Alex Circo (cheer-co)

GAME UI/UX DESIGNER, VECTOR ARTIST AND GAME DEVELOPER

UI SKILLS

• Clean and user-friendly interfaces
• Mockups, design specs, and high-fidelity visuals
• Rapid iteration of layouts and UI elements
• Microinteractions and quick animations

UX SKILLS

• Player-centered UI decisions
• Wireframes and layout iteration
• Visual hierarchy and intuitive navigation
• Consistent UI patterns and flows
• Platform control, adaptive design
• Design visual & input feedback

TECHNICAL PROFICIENCY

• Familiarity with Unity and C#
• UI asset integration
• Responsive layouts
• Canvas management
• UI animations and transitions (with de collaboration)
• Debugging visual/layout issues

TOOLS

• Affinity Designer, Figma (main flow)
• Photoshop, Illustrator (advanced cases)
• After Effects, Procreate
• Unity (2D, C#, VSCode, DOTween)
• Miro, Notion, Discord, Google Docs

LANGUAGES

• English - Work proficiency
• Romanian - Native

PORTFOLIO & CONTACT

https://alexcirco.com
0330055@gmail.com

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