

# Muzammil Khan

## Motion Graphic Designer

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[Link to Behance Portfolio](#)

### SUMMARY

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I'm a self-taught designer who loves making visuals feel alive. I started out working on promo content for films, which taught me a lot about pacing, emotion, and how visuals can tell a story. Later, I moved into mobile game creatives, where I got more into clean motion, clear ideas, and performance-focused design. Whether it's films or games, I genuinely enjoy taking an idea and turning it into something bold and visually engaging through design and animation.

### EXPERIENCE

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#### UI/UX Motion Artist at **Ruby Seven Studios**, Kochi

Dec 2025 - Present

- Designed and animated 2D UI elements and sprite texture packs for casino and slot games.
- Collaborate closely with developers to provide JSON and PLIST exports for smooth integration across devices and resolutions.
- Optimize asset pipelines for faster handoff and improved compatibility in Unity-based builds.

#### Motion Designer at **Kwalee**, Bengaluru

Feb 2024 - Nov 2025

- I designed game creatives to drive game installs through Ad SDK networks, either by optimizing existing creatives or creating new ones from scratch. My work was guided by key UA metrics such as CPI and IPM as well as insights from competitor analysis or benchmarking to ensure each creative aligns with performance goals and growth strategies.
- I've worked on titles like QueensMaster, where I experimented with different layouts and SFX to test creative variations contributing to the game's placement in the Top 100 free game charts. I've also led hybrid motion design projects to increase install rates through more clickable creatives for games such as Dream Built Solitaire, Tens!, Looper, and Mystery Hotel.
- Developed a custom After Effects script from scratch by Vibe Coding to automate batch rendering of multiple game creative compositions, with proper renaming that includes resolution, duration, and other metadata.
- Created a 2D Flappy Bird-style game in Unity with custom sprites - [Link to play the game](#)

#### Motion Graphic Artist at **CineCuts Film Studio**, Bengaluru

Jul 2023 - Feb 2024

- Worked on post-production for movies, specializing in compositing and marketing campaigns such as lyrical videos. Over the course of my work, I had the opportunity to contribute to several South Indian films, delivering high quality visuals that enhanced storytelling and created lasting impressions.

#### Freelance Motion Graphic Designer / Video Editor

2020 - 2023

- Worked with multiple clients to deliver motion graphics for engaging YouTube content, created marketing ads for businesses, and designed and hosted websites. Also partnered with government organizations to produce promotional content for their public welfare campaigns.

### EDUCATION

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- **Bachelor in Computer Applications (BCA)** - MES College, Nedumkandam • 2020 - 2023

Built my early interest in design, animation, and tech during this time.

- **Biology Science (Higher Secondary)** - MES School, Vandanmedu • 2018 - 2020

Finished higher secondary in the Biology stream, scoring around 70%.

- **ICSE (Secondary Education)** - Sevent Day Adventist English School, Nedumkandam • 2006 - 2018

Completed my ICSE schooling with 70%, developing strong communication skills and overall academic grounding.

### SKILLS

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• Adobe After Effects • Photoshop • Premiere Pro • Illustrator • Blender 3D • Unity3D • AI-powered design workflows

### LINKS

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[behance.net/muzammilkhan67](https://behance.net/muzammilkhan67) [www.yemkhan.github.io](https://www.yemkhan.github.io) [www.linkedin.com/in/yemkhan/](https://www.linkedin.com/in/yemkhan/)