

# Md Rajib Hassan

Bangkok-based Product Designer | UX/UI | Enterprise Systems | XR & Spatial Design



Portfolio: UX case studies [rajib.co](http://rajib.co)



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## Experience

### United Nations OICT Product Designer

2017–Current Bangkok, Thailand

- Led end-to-end UX/UI design for ERMS and EFMS: mission-critical field management tools for 1000+ UN peacekeepers, improving field data accuracy and reporting efficiency, including companion scanner apps optimized for high-stakes operational environments.
- Designed and developed 15+ immersive VR training simulations used by 1000+ of peacekeepers globally, applying spatial UX and user-centered interaction design throughout.
- Created Carbon World, a real-scale VR environmental data experience; responsible for information architecture, spatial layout in real scale, and narrative-driven visual communication.
- Conducted user research across globally distributed, multilingual audiences; translated operational requirements into Figma prototypes and developer handoff documentation.
- Built 15+ VR simulations in Unity, enhancing training engagement, contributing to faster onboarding and improved knowledge retention.

### 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.

### Magic Kid's TV Broadcast Designer & Animator

2014 Dhaka, Bangladesh

- Produced animation and On-Air Graphics (DOGs/BUGs) for broadcast children's programming.

## 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** Spatial UX design and full Unity 3D development of 15+ immersive peacekeeping simulations with in-world UI and onboarding flows.

**Virtual Verification Web App:** Designed a verification system enabling equipment tracking with barcode + metadata, improving workflow clarity and auditability.

**Carbon World:** Real-scale VR data visualization: complex environmental data transformed into an explorable spatial experience; full IA, layout, and visual communication.

**Rain in Chinatown** Award-winning real-time UE5 environment. The Rookies Excellence Award 2023; featured on 80 Level. Demonstrates mastery of visual storytelling and lighting.

## About

Product Designer with 8+ years of enterprise UX experience designing mission-critical systems for the United Nations. Skilled in end-to-end product design, user research, usability testing, and immersive XR development. Proficient in agile/scrum workflows, cross-functional collaboration, and translating complex operational requirements into accessible, human-centered digital experiences for globally distributed, multilingual audiences

## Skills

### Core Expertise

Product Design (Primary)  
XR / Spatial UX (Specialization)  
3D / Game Art (Supporting skill)

### Design

Core: Figma, UI/UX Design, Interaction Design, Prototyping, Wireframing, Design Systems, Information Architecture, Spatial UX

Research: User Research, Usability Testing, A/B Testing, User Stories, Personas, Developer Handoff

Standards: Accessibility (WCAG), Agile/Scrum, Cross-functional Collaboration

### XR & 3D

Unity 3D (URP/HDRP) · Unreal Engine 5 · Blender · Maya · ZBrush · Substance Suite · Marmoset Toolbag

### Software

Adobe CC · Illustrator · Photoshop · DaVinci Resolve.

## 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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