

# ANOSH MASTER

CREATIVE LEAD | UI/UX DESIGNER | ILLUSTRATOR

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Relocating to New Zealand



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## PROFILE

Creative Lead with 15+ years of experience in shaping high-quality visual and digital experiences across creative and product-led environments. Brings deep hands-on design expertise and craftsmanship with six years of experience leading multidisciplinary teams, working closely with product and engineering to bridge the gap between design intent and execution. Known for balancing creative quality with practical delivery, and seeking a long-term role contributing to a collaborative New Zealand organisation with a strong focus on craft and product excellence.

## KEY SKILLS

- Creative Direction & Design Craftsmanship
- Cross-Functional Collaboration
- UI Design and Implementation (Unity Engine)
- Illustration & Visual Storytelling
- End-to-End Design Execution
- Multidisciplinary Team Leadership
- UX Strategy, Wireframing, and Prototyping
- Branding & Visual Identity
- Marketing & Digital Communication
- Design Quality Assurance

## 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 the creative department, managing a multidisciplinary team of six across character design, environment art, animation, and UI.
- 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

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### SAVANNAH COLLEGE OF ART AND DESIGN, USA

MFA, Illustration | Completed 2025

### RACHANA SANSAD COLLEGE OF APPLIED ART & CRAFT, INDIA

BFA, Applied Art | 2008

## PORTFOLIO

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Portfolio available at: [www.anoshmaster.com](http://www.anoshmaster.com)