



Egor Rose | Motion + UI Designer

Vallejo, CA | egorrose.me | 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
Topography in motion
Design composition
Look development
Animation principles
User centered design
Empathy mapping
Accessibility Focused
Product visioning
UI animation
UX prototyping
Motion Tracking
Compositing
Template Design

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 Designer

Victoria's Secret & Co. | Part-time | Remote | January 2024 - March 2024

- Developed and produced visual concepts and animated screen content for Victoria's Secret's London corporate event.
- Designed, simulated, and composited branded particle explosion effects aligned with the campaign's visual identity and slogan.
- Executed multi-pass rendering and compositing of particle simulations over a 3D architectural model of the event façade for the final deliverable.

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.

Freelance Motion Designer

BHDM Design | Part-time | Remote | September 2021 - December 2021

- Produced large-scale animated screen graphics for Hyatt Regency, leveraging advanced 3D and compositing workflows to enhance the hospitality brand's visual experience.
- Created seamless animation loops in collaboration with BHDM Design, aligning with visual themes such as Colorful Painterly, City Lights, and Ethereal Fog.
- Delivered three 6K-resolution video compositions for on-site A/V integration and optimized compositing to meet technical specifications during installation.



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EXPERIENCE

Freelance 3D Designer

The New Company | Part-time | Remote | October 2020 - November 2020

- Modeled, lit, and textured 3D product visuals, cards, and packaging assets to support Venmo's touch-less payment product launch.
- Produced high-quality hero renders for use across Venmo business partner landing pages and marketing collateral.
- Delivered multiple lighting variations for client selection, ensuring final assets met both Venmo's and The New Company's visual standards.

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.

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"