



ABHIRAJ
NAIK

ART
DIRECTOR

PERSONAL

Nationality

Indian

Languages

English, Hindi, Marathi, Konkani

Location

U.A.E - Dubai

EDUCATION

M.SC ANIMATION & GAME DESIGN

PICASSO ANIMATION COLLEGE

B.SC ANIMATION & VISUAL EFFECTS

FRAMEBOXX ANIMATION

CONTACT

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LinkedIn

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SOFTWARE

Adobe Creative Suite



Generative AI



Figma



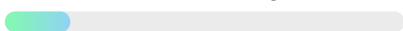
Autodesk 3D (Maya , 3dsMax)



Davinci Resolve



HTML / CSS/ GSAP (AI Assisted)



PROFILE

Art Director and Creative Technologist at the intersection of design, AI systems, and product thinking. 8+ years building brand ecosystems, AI content pipelines, and shipped digital experiences across the GCC. Currently leading visual direction at Scienjoy Meta Technology – delivering enterprise solutions for Dubai Police, Emirates NBD, and Abu Dhabi Securities Exchange. End-to-end execution from concept to shipped product.

WORK

ART DIRECTOR

AI VISTA - DUBAI

2023 - PRESENT

Lead creative direction for Vista Live (AI Digital Human Kiosk) and Vista Photo Booth.

Manage @ai_vista_official Instagram – content strategy, AI reels, brand storytelling.

Built end-to-end AI content pipelines: Kling 3.0, Seedream 4.5, ElevenLabs, Adobe Suite.

Designed and developed aivista.ai – GSAP-driven, parallax, AI-assisted coding.

Enterprise deployments: Dubai Police, Emirates NBD, Abu Dhabi Securities Exchange.

Scaled AI persona @marwa.zaki_dxb to 7k+ followers in 30 days – zero paid media.

ART DIRECTOR

DUBAI VERSE CUP (DVCC)- DUBAI

2022 - 2023

Built dvcc.com – full marketing platform with UX architecture and conversion strategy.

Integrated partner branding for Dubai Racing Club and Meydan Racecourse.

TEAM LEAD - CREATIVE DEPT.

COLORSTAR TECHNOLOGY - DUBAI

2022

Led creative production and managed the full 3D pipeline for a large-scale metaverse platform.

PRODUCTION & DESIGN MENTOR

MAAC ANIMATION ACADEMY - BANGALORE

2019 - 2022

Mentored students in 3D, motion graphics, and design

Led team to All India 3rd Place at MAAC 24FPS.

3D MODELLING & TEXTURING ARTIST

ALIEN INTERACTIVE - GOA

2016

Produced game-ready assets in Maya and Substance Painter with a focus on real-time optimisation.

FREELANCE

CREATIVE DIRECTION