

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 developer 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 - Pro Work Proficiency (C1/C2)
- Romanian - Native

PORTFOLIO & CONTACT

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

BACKGROUND

UI Artist

OPP Studios | Legacy of Pandora.

Brasil - Remote - Unity
Jan 2025 - Jun 2025

Working on Legacy of Pandora. An upcoming Greek myth inspired, monster taming, roguelike game.

UI/UX Designer/Consultant

HostAile Games Inc. | Alchemy AI

United States - Remote - Unity
Jan 2023 - Apr 2023

Worked on Alchemy AI: Infinite Mix, a mobile game using AI generated illustrations to create infinite possible mixes of elements. I was responsible for 2D art, 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 (PvE/PvP) using mech robots and military compounds. From sketches and wireframes to high fidelity designs and creating assets, design systems, tests, revisions and improvements based on critique and feedback.

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