

Md Rajib Hassan

Graphic Designer & Visual Communicator | UN Systems | Data Visualization | Print & Digital Production



Portfolio: UX case studies rajib.co



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Experience

United Nations OICT Product Designer

2017–2026 Bangkok, Thailand

- Produced visual communication assets, data visualizations, infographics, and presentation materials for global UN peacekeeping and environmental programmes, ensuring alignment with UN brand and accessibility standards.
- Designed and developed Carbon World, a real-scale VR data visualization experience: translated complex environmental datasets into spatial layouts, narrative-driven visual communication, and information architecture for non-specialist audiences.
- Created 15+ immersive VR training simulations for 1,000+ peacekeepers globally, applying visual design, spatial layout, and user-centered communication principles throughout production.
- Led end-to-end UI/UX design for ERMS and EFMS: mission-critical field management tools for UN peacekeepers, producing Figma prototypes, design system documentation, and developer handoff materials.
- Conducted visual research and user testing across globally distributed, multilingual audiences, translating operational requirements into accessible, human-centered design deliverables.

Auleek Ltd. UI/UX DESIGNER

2015–2017 Dhaka, Bangladesh

- Designed interfaces for digital products across e-commerce and media verticals.
- Led full design cycles from discovery and wireframing to high-fidelity prototyping and developer handoff.

Ogniroth Studios Graphic Designer & Motion Artist

2011–2013 Dhaka, Bangladesh

- Produced TVC and broadcast graphics for commercial advertising campaigns, delivering 3D product shots and motion compositions for broadcast-standard output.
- Created print and digital advertising assets for product campaigns across multiple clients, managing full production from concept through final delivery.
- Composited and post-processed animation sequences in After Effects for broadcast delivery.

Magic Kid’s TV Broadcast Designer & Animator

2014 Dhaka, Bangladesh

- Produced animation, motion graphics, and On-Air Graphics (DOGs/BUGs) for broadcast children’s programming, delivering to broadcast production standards.

Selected Projects

ERMS QReceive : End-to-end UI/UX in Figma for improved mission-critical UN field tools; scanner apps for on-ground operational data capture Delivery Verification & Vendor Confirmation App in demanding environments.

GreenKPO: End-to-end UI/UX in Figma for A product-focused website and platform showcase that explains GreenKPO’s value, makes a complex carbon accounting journey feel approachable, and guides SMEs from curiosity to action.

UN VR Training (EFMS, Fire Safety, Vehicle Inspection): Visual design and production of 15+ immersive peacekeeping training simulations, including in world UI, onboarding flows, and instructional visual communication for global deployment. Virtual Verification Web App: Designed a verification system enabling equipment tracking with barcode + metadata, improving workflow clarity and auditability.

Carbon World : Complex environmental datasets translated into a real-scale spatial data visualization experience. Responsible for information architecture, visual layout, data-driven infographic design, and narrative-driven visual communication for non-specialist audiences .

About

Graphic Designer and visual communicator with 8+ years producing design assets for the United Nations, including reports, data visualizations, presentations, and digital communications materials. Proficient in Adobe Creative Suite with a background spanning broadcast production, print design, and spatial data visualization.

Skills

Core Expertise

Design & Visual Communication

Graphic Design, Publication Layout, Infographic Design, Data Visualization, Visual Storytelling, Information Architecture, Brand Guidelines, Print & Digital Production

UX & Research

UI/UX Design, Interaction Design, Wireframing, Prototyping, User Research, Usability Testing, Developer Handoff

Motion & Broadcast

After Effects, Animation, Motion Graphics, Broadcast Production (DOGs/BUGs)

Software

Adobe CC, Illustrator , Photoshop, DaVinci Resolve, Figma, Microsoft PowerPoint, Power BI, Microsoft SharePoint .

Standards & Collaboration

Accessibility (WCAG), Agile/Scrum, Cross functional Collaboration, Remote Delivery

Key Achievements

Delivered UX systems used by global UN peacekeeping operations. Built 15+ VR training simulations for mission-critical operations.

Education

University of Dhaka

2005–2010

BFA in Printmaking, Fine Arts

Think Tank Training Center, Vancouver

2022–2023

Diploma in Game Environment Art & Props

References

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