

Alex Collins

Games Developer

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Profile

I work remotely with publishers across graphic design, game development, and illustration to turn a game into a finished product.

The gap between Art, design and production is where I solve problems. My ideal environment is a small, agile team where broad skill sets are valued and ideas move quickly from concept to reality.

Core Competencies

Game Development

- Game mechanic visualization
- Board game UI & iconography
- Game design & prototyping

Art & Design

- 2D illustration & character design
- Graphic design for print and digital
- 3D modeling & animation (ZBrush, Blender)

Production & Media

- Production-ready files for manufacturing
 - Marketing visuals & Kickstarter assets
 - Video editing & educational content
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Tools & Software

Adobe Suite | Affinity suite | Procreate | Blender | ZBrush | Tabletop Simulator

Professional Experience

Pielandworld – Lead Games Developer

2022–2026

- Led all major game development initiatives for the indie publisher Pielandworld
- Responsible for UI, iconography, and layout across multiple board game titles
- Created production-ready files for print manufacturing and online distribution
- Directed visual art pipelines in collaboration with artist and designer
- Designed packaging and visual identities for game branding and marketing

Games produced:

Attack of The SNACs – A competitive push-your-luck food-monster hunting game. Last year we were successfully funded on Kickstarter, selling over 400 copies.

Abysscuits – A high-interaction, strategic party game of bluffing and treasure-hunting, where players test their luck and their loot. Fast, funny, and addictive. I handled full **visual design**, **iconography**, and **production files**, and co-designed the core gameplay systems.

The Moment – Content Developer

2015–2017 | www.wearethemoment.com

- Produced 2D/3D animated content and assets for business-to-business educational media
 - Collaborated with developers and writers to visualize learning content for major clients
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Education

Game Arts Institute – Character Artist

Bootcamp

Apr–Jul 2017

- Trained under Ryan Kingslien (ZBrush Workshops) & Ashley Sparling (Ubisoft Montreal) to create a fully rigged, game-ready 3D character

University for the Creative Arts – Farnham

*BA (Hons) Computer Games Arts – First Class,
2011–2014*

- Focus: Concept art, video game pipelines, 3D modeling, and weekly critiques

Adam Smith College

HND Art & Design – Distinction, 2008–2011

Selected Projects

Folklore RPG (Release Q3 2026)

A storytelling focused TTRPG. I co-designed the systems as well as produced all the art and illustration.

Greek Mythology Re-Told (2018–2019)

Created character art and animation for an educational YouTube series

Personal Interests

- Board games, like Raiders of the North sea, Lost Ruins of Arnak, Cascadia.
- Video games like Hades, Skyrim, Apex Legends.
- Drummer in a rock band.
- I love music Like Opeth & Steven Wilson
- Inspired by detailed story rich experiences, games, films, music.
- I live with my wife, dog, and two cats