



HAFIZ AZMAN

GRAPHICS | UI/UX |
MOTION | FRONT-END

DESIGNER

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SKILLS

Technical

Photoshop // Illustrator // After Effects // Premier Pro // Canva // Figma // XD // Blender // Maya // 3DsMax // Unity // Unreal Engine // MotionCapture // WordPress // Joomla // HTML // CSS // JavaScript // C++ // C# // Oracle // MySQL

Design

Graphic Design & Layout // UI/UX Design // Motion Graphics & Animation // Video Editing & Post-Production // 3D Animation // Branding User research // Wireframing // Usability studies // Low-fidelity & High-fidelity Prototyping // Flowchart // UML Diagram // Structure Diagram // Use Case Diagram // Class Diagram // Sequence Diagram

Collaboration / Soft Skills

Creative Brainstorming & Teamwork // Gives design critique + feedback // Meticulous // Detail-oriented // Cross-functional Communication // Design System Consistency // Mentorship & Peer Support // Feedback Integration

EXPERIENCE

Senior Multimedia Designer *Bestinet Sdn Bhd*

// December 2021 – PRESENT, Cyberjaya, Malaysia

- Lead the conceptualization and production of multimedia content across digital and print platforms, including branding, marketing campaigns, UI/UX interfaces, motion graphics, video content and corporate communications.
- Design and deliver high-impact visuals—graphics, UI/UX, motion graphics, interactive media, and video—to support business and communication goals.
- Design & maintain visual consistency by managing brand guidelines, design systems, and reusable asset libraries.
- Collaborate closely with web developers to ensure UI/UX designs are technically feasible, accessible, and aligned with system requirements.
- Ensure brand consistency across all creative outputs by managing design systems, asset libraries, and visual guidelines.
- Provide design specifications, assets, and interactive prototypes to development teams, supporting seamless front-end implementation.
- Mentor junior designers and contribute to creative direction, design reviews, and process improvements. Tracked project milestones, deliverables, and timelines to ensure tasks were completed on schedule.

Skills: Creative Direction & Visual Strategy, UI/UX Design & Digital Content, Motion Graphics & Animation, Video Production & Editing, Brand Identity & Campaign Design

Tools: Adobe Creative Suite Photoshop, Illustrator, After Effects, Premiere Pro, Figma, Canva, WordPress, HTML, CSS, JavaScript, Trello, Nikon Camera Systems etc.

Assistant Project Manager (Promoted) *Todak Studios Sdn Bhd*

II September 2021 - December 2021, Cyberjaya, Malaysia

- Supported the project manager in coordinating game development workflows, including animation, design, programming, and QA teams.
- Tracked project milestones, deliverables, and timelines to ensure tasks were completed on schedule.
- Managed project documentation, asset pipelines, and communication between departments (art, dev, audio, etc.).
- Helped oversee software/hardware requirements for production, including license tracking and system setup.

Skills: Agile/Scrum Methodology, Sprint & Milestone Planning, Cross-Department Coordination, Game Production Pipelines, Task Management Tools (Trello)

Lead 3D Animator *Todak Studios Sdn Bhd*

II January 2019 - September 2021, Cyberjaya, Malaysia

- Led the animation team in developing high-fidelity 3D character and creature animations using motion capture data for real-time game environments.
- Processed raw mocap data through cleanup, retargeting, and refinement using graph editors and animation tools.
- Integrated animations into the game engine (e.g., Unreal Engine, Unity), ensuring responsiveness, realism, and gameplay compatibility.
- Collaborated with game designers, riggers, and developers to align animation style with gameplay and narrative.
- Established animation pipelines, documentation, and best practices to maintain quality and efficiency.

Skills: Motion Capture Direction & Cleanup, 3D Character Animation & Performance, Real-Time Engine Integration (Unreal, Unity), Animation Pipeline Development, Team Leadership & Cross-Disciplinary Collaboration.

Tools: MotionBuilder, iClone, OptiTrack, Motive, Maya, Blender, Faceware, Adobe After Effects.

Senior Multimedia Designer (Part Time) *Mgate Emerging Sdn Bhd*

II January 2019 - September 2021, Remote

- Independently managed end-to-end creative projects, including graphics, UI/UX design, video editing, 3D modeling, and motion graphics, while working remotely.
- Designed user interfaces and interactive prototypes for web and mobile applications using Figma and Adobe XD, ensuring responsive and user-centered experiences.
- Created multimedia content such as videos, motion graphics, and digital illustrations tailored to various online platforms.
- Created 3D models, animations, and visual assets for use in branding, video content, and interactive experiences.
- Demonstrated strong time management and accountability by delivering high-quality assets on schedule without direct supervision.
- Prioritized and managed multiple deadlines while maintaining consistent quality across all deliverables.

Skills: Creative Direction & Visual Strategy, UI/UX Design & Digital Content, 3D Asset Modelling, Motion Graphics & Animation, Video Production & Editing, Brand Identity & Campaign Design,

Tools: Adobe Creative Suite Photoshop, Blender, Unreal Engine, 3Ds Max, Illustrator, After Effects, Premiere Pro, Figma, Canva, WordPress, HTML, CSS, JavaScript, Trello, Nikon Camera Systems etc.

Multimedia Designer *Telekom Malaysia (TM)*

II February 2018 - January 2019, Cyberjaya, Malaysia

- Designed and produced digital assets including graphics, illustrations, and layouts for web, mobile, and print platforms.
- Created motion graphics and animations for videos, presentations, and social media campaigns.
- Developed user interface (UI) components and contributed to user experience (UX) design for digital products.
- Edited and assembled video content for promotional and internal communication purposes. Maintained visual consistency and brand identity across all materials.

Skills: Graphic Design & Layout, UI/UX Design, Motion Graphics & Animation, Video Editing & Post-Production, Branding & Visual Storytelling.

Tools: Adobe Photoshop, Illustrator, After Effects, Premiere Pro, XD, Figma, etc.

IT Officer (Multimedia) *Dept. of Statistics Malaysia (DOSM)*

II January 2017 - January 2018 Putrajaya, Malaysia

- Developed the design and development of digital visuals, including banners, slides, and infographics, for government presentations and social media.
- Designed promotional materials and digital assets aligned with government branding and communication guidelines.
- Responsible for operating and managing video and camera equipment during official government events, press conferences, and internal programs.
- Produced multimedia content including video montages, promotional clips, and event documentation to support public outreach and internal communication.
- Ensured all multimedia equipment (cameras, microphones, lighting kits) were maintained, set up, and operated according to project requirements.
- Awarded Runner-up of Montage Contest organize by Hari Inovasi Jabatan Perdana Menteri 2017.

Skills: Graphic Design & Video Production, Multimedia Content Development, Government Branding & Communication Standards, Camera Operation (DSLR, Mirrorless, ENG), Government Event Coverage

Tools: Adobe Photoshop, Illustrator, After Effects, Premiere Pro, Canon/Sony Camera Systems etc.

Award.

EDUCATION

Google UX Design Certificate

II April 2023 - April 2025, Online

Completed a rigorous training designed for entry-level job readiness. 15 modules included topics like: UX research fundamentals, inclusive design, low-fidelity and high-fidelity prototypes, and tools like Figma and Adobe XD. Completed hands-on projects and developed a portfolio including 3 projects to receive the certificate.

UiTM Bachelor Computer Science (Multimedia Computing)

II August 2014 - May 2017, Jasin, Malacca

Graduated with 3.39 CGPA. President of Association of Computer Science Club. Project Leader, Carnival ICT & Math. Vice President of Inspirasi Club (Islamic Musical & Teater).

UiTM Diploma Computer Science

II August 2011 - May 2013, Alor Gajah, Malacca

Graduated with 3.37 CGPA. Awarded of Best Final Year Project, Awarded the Gold Medal of Innovation Category. Awarded Bronze Medal of Innovation Teaching Category. Awarded Most Outstanding Multimedia Computing Student.

SPM SMKA Tun Perak Science Accounting

II January 2006 - December 2010, Jasin, Malacca

Graduated with 4As. Active member of Art Club. Active sport of Volleyball.



Apr 23, 2025

Muhamad Hafiz Azman

has successfully completed the online, non-credit Professional Certificate

Google UX Design

Those who earn the Google UX Design Professional Certificate have completed seven courses, developed by Google, that include hands-on, practice-based assessments and are designed to prepare them for introductory-level roles in UX design. They can complete the design process from beginning to end: empathizing with users, defining their pain points, coming up with ideas for design solutions, creating wireframes and prototypes, and testing designs to get feedback.



7 Courses

Foundations of User Experience (UX) Design

Start the UX Design Process: Empathize, Define, and Ideate

Build Wireframes and Low-Fidelity Prototypes

Conduct UX Research and Test Early Concepts

Create High-Fidelity Designs and Prototypes in Figma

Build Dynamic User Interfaces (UI) for Websites

Design a User Experience for Social Good & Prepare for Jobs

Amanda Brophy

Amanda Brophy
Global Director of
Google Career
Certificates

Verify this certificate at:
<https://coursera.org/verify/professional-cert/K3REKR4Z16KS>

The online specialization named in this certificate may draw on material from courses taught on-campus, but the included courses are not equivalent to on-campus courses. Participation in this online specialization does not constitute enrollment at this university. This certificate does not confer a University grade, course credit or degree, and it does not verify the identity of the learner.