

ALIX BRISKHAM

AWARD WINNING 2D, UI/UX, VR ARTIST

E-mail: alixbriskham@gmail.com

Website: www.alixbriskham.com

National Technology Award 2021: Innovation of the Year
Royal Television Society Award 2018: Best Digital Creativity Award
Sparkies Award 2018: Innovative VR Award
Sparkies Award 2014: The Good Award
BAFTA nominated for: The British Academy Children's Awards

Skills

- Adobe Photoshop
- Adobe Illustrator
- UI Design and Implementation
- UX wireframing and Personas
- 2D/ Concept Art
- Unity Engine
- Web Design
- Figma
- Branding
- Traditional Drawing
- Tilt Brush
- Fast Learning
- Communication and Time management
- Adaptability
- Accessibility

Experience

Auroch Digital Nov 2021 - Present - Senior UI/UX Artist -

<https://www.aurochdigital.com/>

I joined Auroch Digital Games as a Senior UI/UX Artist with the goal to become Director of UI/UX. My role is to float between all the different projects, consulting my team members and producing UI and UX work for those projects. I also liaise with other companies that Auroch is working with and recruit new people in to the team.

Ultraleap July 2019 - Nov 2021 - <https://www.ultraleap.com/>

No controllers. No wearables. No touchscreens.

As the only 2D and UI artist in the company of over 170 people I was responsible for keeping the quality of what Ultraleap put out into the world up to excellent standards as well as designed and exported any UI assets required. I was one of the few support roles, able to move horizontally through all of Ultraleap's teams.

Interactive Scientific June 2017 - July 2019: 2D, UI/UX and VR Artist

<http://nanosimbox.com/interactive-scientific/>

Freelancer 2017 - 2018: Traveller's Tales / LEGO Marvel Superheroes 2 / LEGO Worlds - UI Artist - <http://www.ttgames.com/>

Worked with AAA client Travellers Tales as their first 2D freelance artist on LEGO Marvel Superheroes 2 and LEGO Worlds as a contractor creating a very large amount of new UI elements, map iconography and challenge/ achievement icons in a very short amount of time where timekeeping was paramount as well as adjusting designs based on feedback from LEGO.

Opposable Group / Opposable VR August 2013 - Dec 2016: 2D/UI/VRArtist

<http://opposablevr.com/>

References

Lukas Roper, Lead developer at Virti. lukasroper@outlook.com

Steve Marsh, Art editor of BBC Sky at Night Magazine: Steve.Marsh@immediate.co.uk