



VISUAL DESIGNER
UI • UX • 2D Artist

CONTACT

Website

alexcirco.com

Email

hello@alexcirco.com

SOCIAL MEDIA

Dribbble

dribbble.com/alexandrucirco

Linkedin

[linkedin.com/alexandru-circo](https://linkedin.com/company/alexandru-circo)

Facebook

facebook.com/ndrevv

LANGUAGES

English

Professional Level

Roumanian

Native

SUMMARY

UI / UX Designer and Game Designer in the digital and video game industries. Team oriented, technically sharp-witted. Interested in and passionate about games and digital applications for mobile and web. Lusting after knowledge, engaging and delightful interface and I always try to improve my self-taught skills in UI and UX. Top 2 challenges as a UI-UX designer are matching the user needs with the business needs/goal and designing an interface easy to develop and beautiful at the same time.

EXPERIENCE

Spiderling Studios LTD

2017-2018

UK



UI Artist

As a UI Artist, i've been working closely with the team to:

- Deliver UI mock-ups to be later implemented
- Help in creating assets and fonts
- Design user interfaces and solve design problems
- Redefine existing UI and layouts
- Aid in the creation of promotional material
- Aid in testing of the product and offer feedback

Fundriven

2016-2017

Germany



Game & UI Designer

Designing, illustrating and creating games assets

Creating wireframes, putting together app architectures and simplify user-flow;

Creating an intuitive user experience carefully choosing visual patterns and hierarchies.

Alex Circo

2014-Present

Germany



Freelancer - UI/UX/Visual Designer

UI-UX Design

Mobile game UI Design and 2D Art

Mobile app and icon design

Web Design

Logo and Branding

SKILLS / TOOLS / XP

Knowledge of HTML, CSS and JS (on-learning)

Advanced knowledge of Adobe Photoshop, Illustrator, Affinity Designer

Experience working with Adobe XD

Experience working in teams

Basic knowledge of Adobe After Effects

Experience in Brand creation and execution

Experience with site map building and information architecture (IA)

Experience with asset exporting ready for implementation