

# Alexandra Melançon

DIGITAL ARTIST / DESIGNER

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alexandramelancon.com

## EXPERIENCE

### Behaviour Interactive

2021 - Present

### CAPTURE ARTIST

Employed to compose and capture in-game cutscenes for the marketing department – be it for video or static content – by collaborating, finding solutions, sorting & preparing footage, applying camera techniques and more.

### Freelance

2013 - 2021

### DIGITAL ARTIST / DESIGNER & WEB DEVELOPER

Contractor jobs collaborating hand-in-hand directly with clients for everything touching graphics, visual & website design / development, illustrations, video editing, photography, etc. My personal approach enabled my clients, such as individuals, businesses, OBNLs, student associations and events to leave a strong impact on their audience.

## EDUCATION

### Concordia University

2018 - 2021

### COMPUTATION ARTS BACHELOR SPECIALIZATION [ Honors with Distinction Graduate ]

Multidisciplinary digital art and design program, encompassing graphic, visual, interaction, game and web design, graphics, front-end and back-end programming, tangible medias and video games.

### UQÀM

2015 - 2018

### ENVIRONNEMENT DESIGN BACHELOR & VISUAL ARTS CERTIFICATE

Obtainment of the diploma in the *Visual Arts* Certificate to hone my traditional art skills. Afterward, two years of study in environment design in the Bachelor program where I deepened my understanding of design and space.

### Cégep de Saint-Jérôme

2013 - 2015

### MULTIMEDIA INTEGRATION TECHNIQUES

Studied the notions and techniques of visual design, graphics, front-end and back-end programming for diverse digital mediums for the marketing, web and entertainment sectors.

### Cégep de Bois-de-Boulogne

2010 - 2013

### 3D ANIMATION AND IMAGE SYNTHESIS TECHNIQUES

Advanced initiation to the entertainment industry, in particular cinema and video games, to learn 2D and 3D animation and modeling, illustrations, graphics, scenography, photo / video production and VFX and game design.

## SKILLS

### Creative skills

- Problem solving
- High-level conceptual thinking
- Critical and Logical thinking
- Collaboration and Teamwork
- Project Management and Organizational skills

### Technical skills

- Visual design and illustration: Adobe Photoshop, Illustrator, Fresco
- UI / UX design: Adobe XD, Figma
- 2D animation: Adobe Animate, Character Animator
- 3D modelization and animation: Blender, Substance Painter
- Video production and animation: Adobe Premiere Pro, After Effects
- Video game engine: Unity
- Programming Languages: HTML, CSS, jQuery, JavaScript, C#

## CONTRIBUTIONS & AWARDS

### L'ANTRE DU GEEK, A QUEBEC BLOG ON GEEK CULTURE

Logo, posters, business card and other advertising content creation. Contribution in the nomination of Antre du Geek in the top 10 Canadian video games blogs at the 2014 MiB Awards.

### STUDENT LITERARY JOURNAL MOTS DE TÊTE OF THE CEGEP DE SAINT-JÉRÔME

Creation and assembly of a new journal template. Contribution in the obtainment of multiple prizes at the *Grand Prix Média du Devoir de la Presse étudiante*.

## LANGUAGE

French (native) & English (proficient)