

JACOB ABRAHAM

Multidisciplinary Designer

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LINKS

[LinkedIn](#) [Portfolio](#) [Major Project](#)

PROFILE

Product Designer with a multidisciplinary creative background, experienced in delivering cohesive visual and digital design solutions across branding, UX, and interactive media. Skilled in visual communication, typography, and product visualization, with hands-on expertise in 3D modeling, 2D asset design, and digital fashion workflows. Proficient in tools including Adobe Creative Suite, Blender, CLO3D, and Figma, with a strong focus on crafting engaging, user-centered experiences that elevate brand identity. Comfortable working independently and within cross-functional teams, with a continued focus on expanding capabilities within dynamic, design-led environments.

SKILLS

Graphic Design & Visual Communication

Adobe Creative Suite (Photoshop, Illustrator, InDesign), branding, typography, visual hierarchy

Accessory & Digital Fashion Design

Blender, CLO3D, fashion and lifestyle accessory design, 3D product visualization

UX & UI Design

User research, UX frameworks, interaction design, Figma (components, auto layout), high-fidelity UI design

2D Game & Interactive Design

Unity (2D game development and asset creation), interactive media fundamentals

Mixed Reality Development

AR/VR prototyping in Unity, immersive experience design basics

Branding & Visual Identity

Brand strategy, storytelling, cohesive identity systems

Design Foundations

Colour theory, design principles, layout systems, and visual composition

Project & Workflow Management

Multi-project coordination, deadline management, collaborative workflows

Frontend & Web Design Fundamentals

HTML, CSS, JavaScript, and responsive design principles

SELECTED PROJECTS

Mar 2025 - Dec 2025

“iT AiN’T THAT DEEP”

Designed and published a 3D first-person shooter game, a project aimed at bringing back the joy in pure gaming.

- Produced original 3D/ 2D assets and animations, focusing on clear visual feedback, readability, and cohesive style.
- Implemented game logic, UI, and interactions using C#, translating design ideas into functional gameplay.
- Iterated on level design and mechanics through playtesting, refining controls, pacing, and overall user experience.
- Built and deployed a playable prototype, demonstrating end-to-end development from concept to delivery.

PROFESSIONAL EXPERIENCE

Mar 2018 - Present

INDEPENDENT ARTIST & ILLUSTRATOR

- Produced bespoke illustrations and visual assets for digital and print use, interpreting client briefs into compelling visuals aligned with brand tone and storytelling objectives.
- Partnered with clients throughout the creative process, developing concepts, iterating on feedback, and refining artwork to deliver polished, purpose-driven outcomes.

Sep 2025 - Present

UX CONSULTANT (CONTRACT, REMOTE), GRAVITAD

Las Palmas

- Delivered UX consultation reports based on user data and behavioural insights, defining project scope, user needs, and structured build plans for client initiatives.
- Collaborated with stakeholders across meetings and workshops to address UX queries, align on project direction, and inform design decisions through research-driven recommendations.

Jul 2023 - Aug 2025

DESIGN CONSULTANT (HYBRID), KARAPUZHA AERO ADVENTURE

Kerala

- Led creative direction and design operations across multiple projects, managing visual output using Adobe Creative Suite while ensuring alignment with brand and product strategy.
- Coordinated and contributed to stakeholder meetings and pitch presentations, providing design input and acting as a key creative voice in decision-making.
- Developed and executed content strategies for social media, planning and maintaining structured content calendars to support engagement and growth.
- Collaborated on early-stage ideation and concept development for new products and initiatives, translating ideas into actionable design directions.
- Supported B2B sales and business development efforts through visual materials, presentations, and client-facing design consultation.
- Managed and organised design systems and assets, delivering ongoing creative support and guidance across teams.
- Conducted research synthesis, benchmarking, and trend analysis to inform strategic decisions and future-facing design opportunities.
- Oversaw task allocation and workflow management using tools like Trello, ensuring efficient delivery across concurrent projects.

Jan 2023 - May 2023

DESIGN INTERN, METALOK SOLUTIONS PVT LTD

Hyderabad

May 2022 - Sep 2025

- Designed and developed immersive spatial experiences in the metaverse using Blender, Unity, and Unreal Engine, translating architectural concepts into interactive digital environments.
- Collaborated with multidisciplinary teams across design and engineering, aligning creative vision with technical implementation to deliver cohesive outcomes.
- Led and supported design and technical contributors, providing direction on visual development, 3D modelling, and execution workflows.
- Established and implemented structured design processes, improving team efficiency and consistency across projects.
- Delivered multiple end-to-end projects, contributing to portfolio development and overall product direction.

EDUCATION

Sep 2024 - Feb 2026

MSC CREATIVE DIGITAL MEDIA & UX, TU DUBLIN

Dublin

- Authoring Principles
- Design Practice
- VR & AR Applications
- Information Modelling
- Production & Prototyping
- Project Definition & UX Treatment
- Social Media Applications
- User Interaction Design
- Major Project & Report

Aug 2019 - May 2023

B.DES (FASHION & LIFESTYLE ACCESSORY DESIGN), NATIONAL INSTITUTE OF FASHION TECHNOLOGY

Hyderabad

- Material Exploration & Craft Techniques
- Product Design & Development
- CAD for Design (2D & 3D)
- 3D Modelling & Visualization
- Ergonomics & Human Factors
- Design Process & Methodology
- Sustainable Design Practices
- Branding & Visual Communication
- Fashion Forecasting & Trend Analysis

SOFTWARE STACK

Design

Adobe Creative Suite, Blender, Clo3D, Figma

Development

HTML, CSS, JavaScript, C#

Game Engine

Unity, Roblox Studio