



Rumman Amin Ansari

Sr. UI/UX Consultant
2D/3D CG artist
Animator

As a 2D CG artist, I excel in digital illustration, concept art, and character design, contributing to animations, games, and visual storytelling projects. I bring a passion for creative storytelling and a keen eye for detail.

As a game UI/UX designer and animtor, I craft immersive experiences that ensure seamless player interaction and intuitive navigation. My animation experience includes creating engaging 2D animated sequences, gameplay trailers, educational content, and promotional videos—enhancing narrative and interactivity in both entertainment and educational settings.

Contact

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Socials

LinkedIn
Rumman Amin Ansari

Behance
Rumman Amin Ansari

Languages

Urdu
Native

English
Fluent

Education

Bachelor's of Software Engineering
GPA: 3.4 2021

Intermediate – Computer Science
2016

Certifications

Certification in IT
Graphics & Web Designing 2021

Diploma in Multimedia
Interactive Multimedia Suite 2017

Concepts of Storyboarding,
Working with Audio, Video
Streaming and Editing, Cocepts
of Digital Filmaking, Digital Fx,
Compositing with Nuke,
Multimedia and FX Portfolio.

Certificate in Multimedia
Graphic Suite 2016

Design and visualization
Fundamentals, Graphics and
illustration, creatingArtworks,
Design for Print and Advertising,
Media Publishing, Print Portfolio.

Experience

Sr. UI/UX Designer And 2D Animator

2024-Present

SSA SOFT

Sr. UI/UX Designer

Designed and developed user-friendly interfaces for web and mobile applications, ensuring seamless user experiences across various platforms.

Worked with tools like Figma, Sketch, Adobe XD, and InVision to deliver high-quality design assets.

Worked on big projects like school management system and donation management system as we well as on many other projects and products.

Sr. 2D/3D CG Artist & 2D Animator

2024-2025

Rizzo

Lead 2D CG Artist

- Designed illustrations, concept art, and marketing assets for a variety of digital platforms, delivering visually impactful and engaging results that aligned with brand goals.
- Created and developed game assets, UI elements, and 2D animations that enhanced both the user experience and visual appeal across mobile and desktop games.
- Applied advanced motion graphics and post effects to elevate the quality of game previews and highlight key features for promotional use.

Designed different games like:

- Heroes of labyrinth
- PiPuzzle
- TowerEscape

3D Modeling

Designed and modeled detailed 3D characters and game assets, including creating high-quality textures, to enhance the visual appeal and realism for the hyper casual mobile games.

Sr. UI/UX & Animator

2023-2024

Originin Smart – Remote/Part-Time

Sr. UI/UX Designer

Designed intuitive web and mobile interfaces for smart home systems, enhancing user interaction and control over smart devices.

Collaborated with product managers, developers, and stakeholders to ensure designs aligned with user needs and technical feasibility.

Documented design processes, workflows, and system diagrams to support cross-functional teams and future scalability.

Improved navigation flows and layouts, making the smart home system more intuitive and user-friendly.

Sr. 2D CG Artist & Animator

2021-2024

Ciel Technologies

Sr. 2D CG Artist

- During my time at Ciel technologies, I actively contributed to a wide range of creative projects. I worked on 2D illustrations and designs for many Client based project and product based projects.
- Leveraged a user-centered approach to design intuitive and visually appealing UI/UX for 2D and 3D games, prioritizing player engagement and satisfaction.
- Diverse Game UI/UX Portfolio:** Successfully designed UI/UX for a wide variety of game genres, from casual mobile games to complex PC and console titles.
- Microinteractions:** Crafted subtle microinteractions that provided visual and auditory feedback, enhancing the overall user experience and game immersion.
- Created a diverse portfolio of 2D illustrations and Game UI/UX designs for a wide range of clients, including Web Games, Mobile Games and PC games.
- Animation and Transition Design:** Implemented smooth animations and transitions to enhance the flow and user experience within the game.
- Game Genre:** I have designed user-centered UI/UX for a diverse range of game genres, including action, adventure, RPG, simulation, and strategy games.

Lead Graphic Designer

- Led design initiatives, providing direction and creative input for a wide range of projects, from branding and marketing collateral to digital media.
- Developed expertise in both print and digital design, producing materials such as brochures, posters, social media graphics, web banners, and email newsletters.
- Portfolio Mockups:** Developed visually striking and functional portfolio mockups, presenting work in an engaging and persuasive manner, leading to increased client engagement and conversions.
- Social Media Visuals:** Designed captivating and shareable social media posts, graphics, and banners that aligned with brand messaging, enhancing online visibility and engagement.
- Catalogue Layout:** Produced aesthetically pleasing and easy-to-navigate catalogues for various clients, ensuring the products and services were presented effectively to target audiences.

2D Animator & Motion Graphics

2020-2021

Hexcode

- Created engaging 2D animations** for various digital campaigns, enhancing brand storytelling and user engagement across multiple platforms.
- Collaborated with creative teams** to develop visual concepts and animated assets for promotional, educational, and awareness campaigns.
- Worked on diverse animation styles**, including character animation, motion graphics, and explainer videos tailored to campaign goals.
- Delivered high-quality animations** under tight deadlines while ensuring brand consistency and visual appeal for clients across different industries.

Graphic Designer & Animtor

2018-2020

Mukaaf

- Created engaging 2D animated videos, cartoons, and educational content for school children, enhancing learning through visual storytelling and interactive media.
- Produced animated story videos and custom cartoon characters to support early childhood education, making complex concepts fun, accessible, and memorable
- Developed clear, age-appropriate animations for classroom lessons, helping teachers explain academic topics through motion graphics and illustrative
- Designed supporting visuals, book illustrations, and educational materials with a child-friendly aesthetic, ensuring consistency across all print and digital outputs.
- Formatted educational books and animated storyboards with attention to composition and visual flow, optimizing readability and engagement for students.
- Maintained visual consistency across all content, aligning with school branding, educational goals, and age-specific themes.

Social media Handler and Motion Graphics

2017-2020

SE Technologies

Part time

- Designed visually appealing and informative infographics to simplify and convey complex data, making content more accessible and engaging for diverse audiences.
- Produced branding collateral for social platforms, including profile/cover photos, banners, icons, and thematic post templates to maintain visual consistency.
- Transformed technical and statistical data into animated and static visuals for social media campaigns, increasing reach and user interaction.
- Designed custom IT-related graphics and animations, such as service icons, tech diagrams, and solution walkthroughs to support marketing efforts and client presentations.



Adobe Photoshop
Photo Editing – UI/UX



Adobe Illustrator
Illustrations – UI/UX



Adobe XD
UI/UX Design



Adobe Premiere
Video Editing



Adobe After Effects
Animations



Figma
UI/UX Design



Blender
3D Modeling



Unity
Game Environment Development



Substance Painter
3D Texturing

Skills

2D Animation

Concept Art

Motion Graphics

whiteboard Animation

Branding

User Interface
Design(Ui)

User Experience
Design(UX)

Graphic Design