


PROFILE

HAFIZ AZMAN

UI/UX | GRAPHIC | MOTION
FRONT-END | PRODUCT

DESIGNER

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Male 
32 years old 
Cyberjaya 
Single 

EDUCATION



BACHELOR

Computer Science (Hons.)
Multimedia Computing

Universiti Teknologi MARA, Jasin
CGPA: 3.39

2016



DIPLOMA

Computer Science

Universiti Teknologi MARA, Lendu
CGPA: 3.37

2013



SPM

Science Accounting

SMKA Tun Perak, Melaka
Result: 4As

2010

AWARD & ACHIEVEMENT

GOLD MEDAL INNOVATION

Melaka International
Intellectual Exposition

BROZE MEDAL INNOVATION

Teaching
Aid Competition

BEST PROJECT THESIS

Final Year Project 2015, UiTM Jasin

RUNNER UP MONTAGE CONTEST

Hari Inovasi &
Kecemerlangan Jabatan
Perdana Menteri 2017

AWARD LEADERSHIP

Most Outstanding
Student Multimedia
Computing, UiTM

INTERESTS



Badminton Volleyball Photography Game Videography

WORK EXPERIENCE

PRESENT
2025

BESTINET SDN BHD

Senior Multimedia Designer, Dec 2021 - Present



- Led multimedia design for branding, marketing, UI/UX, motion graphics, & video.
- Designed UI/UX interfaces & collaborated with developers for implementation.
- Maintained brand consistency through design systems & asset libraries.
- Delivered prototypes & design specs to support front-end development.
- Mentored junior designers & supported creative reviews & project tracking.

DEC
2021

TODAK STUDIOS SDN BHD

Lead of 3D Animator, Jan 2019 - Sep 2021



- Led 3D animation using mocap for real-time game characters and creatures.
- Cleaned and refined mocap data using animation tools and graph editors.
- Integrated animations into game engines.
- Collaborated with designers and devs to match animation with game narrative.
- Developed animation pipelines and best practices for production efficiency.

Assist. Project Manager, (Promoted) Sep 2021 - Dec 2021

- Coordinated cross-team workflows in game development (animation, design, dev, QA)
- Tracked milestones, deliverables, and deadlines for on-time project delivery.
- Managed documentation, asset pipelines, & interdepartmental communication.

MGATE EMERGING TECHNOLOGY

Multimedia Designer (Part Time), Jan 2019 - Sep 2021



- Managed end-to-end creative projects independently (graphics, UI/UX, video, 3D).
- Designed responsive UI/UX prototypes for web and mobile (Figma).
- Produced videos, motion graphics & digital content for online platforms.
- Created 3D models and animations for branding & interactive media.
- Handled multiple projects remotely with consistent quality and autonomy.

JAN
2019

TELEKOM MALAYSIA

UI/UX cum Multimedia Designer, Feb 2018 - Jan 2019



- Designed graphics and layouts for web, mobile, and print platforms.
- Created motion graphics and animations for video & social media.
- Contributed to UI/UX design for digital products.
- Edited video content for promotional and internal use.
- Maintained brand consistency across all visual materials.

JAN
2018

DEPT. OF STATISTIC MALAYSIA

IT Officer (Multimedia), Jan 2017 - Jan 2018,



- Designed banners, slides, & infographics for presentations and social media.
- Created promotional materials aligned with government branding guidelines.
- Operated video & camera equipment during official events and programs.
- Produced video montages and content for outreach and internal use.
- Managed and maintained multimedia equipment for event coverage.

