Alex Circo (cheer-co)

UI / UX DESIGNER & GUI ARTIST

SKILLS

• GUI 2D Art
• Mobile & Web UI/UX
• Proficient in Vector-based Apps
• Basic animation in After Effects
• Intermediary knowledge of HTML/CSS

TOOLS

• Affinity Designer (preffered)
• Adobe Illustrator
• Adobe Photoshop
• After Effects
• Procreate

EDUCATION

Traian Deva, High School
BAC Diploma | Natural Sciences

No relevant courses.

LANGUAGES

English - Work proficiency
Romanian - Native

ASPIRING INTERESTS

3D Modeling
Environment Design
Polished skills in 2D Animation
JavaScript/jQuery
UI implementation (engine level)

https://alexcirco.com

hello@alexcirco.com
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BACKGROUND

UI/UX DESIGNER / ARTIST

XFUTURE TECHNOLOGY CO.
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
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

UI/UX DESIGNER

YAMBOO STUDIO
Tel Aviv-Yafo, Israel - Remote
2018-2020

• Worked on and off as freelance associate on app designs,
design pitches and fake UI for 3D/CGI animations.