ALEJANDRO MONGE

CONCEPT & 2D ARTIST

HI!

I'm Alex,
a videogame artist from Madrid.

I have 4 years of experience in games, starting as a Senior UI Artist and gradually transitioning to 2D and Concept Art work. I consider myself cross-disciplinary, with a good grasp of how all visual pieces of a game become a cohesive whole. My background is in graphic and visual design, in which I have over a decade of experience.

SKILLS

Strong illustration and concept art skills
Expert knowledge of the Adobe Creative Suite
Competent with 3D software (Zbrush, Keyshot, 3D Coat, C4D)
Deep understanding of UI, visual design and art direction

Skilled at developing rough briefings into solid designs
Able to prioritize and iterate with minimal direction
Good communicator with a positive attitude
Excellent eye for detail

EXPERIENCE

Freelance Concept Artist
Outsourcing artist for film & game products for clients such as:
NXA Studios, UX Magicians, Virtual Voyagers, Estudiofuture, etc.
2018 - Present

Gameloft Madrid
Senior UI/2D Artist

2014 - 2017

Previous experience
10+ years as a visual designer for leading firms and brands such as Nurun, BBVA, Telefonica, Saatchi & Saatchi among others.
2002 - 2013

LANGUAGES

Spanish
Native language

English
Full professional proficiency

GAMES SHIPPED & IN PRODUCTION

Wasteland 3 (Q3 2020)
Concept artist for the latest installment of the acclaimed apocalyptic saga, to be released in Q3 2020.

Asphalt Xtreme (2017)
Latest title of the acclaimed mobile arcade racing franchise. Consistently featured in the Apple Store.

N.O.V.A. Legacy (2016)
A reboot of the classic HALO-like sci-fi mobile shooter.

Gods of Rome (2015)
Epic fantasy fighting game. 50+ million installs and four major expansions.

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

PORTFOLIO

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

Website
https://www.alexmonge.com

Instagram
https://www.instagram.com/circuitos/

EDUCATION

Self-taught.

CONTACT

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http://linkedin.com/in/alejandromonge

Madrid, Spain

Go to next page to see specific project responsibilities.

JOB RESPONSIBILITIES

ALEJANDRO MONGE

WASTELAND 3
Outsourcing Concept Artist

Created over 50 weapons and prop concepts. Work is under NDA.
Worked closely with the art director and 3D department in implementing concepts in-game.

ASPHALT XTREME
Senior UI Artist / Concept Artist

Defined the menus' visual identity, collectable items and many other 2D assets within the game.
Created props & environment concept art and vehicle art, using 3D software such as 3DSMax, Keyshot and Photoshop.
Created vehicle modification concepts, as well as skins and decals for the vehicles.
Provided direction to the team in nailing the look of all 2D elements (scenes, power-ups, trophies, etc.) in the game.
Designed animations, FX and tutorial flows.

GODS OF ROME
Senior UI Artist / 2D Artist

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

ASPHALT OVERDRIVE
Senior 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
Leon Wang, Rachel Liu, Thomas Woode, Jimmy Lorente.

HAWAIIAN HUT #2
STYLE AND MATERIALS

SOME SUGGESTIONS FOR ACCOMPANYING ITEMS ARE DRUMS,
SURFBOARDS AND TOTEMS (WHICH AIN'T EXACTLY HAWAIIAN REALLY BUT
CAN HELP SET THE TONE FOR A TRIBAL ENVIRONMENT.
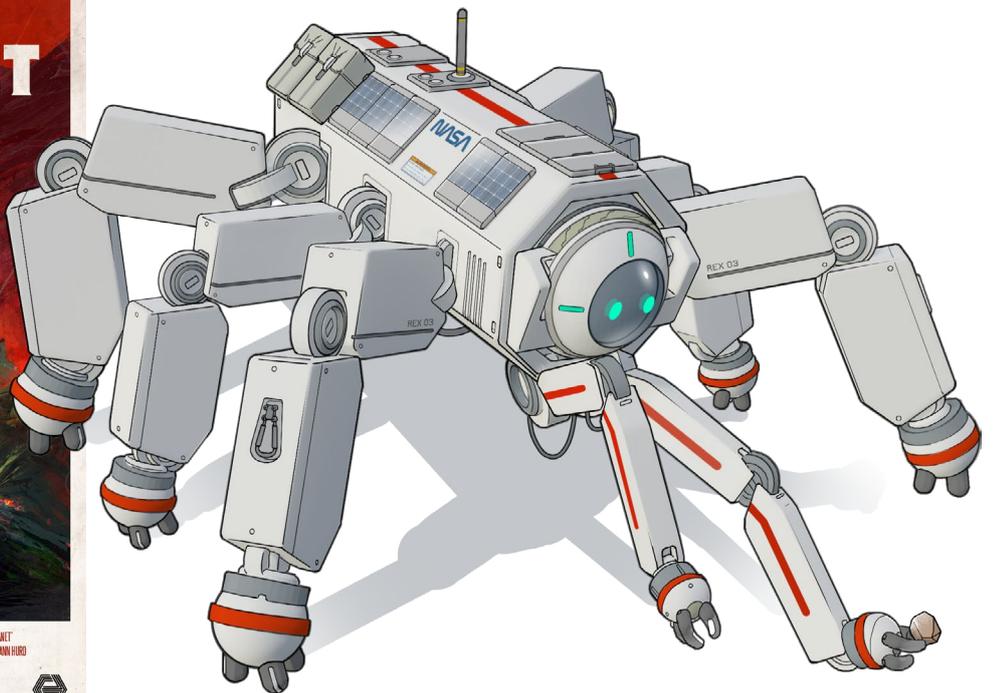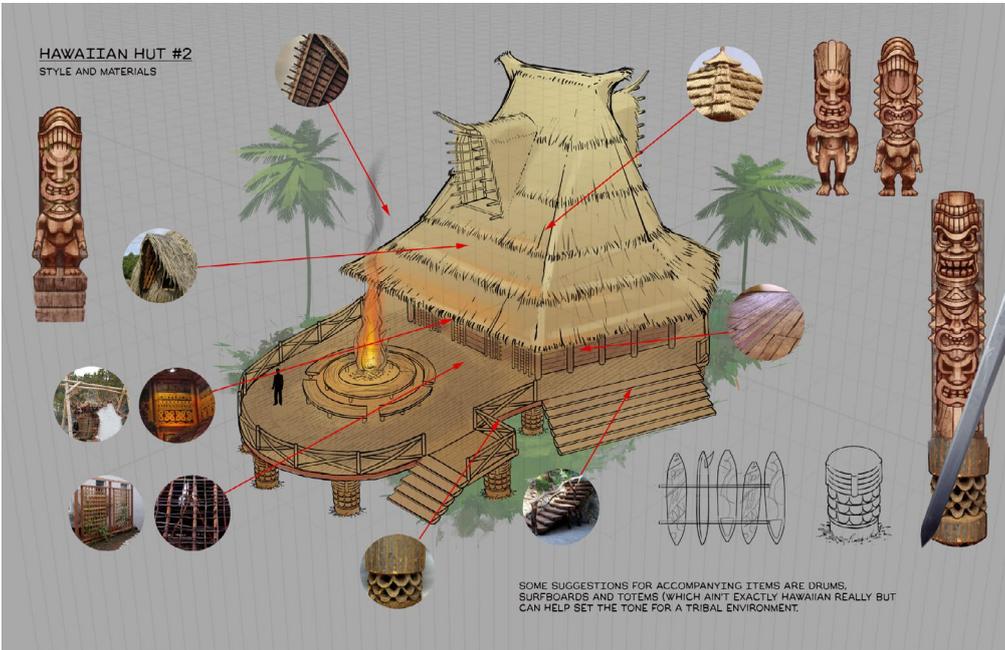
Cabina
Sería interesante que se adivinase el fulgor de los controles desde fuera.

Armamento
De momento he creado cañones algo genéricos. La ubicación podría variar. Visibles desde la cabina pero sin estorbar a la vista.

Entrada de aire
Retoque a la geometría para volver o ese toque de superdeportivo que nos gustaba.

Desgaste
Para darle un extra de realismo al vehículo, podemos descascarillar la pintura o meter óxido a determinadas partes.

Luminosidad en suelo
Inspirado en las carreras nocturnas de coches de alta gama, estilo Fast & Furious.

Pegatinas
De momento he usado marcas reales, pero crearíamos marcas ficticias (quizá cambiándolas en función del equipo para crear mejor armonía de colores).

MISSION MAP — Rank: Colonel — 324,220 — 82 — 16/100 MORE IN 5 HOURS

BLACK NOISE
MISSION ACCOMPLISHED

MISSION 06
SURGICAL STRIKE
DIFFICULTY
32/100

MISSION 07
RINGFINGER
LOCKED

MISSION 08
THE SLIP
LOCKED

MISSION 09
YEAR ZERO

ACTIVE: MISSION 06
SURGICAL STRIKE

This area is occupied by remnants of the Black Hand. Use their technology against them and take back the territory.

SPECIAL ITEM
EMP PULSE EMITTER

MISSION 09
MISSION 07
MISSION 06
SURGICAL STRIKE
MISSION 05

LAUNCH