



# Egor Rose - Motion & UI Designer

Vallejo, CA | [egorrose.me](http://egorrose.me) | [egorrose.me@gmail.com](mailto:egorrose.me@gmail.com) | [Demo Reel Link](#) | [LinkedIn Link](#)

## PROFILE

Multidisciplinary Motion & UI Designer with a passion for bringing digital products and emerging hardware experiences to life through motion, 3D visualization, and intuitive interface design. Proven success crafting immersive content and scalable design systems for brands like Apple, Victoria's Secret, Hyatt and early-stage startups. Equally comfortable prototyping next-gen hardware UI or producing high-impact marketing visuals, I thrive in cross-functional teams where creativity meets innovation.

## SOFTWARE

Adobe After Effects  
Premier Pro  
Illustrator  
Photoshop  
Cinema 4D  
Octane Renderer  
X Particles  
Unreal Engine  
Lottie Files  
Capture RAW  
Figma  
Shopify  
InVision  
Sketch  
A-Frame  
Spark AR

## SKILLS

Quick adaptability  
Deadline-driven  
Positive Collaboration  
Multitasking  
Voice acting  
Platform administration  
Creative messaging  
Process articulation  
Typography in motion  
Design composition  
Look development  
Animation principles  
User centered design  
Empathy mapping  
Accessibility Focused  
Product visioning  
UI animation  
UX prototyping

## EXPERIENCE

### Apple CX Video Specialist & CM

Apple Inc. | Full-time | Cupertino, CA | June 2023 - March 2025

- Reducing go-live delays for global partners by 20% through translation of technical documents and creation of 28+ educational video lessons, viewed over 4,000+ times.
- Led design and launch of scalable web CMS serving 200+ global partners, reaching 14,000+ views and driving 3,000+ asset downloads.
- Produced and enhanced 35+ external team videos covering SaaS pitches, live webinar presentations, and comprehensive explainer videos upon program request.

### Freelance Motion & Visual Designer

[egorrose.me](http://egorrose.me) | Part-time | Remote | January 2019 - Present

- Specializing in producing high-impact motion and still graphics across a wide range of media. In between full-time design roles, when sought out by companies / productions.
- Produce designs that span from large-scale screen graphics, campaign-ready imagery, vector based designs, photo-realistic renders, and dynamic animations.
- Contributed to projects for brands including Victoria's Secret, Hyatt, Venmo, micro-influencers, and early-stage startups, delivering visuals that resonate and perform.

### Motion & UI UX Designer

Staytion Inc. | Full-time | San Francisco, CA | February 2020 - November 2022

- Created animated marketing content that visualized the future capabilities of early hardware prototypes, driving stakeholder engagement and design iteration.
- Collaborated closely with developers to define and refine core UX flows, while proposing new feature concepts to accelerate product innovation.
- Designed social media ads, pitch deck visuals, and light-based UI prototypes; led live demo presentations to showcase the evolving product experience.

### Assistant Instructor

Maxon Computer Inc | Freelance | Cupertino, CA | May 2019

- Co-led Cinema 4D workshops for Apple developers, introducing a team to motion design techniques including lighting, texturing, rendering, and motion tracking.
- Helped develop instructional content for a hands on curriculum tailored to creative and technical skill-building in 3D motion graphics for internal Apple developers.
- Provided real-time support to learners during interactive sessions, ensuring participants kept pace with complex lecture material and tools.



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## EXPERIENCE

### Videographer & Interviewer

Maxon Computer Inc | Freelance | San Francisco, CA | January 2019

- Designed and staged a visually cohesive studio backdrop for an on-site interview with Academy Award-winning developer Per Anders Edwards.
- Managed studio setup, including lighting design, sound tagging, and visual styling to align with the interview's creative theme.
- Independently filmed, conducted the interview, and completed post-production covering color correction and final grading for delivery to the Academy Awards' official broadcast.

### UI UX Designer & Researcher

Golden Snacks | Part-time | San Francisco, CA | September 2018 - December 2018

- Designed and iterated user interface prototypes based on A/B testing results and user feedback, improving alignment with user expectations.
- Conducted field interviews, surveys, and social research to synthesize insights that informed UX strategy and validated product-market fit.
- Created a cohesive brand identity, including color palette, iconography, typography, and animated logo to support a high-fidelity UI prototype for polished client hand-off.

## EDUCATION

### ACADEMY OF ART UNIVERSITY

San Francisco, CA | January 2015 - May 2019

Bachelor of Fine Arts, Web Design & New Media

## AWARDS & RECOGNITION

### Academy of Art University Spring Show 2019

Finalist: "Sweet Treats : 50 Icons in 50 Days"

Finalist: "2019 Demo Reel"

## VOLUNTEERING EXPERIENCE

### Meal Assembly & Outreach Representative

Spreading the Love of Jesus Ministry | Part-time | Bay Area | March 2012 - October 2014

- Collaborated with a volunteer team to assemble and distribute meals to undeserved communities affected by poverty and homelessness.
- Engaged directly with individuals on the streets, offering meals with compassion and guiding them to designated pick-up locations.
- Led outreach documentation through photography to support fundraising efforts, helping secure ongoing donations for weekly meal distribution.