

EKRAJ NARANG

UI/UX & MOTION DESIGNER

Toronto, ON | 289-968-6865 | Ekraj.1503@icloud.com

damnbruhtf.github.io/Portfolio/ | linkedin.com/in/ekraj-n-079077340/ | artstation.com/ekraj_1503

PROFESSIONAL SUMMARY

Multidisciplinary UI/UX and motion designer combining Figma, Adobe Animate, After Effects and real-time engine skills. Built pause and startup/main menus for two capstone games produced by 13- and 15-person teams. Combines interface implementation with Figma, Adobe Animate, After Effects, Unity and cross-functional game-development experience.

CORE SKILLS

Design: Figma, UI/UX design, wireframing, visual hierarchy, interaction thinking, Adobe Illustrator, Photoshop

Motion: Adobe Animate, After Effects, Premiere Pro, animation, cinematic presentation, visual effects

Implementation: Unreal UMG/Blueprints, Unity, HTML/CSS, JavaScript, Git, Jira, Confluence

RELEVANT DESIGN EXPERIENCE

UI/UX Contributor & Technical Artist - Grace's Revenge

Brock University Studio Project - 15-person team | Sep 2025 - Apr 2026

- Built and implemented the pause and startup/main menus for a 15-person Unity game production.
- Collaborated across UI/UX, programming, art and design while supporting layout, post-processing and interactive systems.

UI/UX Contributor & 3D Team Lead - About Damned Time

Brock University Studio Project - 13-person team | Sep 2024 - Apr 2025

- Built and implemented the pause and startup/main menus for a 13-person Unity game production.
- Directed the visual asset workflow while supporting gameplay programming, environment art and presentation for the four-floor level.

LevelUp Showcase Presenter

Toronto LevelUp Showcase | 2025 and 2026

- Presented student game builds to industry professionals and consumers, communicating the projects' visual and interactive design decisions.

SELECTED PORTFOLIO WORK

Animation and motion: Throned Skull, Zombie Animation, Future Attic Flythrough, Sci-Fi Ship Interior

Concepts and stills: Deep Space Exploration, Character Study series, Abandoned Hospital, Wraith Concept

EDUCATION

Bachelor of Arts, Interactive Arts and Science - Concentration in 3D Art and Expression

Brock University | Graduated June 2026 | LevelUp Showcase Presenter, 2025 and 2026