

ALEX NAKHLEH

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

Experience

Meta – Environment Concept Artist [Contract through Insight Global] – 2024-2026

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 outsource. In-Engine Prototyping. Card Art. Mobile Icons & Illustrations. Line Sketches, Speed painting, Concept Modeling. Player-Interactable Prop Design. Physical Sketching. Video Editing. Marketing Art.

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.

CGCharacters – 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