

MOSES BOLAJI



UI/UX Designer, Motion Graphics and Animator

Contacts

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PROFILE

I am enthusiastic in nature, and very confident in my ability to produce brilliant results at every task that is required of me. I am someone who is consistently growing and taking time to continue learning at every given opportunity. I am modest with an objective personality. I possess great graphics, motion graphics, video editing and animation skills.

I am quick at grasping new concepts, and I am able to carry out my duties professionally with little or no supervision. This goes to show that I am self-motivated with unwavering resolve.

SKILLS

PROFICIENT IN USING THE FOLLOWING SOFTWARES; AUTODESK MAYA, CINEMA4D, AUTODESK 3DS MAX, ADOBE PHOTOSHOP, ADOBE ILLUSTRATOR, ADOBE PREMIERE PRO, ADOBE AFTER EFFECT, ADOBE XD, FIGMA, MARVELOUS DESIGNER AND COREL DRAW.

INTERESTS

UI/UX Design
GRAPHICS DESIGN
MOTION GRAPHICS
3D CHARACTER ANIMATION
3D CHARACTER ACTING
VIDEO EDITING

EDUCATION

2017 TILL DATE
UNIVERSITY OF LAGOS, NIGERIA
B.sc Acturial Science

GRAPHICS SCHOOL

February 2014 - February, 2016
Mark-A Creativity
2D Graphics and UI/UX

ANIMATION SCHOOLS

February - December, 2017
INNOVASITY
Modeling and Texturing in 3DS Max.

August - September, 2019
NERDY-EYE ANIMATION SCHOOL
Character Rigging and Character Acting in Autodesk Maya.

April 2021 till date.
iAnimate Animation School
Feature Animation

WORK EXPERIENCE

COMPANY: LETSCHAT (ByteDance)
POSITION: UI/UX & Graphics Designer
PERIOD: March - June 2021.

COMPANY: Orange VFX Studios
POSITION: 3D Animator
PERIOD: June 2020 - January, 2021.
Job Description: 3D Animator

COMPANY: TAEPS ANIMATION STUDIOS
POSITION: 3D Animator
PERIOD: April 2021 - November 2021