



ALEX LEVIELLE

DESIGNER / ILLUSTRATOR

CONTACT

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EDUCATION

Ringling College of Art + Design
Sarasota FL - May 2014
BFA, Major - Illustration

Concept Design Academy
Pasadena CA
Visual Development
Summer 2012

Studies included Character Design II with Carlo Arellano, Environment design with James Paick, Zbrush Josh Herman and Vehicle design Vaughan Ling.

SKILLS

Character Design ●●●●●●●●●●
Digital Painting ●●●●●●●●●●
Environment Design ●●●●●●●●●●
Drawing ●●●●●●●●●●
Graphic Design ●●●●●●●●●●
Adobe Photoshop ●●●●●●●●●●
Adobe Illustrator ●●●●●●●●●●
Adobe InDesign ●●●●●●●●●●

CONCEPT / DESIGN EXPERIENCE

Concept Illustrator + Graphic Designer
The Studio, NYC / April 2017 - Nov 2018

- Designed initial concepts to be pitched to clients, resulting in completed illustrations and graphics for advertising companies.
- Specialized in time management to complete multiple projects on time.
- Composed over 10 storyboards monthly to be completed in animatics by our 3D team.
- Created concepts and illustrations in a very specific style for each client to bring there vision to life on paper, then rig and animate the final product by our very own 3D team.
- Designed presentations and organized layouts for a comprehensive pitch to clients.

Concept Artist
Falcon's Treehouse LLC, Orlando FL / May 2014 - October 2014

- Developed multiple concepts for global entertainment destinations to cutting edge digital storytelling, to unparalleled themed experiences.
- Designed many themed parks and rides, concepts for virtual experiences, character designs, environment design and props.
- Managed multiple projects using time management, speed painting, and teamwork to accomplish the clients goals.

FREELANCE

Freelance Illustrator + Graphic Designer
Concept + Design / Present

- Designing many websites, logos, branding, 2D package design, editorial design and layouts and much more.
- Illustrating many character designs, illustrations, environment designs and much more in a variety of styles as well as my own.

Freelance Illustrator
Visual Development / April 2015 - January 2016

- Designed environment concepts for League of Legends hero Sigil such as panorama environments with separated elements to animate and prop designs.
- Collaborated with a world-wide team full of talented professionals such as animators, game designers, concept artists and graphic designers.

Freelance Illustrator
SCENE Magazine / September 2016

- Designed the cover of SCENE Magazine for the month of October 2016.
- Awarded the Gold Charlie Award from the Florida Magazine Association.

PUBLICATIONS / AWARDS

Featured Concept Artist
Advanced Photoshop Magazine / September 2016

- Interviewed and featured for the Advanced Photoshop magazine regarding methods and skills as a digital concept artist.

Featured Concept Artist
Spectrum / March 2017

- Chosen in the Spectrum 24: The Best in Contemporary Fantastic Art book.
- The digital illustration chosen is "Hope."

PERSONAL

Visual Development Instructor
Concept Design Club, Sarasota FL / September - October 2012

- Founder of Ringling College's Concept Design Club to share and teach fellow students the information and methods learned at the Concept Design Academy.
- Guided and taught over 30 students the masterful techniques towards designing concepts such as characters, vehicles, environments and Zbrush.