

ALEX PELAYRE

CONCEPT ART & ILLUSTRATION

alexpelayre.com
alexpelayre@gmail.com
206-354-9091

About:

Strong 2D artist specializing in concept art, illustration and production art. Past employment experiences include MMO, RTS, Casual, Casino for Mobile, and VR. Able to create and convey a variety of styles to establish a solid vision of the project. Team player who enjoys collaboration and forming new ideas. Passionate and eager to learn new skills. Strong knowledge of Photoshop; past experience with Flash, Illustrator, Maya, 3DS Max, and Zbrush.

Experience:

Freelance Clients

- Renton City Comic Con August 2017
 - Official Poster Design
- Xtonomous LLC Nov 2015 - Mar 2016, Jan 2017
 - "Botland" - Concept and Design

Presence Labs / Seattle, WA Dec 2015 - May 2017

- Concept Artist
- Shipped Titles:
 - GrooVR - "Power Up, "Ocean Deep", "The Runner", "Small World"
 - "Fireworks: Lady Liberty"
 - High Roller Slots - "Treasures of the Ocean", "Classic Neon Lights"
- Proposed Titles:
 - GrooVR - "Social Venues"

DoubleDown Interactive / Seattle, WA Jan 2014 - Nov 2015

- Production Artist
- Shipped Titles:
 - "The Fates", "House of cards", "Black Widow", Western Belles", "Wheel of Fortune: Red White & Blue"

Massively Fun / Seattle, WA Jan 2012 - Dec 2013

- Game Artist
- Shipped Titles:
 - "Fast Iron"
- Proposed Titles:
 - "Catan World", "Blocked Temples", "Found"

Gas Powered Games / Redmond, WA Jun 2011 - Dec 2011

- Concept Artist (Contract)
- Shipped Titles:
 - "Age of Empires Online"

Flying Lab Software / Seattle, WA Oct 2008 - Dec 2011

- Environment Artist
- Shipped Titles:
 - "Pirates of the Burning Sea"
 - "Bakugan Dimensions"
- Proposed Titles:
 - "Harry Potter: Hogwarts Adventures"
 - "Amazing Tales"

Education:

The Art Institute of Seattle Oct 2005 - Jun 2009

- Bachelor of Media Arts and Animation Degree
- Graduated with Honors