



# ALEX BANEZ

## 2D GAME ART & DESIGN

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### SKILLS

- 2D Pixel Art & Animation
- 3D Low poly modeling
- 2D UI/UX Work
- 3D Texture Work
- Character Design
- Concept Art

### TOOLS

- Aseprite
- Unity Engine
- Unreal Engine
- Maya
- CLIP Studio Paint
- Github

### EXPERIENCE

#### Avernoth, Outlandish Development

May 2025 – February 2026

##### 2D Artist

- Character Designer for 3 characters + Concept Art
- Design & portrait cleanup for main characters
- UI Designer for in-game HUD, Glyphs, Abilities, & Menus
- Concept artist for Game Title & Marketing Mats

#### GRIMWAR, Bookwyrm

September 2024 – February 2026

##### 2D Artist

- UI Designer for in-game HUD & First Person 2D Hand animator
- Concept artist for Marketing Mats, & Game Systems
- Level set dressing and decal work
- Marketing Material creation for Game CD & Icons

#### Simon's Sundaes, Simon's Services

September 2024 – November 2024

##### 2D Artist

- Character Designer for all 15 customers + Concept Art
- Character Animator for all customers
- UI Designer for in-game ordering interface
- Game Logo, as seen on Main Menu

#### SpellBun'd

August 2024 – September 2024

##### 2D Artist

- Character Designer for Player, Enemy, & NPC + Concept Art
- Character Animator for all 10 characters
- UI Designer for shop interface
- Game Logo, as seen on Main Menu

### EDUCATION

#### University of Central Florida, FL B.A. Digital Media, Game Design Track

May 2025