

Md Rajib Hassan

Product Designer | UX/UI & XR Experience Design

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Professional Summary

Product Designer with 8+ years of experience at the United Nations, designing enterprise applications and immersive XR experiences used by peacekeepers globally. Expert in end-to-end product design, from user research and wireframing to high-fidelity Figma prototypes and developer handoff. Unique dual background in UX/UI design and real-time 3D development enabling me to design digital products and spatial experiences with equal depth and precision. BFA in Fine Arts provides a strong foundation in visual hierarchy, composition, and user-centered storytelling.

Core Skills & Tools

Product Design: Figma, User Research, Wireframing, Prototyping, UI/UX Design, User Flows, Design Systems, Developer Handoff

XR & 3D Tools: Unity 3D (URP/HDRP), Unreal Engine 5 (Lumen, Nanite, PCG), Blender, Maya, ZBrush, Substance Suite

Visual & Creative: Adobe Creative Suite, Illustrator, Photoshop, DaVinci Resolve, Marmoset Toolbag, Photography

Competencies: Information Architecture, Interaction Design, Spatial UX, Accessibility, Cross-functional Collaboration, Stakeholder Management

Experience

Product Designer & XR Content Developer | *United Nations OICT* 2017 – Present

Bangkok, Thailand

- Collaborated on end-to-end product design for the Electronic Rations Management System (ERMS) and Electronic Fuel Management System (EFMS), including UX research, wireframing, and Figma prototyping for field-use operational tools.
- Designed companion scanner applications for ERMS and EFMS, optimizing interfaces for fast, reliable data capture in demanding field environments.
- Created UX/UI for a UN Fire Safety Training application and Carbon World, a real-scale environmental data visualization in VR, combining spatial design with narrative-driven user experience.
- Designed and developed 15+ immersive VR training applications used by thousands of UN peacekeepers globally, applying user-centered design principles to spatial interaction and 3D environments.
- Conducted user research and gathered feedback across globally distributed, multilingual audiences, translating operational requirements into intuitive interfaces.
- Collaborated with developers, subject matter experts, and senior stakeholders to deliver projects on time within complex organizational constraints.

3D Modeler & Visual Designer | *Auleek Ltd.* 2015–2017

Dhaka, Bangladesh

- Designed and developed 3D assets for interactive applications, contributing to visual design, look development, and user-facing content.
- Collaborated with product and development teams to integrate assets into game engines, aligning visual output with product requirements.

3D Artist | *Magic Kid's TV* 2014

- Produced visual content for children's animated programs, 3D modeling, texturing, and character animation for broadcast-ready output.

3D Modeler | *Ogniroth Studios* 2011–2013

- Created detailed 3D models and visual assets for animation productions, contributing to asset pipelines and visual development workflows.

Selected Design Projects

Electronic Rations & Fuel Management Systems (ERMS / EFMS)

End-to-end UI/UX design in Figma for mission-critical UN field management tools, including scanner apps for on-ground operational data capture. Designed for high-stakes, low-error usage by non-technical field personnel.

UN VR Training Applications EFMS, Fire Safety, Vehicle Inspection

Spatial UX design and full development of immersive training simulations in Unity 3D, used by thousands of UN peacekeepers. Designed interaction flows, onboarding, and in-world UI elements.

Carbon World Real-Scale Data Visualization in VR

Designed and developed a spatial data experience in VR, transforming complex environmental data into an explorable, real-scale virtual environment. Responsible for information architecture, spatial layout, and visual communication strategy.

Rain in Chinatown UE5 Environment (Award-Winning)

Award-winning real-time environment and visual design project in Unreal Engine 5. Honored with The Rookies Excellence Award 2023 and featured on 80 Levels. Demonstrates mastery of visual storytelling, lighting, and atmospheric design.

Education

Diploma in Game Environment & Prop Art | *Think Tank Training Center* 2022 – 2023

BFA in Printmaking, Faculty of Fine Arts | *University of Dhaka* 2005 – 2010

Awards & Publications

The Rookies Excellence Award 2023 "Rain in Chinatown" featured project

80 Levels / Xsolla Metasites "Rain in Chinatown" featured as a community showcase project

UN Technology Newsletter (2024) Published article: "Unleashing Creativity: Photoshop's Generative Fill AI Tool"