

# ALEX NAKHLEH

Concept Designer - [alex@alexnakhle.com](mailto:alex@alexnakhle.com) - [alexnakhle.com](http://alexnakhle.com) - +1 313-520-2539

## Experience

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

Contributed Imagery to 1<sup>st</sup> 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.

### **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