



# 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, Meta, 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  
Color correcting  
Template design

## EXPERIENCE

### Technical Artist

Meta Inc. | Full-time | Remote | November 2025 - Present

- Produced high-fidelity VFX for Meta's AI visual content initiatives, including concept development, simulations, compositing, tracking, rotoscoping, and color finishing.
- Collaborated with cross-functional teams to create advanced overlays, transitions, and motion graphics supporting internal product research.
- As a team built streamlined asset pipelines and reusable After Effects templates to enhance workflow efficiency and maintain visual consistency across deliverables.

### 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.



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## EXPERIENCE

### Freelance Motion Designer

BHDM | 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.

### 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