ANSAAR YOUNOS

PERSONAL

- 🖼 Portfolio
- in LinkedIn
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- 📞 +61 434 700 774

SKILLS

- ⬡ Unity
- Blender 3D
- { } C# & JS
- </> HTML & CSS
- Photoshop
- Illustrator
- Premiere Pro

REFERENCES

Cy Gorman
Lecturer at RMIT
cy@nurobodi.com
0413 888 446

Sohial Issa Farzam
Manager at NeedlePro
sohial@needlepro.com.au
0410 334 119

Ryan Brown
Store Manager at Telstra
0452 328 341

EXPERIENCE 💼

◆ Creative Director at Icebox Games
07.2019 - Present

Effective **task delegation** and **management** when dealing with employees, while using ticketing systems such as **Trello** for project organisation and ensuring development is consistent with the projected timeline aided by the creation of **gantt charts** & **design documentation**.

Responsible for all the visual design of the games that we develop, from the **User Interface design** all the way to the **3D modelling in Blender**, down to the **animation** and **texturing.** All the while exercising **C# programming** in order to create the visual effects using the **Unity 3D** game engine. I am also responsible for programming the company website using industry-standard languages such as **HTML, CSS** & **JS.**

I've participated & have been awarded in online game jams such as **GMTK 2020** , praised highly on both visuals and gameplay.

◆ Graphic Designer for NeedlePro Australia
11.2021 - 01.2022

Begun with conducting product **photography** followed by editing them in software such as **Adobe Photoshop** & **GIMP.** These images were then further incorporated into a range of product posters for the business, created in **Adobe Illustrator,** driving sales for the business.

EDUCATION 🎓

◆ RMIT, Melbourne Campus
Bachelor of Design (Digital Media)
03.2021 - 10.2023

Creation of several web-based projects utilising **HTML, CSS & JS** recognised with high-distinction marks praised on both visual design and clean code. Furthermore, have created a range of digital media using the Adobe suite, becoming proficient in **Illustrator, Premiere Pro & Adobe XD**. At times, I had the opportunity to create gamified experiences, which **Unity** and **Blender3D** were used as part of a highly collaborative production pipeline.

◆ Academy of Interactive Entertainment
Cert III of Digital Media & Technology
02.2019 - 11.2020

Gained experience in using the **Unity** game engine in creating 3D video game experiences, while strengthening my **3D modelling** skills and **UI design** as well using external tools such as **Blender** & **Illustrator**. Creating the game also required drafting the design & technical **documentation**, as well as task-management using **Atlassian tools** as it was a collaborative process. On top of that, the budgeting and timeline was also managed using a **Gantt Chart**.