



ALEJANDRO MONGE

UI/2D ARTIST

HI!

I'm Alex,
a UI Artist from Madrid.

I have over a decade of experience crafting digital products as a visual designer. During my 3 years in the videogame industry I have shipped four games, one of them as a Senior UI Artist. I consider myself a cross-disciplinary game artist with a knack for illustration and concept art.

SKILLS

Deep understanding of UI, UX and visual design
Expert knowledge of the Adobe Creative Suite
Very strong illustration and concept art skills
Comfortable with 3D and motion graphics

Eager to turn fuzzy problems into pixel-perfect solutions
Able to prioritize and work with minimal direction
Excellent communicator with a positive attitude
Superior eye for detail

EXPERIENCE

Gameloft Madrid
Senior UI Artist
2014 - 2015

Rivolta
Founder and Art Director
2011 - 2014

Previous experience
10 years as a digital art director for leading firms and brands such as Nurun, BBVA, Telefonica, Saatchi & Saatchi among others.
2001 - 2011

LANGUAGES

Spanish
Native language

English
Full professional proficiency

SHIPPED TITLES

Asphalt Xtreme (2016)
Latest installment of the best arcade racing franchise in mobile gaming.

Gods of Rome (2015)
Over 50 million installs and four major expansions. Second most downloaded fighting game in the Apple Store.

Asphalt Overdrive (2014)
Over 30 million installs. Editor's Choice in the Apple Store.

Midnight Pool (2014)
Preinstalled in millions of mobile devices for leading carriers in Asia and Latin America.

PORTFOLIO

Website
<http://www.alexmonge.com>

ArtStation
<https://artstation.com/artist/alejandromonge>

Behance
https://behance.net/alejandro_monge

Dribbble
<https://dribbble.com/alejandromonge>

EDUCATION

Self-taught.

CONTACT

 chatarra@gmail.com

 +34 619 08 99 91

 <http://linkedin.com/in/alejandromonge>

 Madrid, Spain

Go to next page to see a detailed breakdown of project responsibilities.

JOB RESPONSIBILITIES

ALEJANDRO MONGE

ASPHALT XTREME

Senior UI Artist

Under the art director's guidance, defined the menus' visual identity, items and many other art pieces within the game. Created transitions, animations and particle effects.
Created concept art and promo art, Keyshot renders, overpaints and guided 3D artist nail the look of elements such as power-ups, trophies, obstacles, etc.
Created skins and decals for the ingame vehicles.
Designed tutorial flows and animations.
Implemented the UI using the inhouse game engine.

GODS OF ROME

UI Artist

Helped refine the visual style of the menus.
Created art for icons and power effects.
Created the game logo and additional commercial art.
Created concept art for ingame elements such as power-ups, banners and insignias.

ASPHALT OVERDRIVE

UI Artist

Helped define the game menu's visual identity (static screens) and created wireframes and menu flows using Axure.
Created most of the final ingame icons and illustrations.
Created reward animations and particle effects, both as Flash mock-ups and final ingame implementations.
Created the App Icon (through numerous iterations) and many marketing assets.
Mentored new UI Artists joining the team.

MIDNIGHT POOL

2D Artist

Created graphical elements for the map areas.
Created visual design guidelines for the 2D artists to follow.
Created key art for the menus (pool tables, balls and other UI elements).

GAMELOFT MADRID STUDIO

UI Lead and inhouse graphic designer

Responsible for screening and interviewing new recruits in the UI department, as well as designing the aptitude test.
Represented the studio in outside activities such as lectures (at Fjord Accenture and Secuoyas).
Established a style guide for all Gameloft Madrid studio graphic output (marketing, studio pitches, attire, etc.)

Art directors and direct supervisors

Thomas Woode, Jimmy Lorente, Edouard Gasser, Anthony Faby.