

Nirshath Madhusanka

Digital Media

Graphics

Video

UI / UX Design

Project Management

Creative Design

New Technologies

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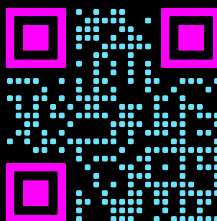
nirshath.com



About Me

I'm a passionate media professional with a **BA in Digital Media and Communications, with First Class Honours**. My media journey began in 2019, leading me to self-learn various software applications. I specialize in graphic design, photo and video editing, videography, and UI/UX design for apps and websites, along with experience in emerging technologies like VR and AR.

Working with diverse teams on various projects has sharpened my leadership and project management skills. I aim to grow in the media field, embracing new challenges and expanding my expertise.



<https://linktr.ee/Neonsesky>

Work Experience

BYBIT

Bybit Dubai, UAE

Mar 2021 - Current

Designer

- Create **key visuals** and designs using **Figma, Photoshop**, and **AI tools** like Sora, ChatGPT, and Runway ML.
- Leverage AI and design tools to **boost creativity** and **efficiency**.
- Ensure **visual brand consistency** across all materials and platforms.
- Support **stakeholder projects** with cohesive and high-quality designs.

SilverFern Digital Dubai, UAE

Oct 2024 - Aug 2025

UI UX Designer

- Designed end-to-end interfaces for **major clients**.
- Conducted research and usability testing.
- Created **interactive prototypes** and **design systems**.
- Collaborated with developers for smooth handoff.

UI UX Design Intern

- **Designed** and **prototyped** web and app pages for client projects.
- Created wireframes and user flows for mobile apps.
- Assisted with **user research**, took part in **workshops + field research**.
- Prepared **assets** and **visuals** to support the design team.

My Education



Middlesex University
Dubai • 2021 - 2024

BA Digital Media and Communications
(First Class Honours)

UI/UX Design, New Technologies, Digital Culture, Social Media.



GEMS Our Own Indian School
Dubai • 2019 - 2021

Higher Secondary Education

Mass Media, Psychology, Marketing.

My Skills

UI / UX Design & Prototyping (Figma)



Video Editing and Animation



Graphic Design



Design Thinking, Creative Solutions



AI Design



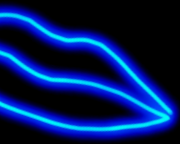
Leadership



New Technologies (VR and MR)



Work Experience



Blu Side Studios California, USA Mar 2021 - Oct 2024

Multimedia Artist / Graphic Designer

- Designed **album covers** based on songs provided.
- Designed a **concept redesign** of the website.
- Designed **clothing mock-ups** for the brand and various clients.
- Produced logo animations and various other design projects as required.



Zest F.C Chaityupum, Thailand Jan 2020 - May 2021

Graphics / Apparel Designer

- Worked as a graphics designer, while also creating **apparel designs** and **mock-ups**
- Created logos, designed various posters and requested designs
- Created **custom t-shirt templates** and designs for presentation and visualization

Explore more

Projects



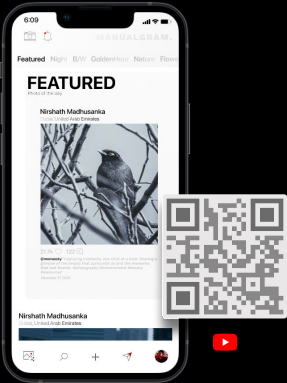
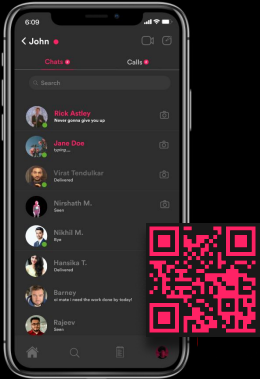
Project Management – VR Game Development ("Astrolympics")

Role: **Project Manager**

- I was tasked with **managing a team** to develop a VR game on Unity
- Crafted a production strategy and **organized tasks into weekly sprints using Trello**.
 - Assigned roles** and **monitored progress** for on-time project delivery.
 - Conducted testing on **Oculus Metaquest 2**, making gameplay adjustments.

Solo App Design and Prototype - "Manualgram"
Role: **UI / UX Designer | Prototyper**

- I **designed an app prototype** from start to finish as a solo project.
- Developed a complete app prototype **independently**.
 - Created **essential documents** like pitch and brand kit.
 - Designed both **low and high-fidelity prototypes** in Figma.
 - Conducted **user testing** to enhance design based on feedback.



Creative Direction | Team App Design - "Freelancr"
Role: **Creative Director | Prototyper**

- I **led a team** in designing a concept app called 'Freelancr'
- Led the design of the 'Freelancr' **app concept**.
 - Delegated tasks** and ensured project deadlines were met.
 - Developed both **low-fidelity and high-fidelity** prototypes.
 - Integrated team feedback** to refine the user experience.

References

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Stevie Delacruz
Founder, Producer, Musician, Instructor,
Audio Engineer

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Software

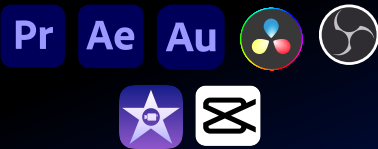
Graphic Design // Photography



UI / UX Design // App Design // Web Design



Video Editing // Sound Design



New Technologies // Augmented Reality //
Virtual Reality // Unity Game Dev



AI and Prompt Engineering

