

Dev Yagneshkumar Kansara

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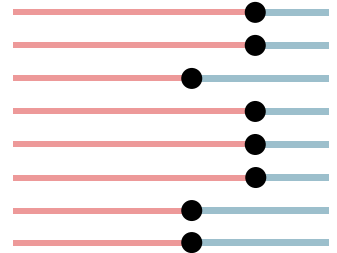
Profile

I am a Freelancer with the experience of more than a year in the field and studies of Game Design & Development. I have skills in **Photoshop, English, Illustrator, Video editing, Motion Graphics and Audio Production**. I am motivated individual who is always looking for new opportunities to learn and grow.



Skills

Adobe Photoshop
Adobe Illustrator
Adobe After Effect
English
Video Editing
Microsoft Office
Communication Skills
3D Modeling



Work Experience

06/2024 - 05/2026 AHMEDABAD , INDIA.

Multimedia Designer Outdo Agency

- Designed and delivered creative assets for branding, social media, advertising campaigns, and digital marketing across multiple client accounts.
- Collaborated with marketing and content teams to develop impactful visual solutions that enhanced brand presence, engagement, and campaign performance.

05/2023 - 03/2024 AHMEDABAD , INDIA.

Social Media Manager (Content) Ananta Security Solutions Pvt. Ltd.

- Working as a Social Media Manager tackles more challenges like having a direct contact of consumers & Always testing the things in a row,
- Having a lot of self-learning from this site.

2022 - PRESENT

Freelancer Syga

- Worked with a team to deliver a project on time
- Led a team of workers to increase productivity
- Communicated with clients to establish project requirements
- Designed Thumbnails & Clipart for Web.



Social Media & Portfolio



dev-kansara



<https://devkansara35.artstation.com/>



Scan the code to visit my Portfolio Site :) !



Education

01/2025 - 12/2026 MUMBAI, INDIA.

PGDM in Media & Advertising Welingkar Institute of Management

- Developed skills in media planning, advertising, brand communication, market research, and digital marketing.

09/2022 - 05/2026 AHMEDABAD , INDIA.

Game Design & Development | B.Sc. IT Gujarat University

- As a Game Design student, I have a firm grasp on the fundamental principles of game design, such as game mechanics, level design, storytelling, user experience, and visual design. Throughout my studies, I gained technical knowledge of game engines, programming languages, game art and animation, project management, and teamwork.