Anamika Gogoi

UI / UX DESIGNER

CONTACT

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Beltola, Guwahati

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EDUCATION

2016

Kendriya Vidyala CRPF Guwahati

Higher Secondary

2019

Maya Academy of Advanced Creativity

Diploma in 3D

SKILLS

- Sketch, Figma, Framer,
 Spline
- User Interface (UI) Design
- User Experience (UX) Design
- Wireframing and Prototyping
- Interaction Design
- Usability Testing
- User Research
- Visual Design
- HTML/CSS (basic proficiency)
- Collaboration and Communication

PROFILE

Creative and detail-oriented UI/UX designer with a strong focus on user-centered design. Skilled in research, user insight, and crafting intuitive digital experiences. Looking to contribute to impactful products through collaborative teamwork.

WORK EXPERIENCE

Xentric studios

September 2023 - april 2024

 Successfully delivered high-quality animation under sustained, high-pressure schedules at, demonstrating strong commitment, collaboration, and time management during critical production phases.

Assemblage Entertainment Private Limited

May 2023 - October 2024

- Increased realism in character movements through accurate body mechanics and facial expressions.
- Mentored junior animators, providing guidance on improving technical skills and artistic vision.

Xentric studios

April 2021 - April 2023

- Achieved awards on the quality of produced animations
- Implemented motion capture data into animations to enhance realism while maintaining artistic intent.
- Worked on the popular Nickelodeon series Big Nate & monster high.

Phoenix Studio

April 2019 - April 2021

- Achieved compelling performances by applying principles of acting and body mechanics to character animations.
- Elevated visual storytelling through the creation of expressive character animations that resonated with audiences.