

ALEX NAKHLEH

Concept Designer - alex@alexnakhle.com - alexnakhle.com - +1 313-520-2539

Experience

Frame Zero – Freelance Concept Artist – 2026-Current

Contributed 2d and 3d Architectural & Environmental Concept art to internal & external client projects.

Meta – Environment Concept Artist [Contract through Insight Global] – 2024-Current

Contributed Imagery to 1st Party Architecture **Style Guide**. Concepted 1st Party **Interior & Exterior** multiplayer VR **Environments & Architecture**. Key Art. **Storyboarding**. Animated VFX Concepts. Preproduction & Production. Concepts for **outsources**. In-Engine Prototyping. Card Art. Mobile Icons & Illustrations. Line Sketches, Speed painting, Concept Modeling. Player-Interactable Prop Design. Physical Sketching. Video Editing. Marketing Art.

College For Creative Studies – Intro to Blender Instructor – 2026-Current

Taught 6-week Adult Continuing Education Intro to Blender course. Covered character creation pipeline in blender – poly modelling, sculpting, retopology, UV unwrapping, texturing, rigging, basic animation, rendering

Ragnarok Games SA– Environment Concept Artist – 2024

Designed **Hero Assets** for Player-Interactable MMO spaces, PvP Shooter spaces. **Prop & Architecture** design. Blue Sky, Preproduction, and Production Concepts. **Lighting Concepts**. Concept Modelling.

Gadget Bot – Temp. Weapons Concept Artist – 2024

Concepted **Weapon Skins**, VFX for AAA Mobile Shooter Game. Temp. coverage during staffing gap.

CGFigures – 3D Scan Cleanup Sculptor – 2024

Cleaned up, **sculpted**, and retextured clothed Model 3D Scans.

Linkage Design – Storyboarding & VR Modelling Intern – 2020

Made Workflow videos for Autodesk. Script Writing, Storyboarding, Concept Modelling.

Telesto Analytics – Branding & Logo Designer – 2019

Designed Company Communications - logos, UI/UX icons, Business Cards, Document Letterheads

Talem Technologies LLC – Software Developer Intern – 2018

Medical app development. Focused on Backend and real-time Bluetooth motion monitoring.

TeamFEMR – Software Developer Intern – 2017 to 2018

Frontend and Backend rearchitecting and development.

Education

B.F.A. Concept Design, College for Creative Studies, Detroit, Michigan – 2024

B.S. Computer Science Summa Cum Laude, Wayne State University, Detroit, Michigan – 2018

Awards

Imre. J. Molnar Artistic Achievement Award – 2024

Skills

Environment Design	Hard-Surface Design	Concept Animation	Quick Iteration
Preproduction Concept Art	Production Concept Art	VFX Concept Art	UI/UX Design

Software Proficiency

Blender	Photoshop	ZBrush	Unreal
Perforce	Python Scripting	MODO	InDesign