

Alex Circo (cheer-co)

UI / UX DESIGNER & GUI ARTIST

<https://alexcirco.com>

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SKILLS

- Game UI and 2D Art
- Mobile & Web UI/UX
- Photoshop Generalist
- Proficient in vector-based apps
- Basic animation in After Effects
- Knowledge of HTML/CSS
- Knowledge of Unity/C#

TOOLS

- Affinity Designer (preferred)
- Adobe Illustrator (used rarely)
- Adobe Photoshop
- After Effects
- Procreate
- Miro/Discord

EDUCATION

- No relevant formal education.
- Self-taught using books, Youtube, games, online in general, other designers, gamers, game designers and art directors
- Extensive practice.

LANGUAGES

- English - Work proficiency
- Romanian - Native

ASPIRING INTERESTS

- Game Developing
- UI Engineer (implementing UI engine level)
- 3D Modeling (redered donnut in Blender)
- Environment Design
- Polished skills in 2D Animation

BACKGROUND

UI/UX Designer/Consultant

HostAile Games Inc. | Alchemy AI

United States - Remote
2023

- Worked on *Alchemy AI: Infinite Craft*, a mobile game using AI generated illustrations to create infinite possible mixes of elements.
- Did in-game 2D artwork, GUI, sprite animations, app icon, aid in general game design, ideas, UI/UX.
- Biggest challenge here? Just finding the right art style and direction to fit the game.

UI/UX Designer / Artist

XFuture Technology CO. | ArmorCraft

Chengdu, CN - Remote - Unity
2019-2023

- Full-time UI Artist & Designer working on *ArmorCraft*, an online multiplayer strategy game using mech (mecha) robots and military compounds.
- Anything from sketches and wireframes to high fidelity designs and creating assets. Design systems, tests, revisions based on critique and feedback, improvements.
- Biggest challenge was to align everybody's envision and find a suitable art style to fit the theme, art direction, platform and target audience.

UI ARTIST

Spiderling Studios LTD | Besiege

UK - Remote - Unity
2017-2018

- Full-time as an UI Artist on the game *Besiege*.
- I have 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