

Mansoor Qazi

Multimedia Artist

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<https://vimeo.com/user14144475>

EXPERIENCE

Projects

September 2019 – Till date

- Designing and creating 2D explainer videos, Product videos, learning videos, and educational videos.

Pak-Austria Fachhochschule, Haripur-Pakistan –*Assistant Professor*

September 2022 – Till date

<https://www.paf-iaast.edu.pk/>

Teaching design and animation courses to the students of the design department.

COMSATS University, Islamabad-Pakistan –*Assistant Professor*

September 2019 – September 2022

<https://www.comsats.edu.pk/>

- Teaching animation courses to the students of the design department.

PixelArt Games Academy, Islamabad-Pakistan – *Multimedia Animator, and Teacher*

October 2018 – October 2019

<http://www.pixelartga.com>

- PGA is an Islamabad-based academy that provides a collaborative learning experience in game design and production, game programming, digital art, and animation, all led by local and international professionals. They provide online and onsite classes.

Gulberg Islamabad, Islamabad-Pakistan - *Freelance Digital Content Developer*

July 2018

<http://www.gulbergislamabad.com>

- Worked on 2d animations and video content.

ISPR, Rawalpindi-Pakistan - *Freelance Project Motion Graphics Designer*

April 2018 - June 2018

<http://www.ispr.gov.com.pk>

- Program titles and animated sequences.

Galxyz, Islamabad-Pakistan - *Senior Animator*

July 2016 - March 2017

<http://www.galxyz.com/>

- Galxyz made Blue Apprentice and Vidmaker Apps for the App store.
- Worked on 3d and 2d animations.
- Storyboarding, Animation, Editing, and compositing of teaser and trailer videos.
- Animation of game icons.

WeRPlay, Islamabad-Pakistan – *Illustrator, and Animator*

March 2015 - June 2016

<http://www.werplay.com/>

- Concept, Illustration, and Animation of vector assets for isometric games. I worked on the pocketgems project <http://pocketgems.com/games/paradise-cove/>

Agnitus, Islamabad-Pakistan - *Senior Animator*

January 2013 - February 2015

<http://www.agnitus.com/>

- Worked on 3d and 2d animations for kids learning games.
- Storyboarding, Animation, Editing, and compositing of “How To”, teaser, Promotional, and trailer videos.

Numairical Studios, Islamabad-Pakistan - *Concept Artist and Animator*

August 2010 - December 2012

<http://www.numairicals.com/>

- Worked on concept art and 2d animations for a cartoon series.

Whiterice Studios, Islamabad-Pakistan - *Concept Artist and Animator*

January 2009 - June 2010

<http://whitericecom.com/>

- Worked on concept art, 2d animations, documentaries, infographics and promotional videos.

WAQT Television, Lahore-Pakistan - *Concept Artist and Animator*

January 2007 - June 2008

<http://www.waqtnews.tv>

- Worked on concept art, design, and execution of promo videos for shows.
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EDUCATION

National College of Arts, Lahore - *MA Multimedia arts*

January 2005 - December 2006

<http://www.nca.edu.pk/>

The National College of Arts is an internationally known art school established in 1875, initially known as The Mayo School of Arts.

Hamdard University, Islamabad - *BE Information Technology*

July 1999 - July 2003

<http://www.hamdard.edu.pk/>

I did my bachelor of Engineering in information technology from Hamdard University.

TOOLS

Adobe Animate.

Adobe Photoshop.

Adobe After Effects.

Adobe Premiere Pro.

Adobe Illustrator.

Autodesk Maya.

Artrage.

COURSES

- **Creative Thinking: Techniques and Tools for Success**

An online non-credit course authorized by Imperial College London and offered through Coursera

Verify at:

<https://coursera.org/verify/N967AQ8Y4FTM>

- **Introduction to Game Design**

An online non-credit course authorized by California Institute of the Arts and offered through Coursera

Verify at:

<https://coursera.org/verify/LWVWAJAK4KAL>

- **Foundations of User Experience (UX) Design**

An online non-credit course authorized by Google and offered through Coursera

Verify at:

<https://coursera.org/verify/KB4SYGLKG6MA>