

ANOSH MASTER

DIGITAL PRODUCT AND VISUAL DESIGNER

anosh.master@gmail.com



+91 740-028-1926



Relocating to New Zealand



linkedin.com/in/anoshmaster



PROFILE

Multidisciplinary designer with 15+ years of experience delivering digital, interactive, and brand experiences across product-led and creative environments. Brings strong UX/UI capability, systems thinking, and hands-on execution across digital products, visual systems, and cross-platform experiences. Experienced collaborating closely with product, development, and stakeholder teams to translate complex requirements into cohesive, user-centred design solutions.

KEY SKILLS

- Digital Product Design & UX/UI
- Design Systems & Visual Systems
- Brand Identity & Visual Communication
- Cross-Functional Collaboration
- Typography & Interface Design
- Wireframing & Prototyping
- Responsive & Cross-Platform Experiences
- Interaction Design & Real-Time Interfaces
- UI Implementation (Unity Engine)
- Creative Direction & Team Leadership

WORK RIGHTS AND RELOCATION

Seeking a long-term role in New Zealand with eligibility for the Accredited Employer Work Visa and residence pathways.

WORK EXPERIENCE

METAMERSIVE TECHNOLOGIES (FORMERLY INDUSGEEKS SOLUTIONS), INDIA

Creative Director | 2023 – 2025

- Led multidisciplinary design work across UI, visual design, animation, and interactive content for digital learning and simulation-based products.
- Oversaw narrative development, including scriptwriting and storyboarding, for mobile games focused on social-emotional learning.
- Partnered closely with clients, product stakeholders, and research teams to translate learning objectives and requirements into cohesive, user-centred experiences.
- Simultaneously designed and implemented UI solutions end-to-end in Unity, from wireframing through to production-ready assets.

Lead UI/UX/Graphic Designer | 2022 - 2023

- Lead and implemented the redesign of the project pipeline within Unity, to facilitate a more efficient feedback and quality control process.
- Drove the company's end-to-end rebrand, defining the visual identity and applying it consistently across digital products and marketing touchpoints.

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UI/UX Designer | 2017 - 2022

- Devised wireframes and interactive prototypes for virtual training simulations.
- Delivered production-ready UI solutions for real-time simulation environments, working closely with developers to ensure accurate implementation in Unity.

THE GUILD HALL, GA, USA

Graphic Designer and Illustrator | 2015 - 2016

- Delivered visual design and illustration across print and digital marketing campaigns, supporting brand visibility and promotional activity.
- Developed branding and logo design for a new retail venture, translating business positioning into a cohesive visual identity.

SAVANNAH COLLEGE OF ART AND DESIGN (SCAD), USA

Teaching Assistant (Part-time) | 2014 - 2015

- Assisted faculty with instruction, demonstrations, and assessment for "Illustration Materials and Techniques" (Prof. Britt Spencer), and "Electronic Illustration I" (Prof. John Foerster).

OH2TWO MEDIA, INDIA

Graphic Designer and Illustrator | 2009 - 2011

- Designed brand identities and visual guidelines, applying them consistently across marketing and digital communication materials.
- Produced large-scale illustrations and visual assets to support brand storytelling and promotional campaigns.

EDUCATION

SAVANNAH COLLEGE OF ART AND DESIGN, USA

MFA, Illustration | Completed 2025

RACHANA SANSAD COLLEGE OF APPLIED ART & CRAFT, INDIA

BFA, Applied Art | 2008

PORTFOLIO

www.anoshmaster.com