

Alexa Cozlovschi

Character Designer/Animator

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Portfolio: alexacozlovschi.com

SUMMARY

- Experienced artist working in the indie game industry for 2 years in providing story-driven concepts.
- Specializes in story-driven Character Design and Animation. Looking for Character Design and Animation opportunities within the Animated TV/ Feature and Gaming industry.

EXPERIENCE

WaxHeart - MARCH 2021 - DECEMBER 2023

Low Poly Indie Game

Concept Artist

- Provided 2D concept art deliverables ranging from Environment design to Prop Design for 3D block-in assets for a demo release.
- Assisted with 2D thumbnail mockups for character and creature animations.
- Closely followed the direction of Lead Game Developer and Art Director to finalize designs to be imported directly into the demo.

Storyboard Artist & Editor

- Worked alongside a team of 4 artists and a Team Leader to produce 3 Storyboard sequences for in-game demo cinematic story scenes.
- Edited story sequences from teammates to fit timing of story beats to produce finalized cinematic sequences for first demo release.

“Hearth Attack” - 48 Hour Game Jam - OCTOBER 2023

Concept Artist

- Provided Character Designs for main and enemy characters in a time-sensitive environment.
- Created sprite sheets for in-game character animations.
- Provided UI Design for in-game buttons.

EDUCATION

Laguna College of Art & Design - AUGUST 2019 - MAY 2023

BFA - Animation

SKILLS

2D Rough Animation, Character, Environment, & Prop Design Storyboarding, Visual Development & Illustration, Video editing, Time Management, Collaborative skills, Timing

SOFTWARE

ToonBoom Harmony, Adobe Premiere Pro, Adobe Photoshop, Adobe Animate, Autodesk Maya, Microsoft & Google Suite