

Alex Circo^(cheer-co)

UI / UX DESIGNER & GAME UI ARTIST

<https://alexcirco.com>
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SKILLS

- Game UI and 2D Vector Art
- Mobile & Web UI/UX
- General Raster Manipulation
- Basic animation in After Effects
- Knowledge of HTML/CSS
- Knowledge of Unity/C#

TOOLS

- Affinity Designer
- Adobe Illustrator
- Adobe Photoshop
- Adobe After Effects (basics)
- Procreate
- Miro/Figma/Discord

LANGUAGES

- English - Work proficiency
- Romanian - Native

ASPIRING INTERESTS

Instantiated my own studio (Halfroom Studio) and looking to develop several games using Unity. Also interested in getting deeper skills in front-end programming and become a UI engineer. I'm also looking to get better at 2D animation.

BACKGROUND

UI Artist

OPP Studios | Legacy of Pandora.

Brasil - Remote - Unity
2025

Working on Legacy of Pandora. An upcoming Greek myth inspired creature collection/roguelike game.

UI/UX Designer/Consultant

HostAile Games Inc. | Alchemy AI

United States - Remote - Unity
2023

Worked on *Alchemy AI: Infinite Craft*, a mobile game using AI generated illustrations to create infinite possible mixes of elements. Worked 2D artwork, GUI, sprite animations, app icon, aid in general game design, ideas, UI/UX.

UI/UX Designer / Artist

XFuture Technology CO. | ArmorCraft

Chengdu, CN - Remote - Unity
2019-2023

Working on *ArmorCraft*, an online multiplayer strategy game using mech 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.

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