

Elham Sepehrjou

UI/UX Designer | Product Designer | Animator

US Permanent Resident (Green card holder)

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[Animation Reel](#) , [Visualization Reel](#)

SUMMARY

Game UI/UX & Product Designer specializing in interactive gameplay interfaces and end-to-end SaaS MVP design. Fluent across the full product lifecycle: user research, high-fidelity wireframing, and production-ready asset implementation within Figma and Unreal Engine UMG. Leveraging a strong background in motion graphics and 3D animation to build dynamic HUDs, menus, and responsive interaction flows. Expert at balancing artistic vision with technical optimization to deliver polished, player-centered gaming experiences.

EXPERIENCE

UI/UX Designer | Electric Forge Games

San Diego, CA (Remote) | Jun 2026 – Present

- Design intuitive and visually engaging game UI/UX using Figma and Unreal Engine UMG.
- Design HUDs, menus, inventory systems, command centers, progression screens, animations, and gameplay interfaces.
- Implement UI designs in Unreal Engine UMG and collaborate with engineers to integrate functionality.
- Work closely with game designers, artists, and developers to deliver seamless, player-centered experiences.

UI/UX Designer | Sports Excitement

San Diego, CA (Remote) | Aug 2024 – Present

- Led cross-functional design for a B2B2C/B2C SaaS MVP, delivering a mobile-first social educational / sports platform that improved task efficiency by 20% compared to competitors via user research, AI tools, wireframing, and rapid prototyping to define user flows and the product roadmap.
- Architected 50+ WCAG-compliant Figma design system tokens; standardized reusable components to reduce front-end development and handoff time by 30%, ensuring design consistency.
- Simplified complex information architecture through GA4 analytics, usability testing, and A/B testing.
- Mentored junior designers and led stakeholder alignment by bridging UX best practices with product strategy and business KPIs.

Product Designer | Osiderian

Oceanside, CA | Jan 2025 – Present

- Designed and shipped an end-to-end B2B2C educational app with 200+ users, enabling school communities to track students' reading and language learning progress ([Shipped Product](#)).
- Led end-to-end UX/UI and product design across mobile, web, and AR glasses platform for retail product, leveraging multiple AI-powered features to reduce friction across user journeys: Mobile App ([Case Study](#)), Website ([Case Study](#)), AR Glass ([Case Study](#)), Motion Design ([View](#)).
- Applied full UX lifecycle skills across both products: generative user research, information architecture, wireframing, rapid prototyping, usability testing, and cross-functional collaboration.
- Architected a WCAG-compliant design system from scratch, defining reusable tokens, components, and patterns across B2C and B2B2C products.

Animator | Interaction Designer | Meta (Contract via Magnit)

Los Angeles, CA | Apr 2022 – Apr 2024

- Designed and shipped scalable 3D avatar animations and interactions across Horizon, Instagram, Facebook, and WhatsApp; flagship 'TAYA' sticker drove 125M+ impressions in two weeks, directly increasing avatar adoption across Meta's social platforms.
- Designed scalable interactions and animations for customizable 3D avatars, implementing reactive logic to enhance real-time user engagement during the avatar customization flow.
- Authored 7+ documents, standardizing workflows and aligning technical execution across cross-functional teams (engineering, marketing, and legal teams).
- Conducted usability testing and dogfooding across 5 new features, identifying interaction gaps and delivering actionable UX improvements that informed shipping decisions.

Animator | The Third Floor / Halon

Los Angeles, CA | Jan 2018 – Apr 2022

- Led and delivered 3D visualization and animation for global productions across Disney, Netflix, Warner Bros, Fortnite, and Nike. Key projects include Avengers: Endgame (\$2.7B+), Spider-Man (\$1.1B+), and The Batman (\$770M+). Expertly translated complex briefs into polished, brand-consistent content that synchronized cross-functional teams and engaged audiences of millions.
- Applied visual design and storytelling principles while iterating rapidly across 10+ major shipped projects, owning full sequences from ideation through final delivery under tight deadlines.
- Mentored junior artists through structured feedback and workflow standardization, improving team quality, consistency, and velocity.

SKILLS

Tools: Figma, FigJam, Miro, Framer, Rive, Adobe Creative Suite (Photoshop, After Effects, Premiere), GA4, Unreal Engine, UMG, Blender, Maya, AI tools

UX: User Research, Wireframing, Prototyping, Usability Testing, A/B Testing, Information Architecture, Design Systems, WCAG Accessibility, Interaction Design, Motion Design, Edit, Responsive Design

Product: End-to-End, MVP, SaaS, B2B/B2C, Mobile-First, Stakeholder Management, Developer Handoff

Workflow: Agile/Scrum, Jira, Asana

EDUCATION

Coursera | *Certificate* | **Google UX Design**

Academy of Art University | *Master of Fine Arts (MFA)* | **Animation and Visual Effects**

Azad University | *Bachelor of Science (BS)* | **Applied Mathematics**