge
 - Cinema 4D, Blender
 - AR / VR
 - JavaScript, HTML5, CSS, PHP, CMS
 - Web3