# ANSAAR YOUNOS

## PERSONAL

🖼 **Portfolio**

in **LinkedIn**

✉ ansaaryounos
@gmail.com

📞 +61 434 700 774

## SOFT SKILLS

Teamwork ———————

Communication ————

Problem Solving ————

Adaptibilty ——————

Public Speaking ————

Project Management —

## TECH SKILLS

`</>` HTML & CSS

`{}` Javascript & C#

⬡ Unity

Blender 3D

Experience Design

Adobe **Ai**, **Ps** & **Pr**

Figma

Github

Microsoft Suite

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## PROFESSIONAL SUMMARY 👤

*Innovative, self-driven emerging web developer with a knack for creative solutions. Knowledgeable in user interface & experience design with programming skills that accomodates both front and back-end development. Coming from a successful background of game development, consistently striving to create intuitive and meaningful interactive user experiences on the web. Really passionate about creative design and always looking to grow and master my craft.*

## EXPERIENCE 💼

### ◆ Creative Director for Icebox Games
*07.2019 - Present*

◇ Led the creative direction of over 5 indie game projects, awarded for aesthetics in the **Global GMTK 2020** contest of over 18,000 entries.

◇ Developed the business website and accompanying project websites rich with interactivity, utilising **HTML/CSS and Javascript**.

◇ Exercising proficiency in **3D modelling** software such as Blender to enhance creative output in many web-based projects.

◇ Translated complex information into simplified **User Interface design** to create captivating & seamless user experiences using **Adobe XD**.

◇ Close collaboration in managing a team of 8 staff with clear project **documentation** and tracking development with ticketing systems & gantt charts using **Atlassian tools**.

### ◆ Digital Designer for NeedlePro Australia
*11.2021 - 01.2022*

◇ The development of internal web tools using **HTML/CSS, Javascript** and external API's that streamlined business processes, enhanced with an intuitive **user interface design**.

◇ Expert **Product Photography** followed refining them in image-editing software such as **GIMP & Adobe Photoshop**.

◇ Managing the visuals of the business website using **Wordpress**, as well as operations management via the **WooCommerce** Plugin.

◇ Facilitated the **website design** with original graphics, as well a **marketing** with the designing of flyers and posters, increasing sales.

### ◆ Lead Experience Designer for Liminal VR
*12.2023 - 03.2024*

◇ Led a team of designers in developing a **VR experience** for the Liminal Platform, create a polished finalised product within a short 4 months.

◇ Facilitated the **creative direction** of the project in terms of aesthetics, required assets, atmosphere and additional audiovisual content.

◇ Assisted the staff on all fronts of development, utilising my skills in 3D modelling software (**modelling, texturing, rigging & animating**), as well as **C#** for programming the experience in Unity as well as the creation of tools that aided in development.

◇ Strictly adhered to Liminal's psychological documentation when making design choices to stay true to their goal in inducing particular emotions.

## LANGUAGES

English

Dari / دری

## REFERENCES

**Lachlan Cooper**
Director at Ice Box Games
lachlancooper22@gmail.com
0459 283 734

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

**Megha  Thakur**
Assistant Manager at Telstra
0439 404 465

## Technical Sales Consultant for Telstra
*01.2022 - Present*

- ◇ Facilitated a growing environment through *impactiful presentations* aimed towards large groups of staff and higher-ups, with excellence in conveying ideas and complex technical information with *clarity and engagement*, significantly boosting regional sales.

- ◇ *Clear and respectful communication* with a multitude of consumers and responding to their needs through *critical thought* processes.

- ◇ Hard-working nature with the most sales in the region every month, and once in the whole country, finishing at about *390%* of my targets.

- ◇ Responsible for the *induction of new employees* into the workplace, converting all new staff into top-performing employees.

## EDUCATION

## RMIT, Melbourne Campus
Bachelor of Design (Digital Media)
*03.2021 - 03.2024*

- ◇ Displayed creative and technical excellence over the course of *30+ digital media based projects*. Most of these were web-focused, designed in *Adobe XD & Illustrator*, and programmed using *HTML/CSS & JS*.

- ◇ Assisted peers by developing *C#*-based tools for them to utilise in their own university assignments.

- ◇ Quality development of *responsive web-development* and mobile app design, based on thorough industry-standard *user research* practises.

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

- ◇ Demonstrated experienced knowledge in using the *Unity* Game Engine, supported by my *3D modelling* skills and *UI Design* through software such as *Blender & Illustrator*.

- ◇ Advanced application of *C# Programming* within the Unity framework in the development of rendering tools & procedural generation systems.

- ◇ Successfully translated detailed design and technical *documentation* to tangible and enjoyable results using *Atlassian project management* tools, managing project scopes, budget and timelines.

## SNAPSHOT