



ALEX IBANEZ

2D GAME ART & DESIGN

contact@alecks.art | [LinkedIn](#) | [alecks.art](#)

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](#), Bookwyrn

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

May 2025

B.A. Digital Media, Game Design Track