

Sidney Torck

UI and Web Designer

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[link to portfolio](#)



UI Designer with a background in video game art production. Produce 2D and 3D assets for video game with a focus on concept art and UI. Practiced web and mobile UI design as well as web design.

Areas of Expertise

UI Design

- **Rapid prototyping**, iterating on a design and coming up with a variety of solutions
- **Testing**, gathering feedback and polishing the design
- **Branding**, defining a brand guideline
- Created responsive and mobile native app design
- Worked on a game that won the price for best UX in the 2022 Ubisoft game lab

Videogame Art

- **Concept art and sketching**, coming up with visual designs for characters, environment and items
- **3D modelling**, modelling 3D assets like furniture, items and modular kit
- **Texturing**, painting 3D models with PBR textures and creating tillable textures
- **Digital painting**, painting illustrations
- **Games produced**: Biomorph, The Obscura Experiment, Homework Arena

Customer Service

- **Suggesting products**, assisting clients to find the right product for them
- **Supervising teams**, opening and closing the store

Education

Certificate in UI Design

CareerFoundry (June 2024)

Bachelor of Arts specialising in Video Game Art

Université du Québec en Abitibi-Témiscamingue (May 2023)

Tools

- Figma
- Adobe Photoshop
- Adobe Illustrator
- Substance 3D Designer
- Blender
- ZBrush
- VSCode

Technical Skills

- Prototyping
- Sketching
- Troubleshooting

Soft Skills

- Communication
- Problem solving

Employment History

2D and Level Artist, Lucid Dream Studio, Montreal, QC, Canada (2023)

UI, Concept, and 3D Environment Artist, The Obscura Experiment, Montreal, QC, Canada (2023)

UI and Concept Artist, Homework Arena, Montreal, QC, Canada (2022) For the 2022 Ubisoft game lab.

Volunteering

Delivering meals to people with reduced mobility.