

Nasir Khan

UI/UX Designer & CG Artist

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Immediately available to join

Summary

A skilled designer with more than Ten years of experience in the user-centered design of digital products. A track record of improving business objectives and user experiences. Game design, UI/UX design, and graphics design are examples of specialties.

Key Skills

- UI Designing
 - User Experience
 - Creativity Skills
 - Graphics Design
 - Logo Design
 - Poster Design
 - Branding & Identity
 - Market Analysis
 - Digital Media
 - Wireframes & Mockups
 - Motion Graphics
 - Banner Designing
 - Typography
 - Communication
 - Web Design
 - Photography
 - Flyer Design
 - T-shirt Graphics
 - Application Design
 - Print Design
 - Training
 - Branding
 - Game Graphics Design
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Tools

- Adobe Creative Suite
 - Adobe Photoshop
 - Adobe Illustrator
 - Adobe Premiere Pro
 - Adobe InDesign
 - Adobe After Effect
 - Figma
 - Blender 3D
 - Unity 3D
 - CorelDRAW
 - Microsoft Office
 - HTML
 - CSS
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Professional Experience

we.R.play, 19/3 Islamabad, Pakistan
Head of design & GUI

08/2023 – Present

- creating user-friendly designs for digital products.
- Foster a collaborative and creative team culture.
- Stay updated on market trends and ASO best practices.
- Strive to enhance user experiences through effective design solutions.
- Embrace new challenges and growth opportunities.

Socialgames.com, Spain
Head of design & GUI

02/2021 – 08/2023

- Creating user-centered design solutions for digital products while in charge of a team of designers.
- Establishing a design direction and strategy that is in line with user needs and commercial goals.
- Maintaining high standard, us usability and aesthetics while supervising design activities from conception to launch.
- Fostering and directing a creative, cooperative design team culture.
- Testing and user research to help with design choices.
- Keeping abreast on market changes and ideal procedures.
- Successful design and development of numerous digital products that increased user engagement.
- A drive to develop effective design solutions that enhance user experiences.
- Always looking for fresh obstacles and development possibilities.

PokerPeek, Spain*Graphic Designer & UI Artist**07/2020 – 02/2021*

- Created digital assets like logos, icons, and graphics using graphic design techniques.
- Created user interfaces (UI) with eye-catching design to improve user experience.
- Made use of Photoshop and Figma for wireframing, prototyping, and mockup design.
- Closely collaborated with cross-functional teams that included stakeholders, product managers, and engineers.
- Made sure designs were in line with user needs and corporate goals.
- Put a lot of effort into enhancing consumer pleasure and engagement with digital products.
- Remain current with the best practices, technologies, and design trends.
- Utilized design trends to produce original and practical design solutions.
- Through UI improvements, we were able to increase user satisfaction and engagement.
- Exhibited a passion for producing designs that are both aesthetically pleasing and user-friendly.
- Took on difficulties and looked for chances to advance professionally.

Funsol Technologies (Pvt). Ltd, Bahria town phase 8 Islamabad*CG Artist**11/2019 – 02/2021*

- Use industry-standard programs like Blender3D, Unity 3D, Adobe Illustrator, and Adobe Photoshop to create appealing digital material.
- Create engaging, high-quality digital content with a focus on aesthetic appeal.
- Work cooperatively in cross-functional teams to complete projects on time.
- To regularly fulfill project deadlines and deliverables, efficiently manage time and work processes.
- Successfully produced CG content and Render for a variety of products, including video games and advertising.
- contributed to projects that improved visual experiences for a large audience across a range of applications.
- Accept challenges and actively look for chances to advance my artistic career.

Spark Game Studios, Peshawar, KPK, Pakistan*CG Artist**01/2018 – 10/2019*

- Worked at Spark Game Studios to produce aesthetically beautiful graphics and artwork for mobile games.
- Created UI components, backdrops, and other 2D and 3D game assets to improve gameplay.
- To accomplish project goals, I worked closely with stakeholders, programmers, and other parties.
- For the best performance on mobile devices, graphical consistency, quality, and technical specifications were guaranteed.
- Kept up with technological advancements and market trends, incorporating them into cutting-edge game graphics.
- Added in the creation of a number of popular mobile games that received high user ratings and favorable reviews.
- Creation of 2D and 3D assets
- Market Trends Awareness
- Superior Player Ratings Achievement
- Demonstrated flexibility in regard to new technology and game genres.
- Used imagination, initiative, and flexibility in game design activities.

Frontier Vision Organization, Peshawar, KPK, Pakistan*Graphic Design Instructor**10/2012 – 10/2019*

- Educated and instructed students at the Frontier Vision Organization Computer Institute in the ideas and practices of graphic design.
- Developed and presented thorough graphic design programs that included project-based learning, software skills, and design philosophy.
- Gave students one-on-one coaching and mentorship to help them develop their skills, build their portfolios, and

network.

- Effectively coordinated with staff and other teachers to guarantee program quality and student needs were met.
- Stayed current with graphic design trends and best practices, improving courses and instructional strategies.
- Helped several students develop their graphic design abilities and start in creative careers in the sector.
- Knowledge of Industry Trends
- Developed compelling graphic design programs with proven skill.
- Students can be empowered by one-on-one coaching and mentorship.

AppStorm Studio, Peshawar, KPK, Pakistan
Senior Game Graphics Designer

01/2017 – 01/2018

- For mobile games, I created and implemented enticing gaming interfaces, iconography, and visual elements.
- Participated in rigorous user testing and took suggestions into account to improve usability and playing experience.
- Worked closely with the team to ensure brand identity and visual style were consistent.
- Designing mobile user interfaces, user experiences, and interactions
- Emphasized user-centered design to produce engaging and inactivity game interfaces.
- Used interaction design concepts to create user-friendly interfaces.
- Capable of using programs like Adobe Creative Suite.

Artline Printing & Packages, Peshawar, KPK, Pakistan
Graphics Designer

02/2015 – 01/2017

- Created a variety of print products, such as brochures, banners, packaging, and promotional items, that effectively communicated brand messages.
- Concurrently managed several design projects, adhering to stringent deadlines and satisfying customer demands.
- Utilizing Adobe Photoshop, CorelDRAW, InDesign, and Illustrator, prepared and polished print-ready files.
- Worked extensively with customers to understand their design requirements and provide outcomes that were on par with or better than their expectations.
- Successfully handled several projects at once while keeping a sharp focus on fulfilling deadlines and client requirements.
- Produced print-ready files with the help of a variety of design software tools.

BusinessArcade.pk, Peshawar, KPK, Pakistan
Graphic & Web Designer

04/2014 – 02/2015

- Websites with attractive visual design provide seamless user experiences and efficient information architecture.
- Designed unique visuals and layouts utilizing HTML/CSS, Photoshop, and Illustrator.
- Implementing design components and functionality required like collaboration with web developers.

Education

BS Software Engineering (*in progress*)
Virtual University of Pakistan.