Alexandre Legeay
GAME ARTIST

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Skills and Qualifications

Technical	- Highly trained with Photoshop - Very good pratice of Construct3, a game maker software - 3D intermediate with Blender - Well self-trained with Flash, notions with actionscript - In depth knowledge of HTML and CSS - Good use of After Effect and Premiere - Always eager to learn new software skills
Language	- French, native language - English, fluent

Work Experience

PRETTY SIMPLE
2015 to present

Unreleased Game (mobile)
- Character animations (using Spine 2D), UI mockups

Criminal Case (Facebook+mobile)
- Flash animations for ambient life (animals, weather, characters)
- Mini games assets content
- Chapter screen illustrations
- Background concepts

KOBOJO
2010 - 2014

Mutants Genetic Gladiators (Facebook+mobile)
- Lead artist (4 persons) for task priorities, team management
- Creature concept, clean, colour, animations and special effects
- UI conversion from Facebook to mobile
- Map creation
- Marketing assets (banners, thumbnails, promotion assets)
- In-game content with icons, pop-ups, menu

PyramidValley (Facebook+mobile)
- Content creation (decorations, buildings, wonders, characters, clothes, crops)
- Character and animal animations

Smooty Tales (Facebook)
- Creature animations
- Content creation for characters (clothes, furs, eyes, ears)
- Buildings and decorations
- Map creation with flash animations

Education

ÉSAL, Epinal
2001 - 2005

National Diploma of Art and Techniques

ESAAB, Nevers
1999 - 2001

BTS (High Technician Degree) in Product Design