Alex Li
www.alexlidesigns.com

Concept Designer/Game Designer/Graphic Designer

I'm a concept designer who specializes in character designs and prop designs for video games. Currently I'm shifting my focus on game developments in Unity.

CONTACT

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SOFTWARE SKILLS

Photoshop	Autodesk Maya
After Effects	ZBrush
Premiere	SketchUp
Illustrator	Blender
InDesign	Unity

PROFESSIONBAL SKILLS

Character Design	3D Modeling
Prop Design	Visual Development
Graphic Design	Worldbuilding
Illustration	Game Design

EDUCATION

2022 **ArtCenter College of Design**
Graduated as a Bachelor of Science
Concentration in Entertainment Design Concept Track

EXPERIENCES

2022 **Pasadena Convention Center Exhibition, Pasadena, CA**
Wall-mounted exhibition of personal project "NexaStrike" showcasing a set of characters & props designs
- Three fully rendered characters with early ideations, sketches, and movement sketches
- One vehicle design fully rendered with a ¾ front view design, ¾ back view design and orthographics design
- Two weapon designs with ideations, annotations, and transformations Graphics and layout design for characters and props

2022 **Unreleased Game with Private Client, Pasadena, CA**
Character Concept Artist & Pixel Artist
- Character design for protagonist and various enemy types
- Pixel art and sprites for protagonist and enemies

2021 **Brainstorm, Burbank, CA**
Online mentorship with Joon Ahn
- Character design & drawing fundamentals
- Worldbuilding studies regarding the process of constructing an original, fictional universe including topics on architecture, costumes and history

ArtCenter College of Design, Pasadena, CA
In person mentorship with Shan Qiao
- Character design for video games studies

2020 **A Real Buy. Inc, Irvine, CA**
Concept Designer & Graphic Designer
- Graphic designs for company logo and search engine logo
- Website layout design
- Interior design for furniture layouts and composition

Neko Donuts, Chengdu, China
Graphic Designer
- Graphic designs for brand logo
- Layout designs for website and prints

2018 **Personal Mentorship, Irvine, CA**
In Person mentorship with Ryan He
- Character design & environment design studies

Projects

PseudoVision | Speculative Design | October, 2023
Personal project showcasing 3D animation & physical model. Tells a story speculating that AI-Generated art can develop its own style and the over reliance on AI art can cause AI to manipulate human aesthetics tastes.
- Position: designer, 3D modeler, animator, arduino programmer

Rise of Iserus | Board Game | Auguest, 2023
Personal project. A fantasy-themed board game offering 1 vs. 3 asymmetrical gameplay where a monster player tries to evolve while a team of three attackers attempt to stop it by breaking its body parts.
- Position: designer, artist

Shadows Between | Unity digital game | July, 2023
GMTK Game Jam 2023 project. A side-scrolling platformer where the player controls the protagonist through manipulating his shadow, creating a depth of gameplay surrounding clever interactions between the 2-dimensional shadow and the 3D character.
- Position: designer, C# programmer

Abyssal Gaze | Unity digital game | May, 2023
Personal project. A single player sci-fi deep sea adventure game where the player operates a mining vehicle into the depths and survives against attacks from unknown creatures.
- Position: designer, artist, C# programmer

Baby Delivery | Unity digital game | May, 2023
Ludum Dare 53 Game Jam project. A two player co-op game where players work together to deliver cubs to their animal parents. Player one starts with drawing the cub by following descriptions on a manual and player two must deliver the cub to its correct parents based on the drawing.
- Position: designer, C# programmer