ANSAAR YOUNOS

PERSONAL

🖼 Portfolio

in LinkedIn

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SOFT SKILLS

Teamwork ──────
Communication ──────
Problem Solving ──────
Adaptibilty ──────
Public Speaking ──────
Project Management ──

TECH SKILLS

⬡ Unity
𝌮 Blender 3D
{ } C# & JS
</> HTML & CSS
🅰 Photoshop
🅰 Illustrator
🅰 Premiere Pro
🅰 Experience Design
▦ Microsoft Suite

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 at Icebox Games
07.2019 - Present

*Proficienct in **user interface design** ensures that the games offer a seamless and captivating player experience. My comprehensive **design documentation** allows the studio to translate creative visions to tangible results. Leveraging my **C# programming** abilities, I enhance gameplay and interactivity in **Unity3D**. This is suppoorted by industry-level **3D modeling** skills that opens entirely new avenues of award-winning creativity, such as our success in the **GMTK 2020** game jam of over 18,000 participants.*

*Furthermore, my experience in **web development**, encompassing **HTML**, **CSS**, and **JavaScript**, enables me to effectively communicate our games' narratives and updates through engaging, **mobile-adaptive** websites. This diverse skill set allows for **collaboration** across different fields, and creative **problem-solving** and **attention to detail** when responding to business needs.*

◆ 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.*

*Internal **web systems** for the business was also written with **HTML**, **CSS** and **Javascript**, as well as additional libraries, that streamlined business processes with an intuitive **user interface design**.*

◆ Technical Sales Consultant at Telstra
01.2022 - Present

*Practising clear and respectful **communication** with a multitude of consumers and responding to their needs through **critical thought** processes. Highly **adaptable** due to consistent development and changes to business systems and practises. Consistently achieving goals through my **hard-working** nature, with the most sales in the region every month, and once in the country.*

*Facilitated a growing environment through **impactful presentations** aimed towards large groups of staff and higher-ups, with proficiency in conveying complex technical information with **clarity and engagement**, demonstrating my confidence in **public speaking**. This initiative was recognised by senior management, significantly boosting regional sales.*

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

EDUCATION

◆ RMIT, Melbourne Campus

Bachelor of Design (Digital Media)
03.2021 - Present

*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 developed a range of digital media such as websites and mobile app prototypes the Adobe suite, becoming proficient in **Illustrator, Premiere Pro & Experience Design**. 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 games also required drafting the design & technical **documentation**, as well as task-management using **Atlassian tools** as they are collaborative processes. On top of that, the budgeting and timelines were also managed using **Gantt Charts**. As a result, gaining a large amount **project management** experience.*