

WASSIM BEN ACHOUR

MOTION DESIGNER / VIDEO EDITOR

Tunis, Tunisia · Remote Worldwide · Open to Relocation

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wb-motion.com · /benachourwassim · [SHOWREEL](#)

EXPERTISE

Motion Design
Video Editing
AI Visual Production
Paid Social Creative
Art Direction
UI/UX Design

TOOLS

After Effects
Premiere Pro
DaVinci Resolve
Photoshop
Illustrator
Figma

LANGUAGES

Arabic · English · French

INTERESTS

Gaming
DIY / Making
Cosplay
Freshwater Aquariums

SHOWREEL



PROFILE

I create short-form campaign content, motion graphics and branded digital content with a focus on pace and visual consistency. I stay current with AI creative tools and use them where they genuinely help the edit, especially for photorealistic supplemental shots when footage is missing. I collaborate comfortably with remote teams in Canada, Saudi Arabia and Tunisia.

EXPERIENCE

DuraClim

Motion Designer / Video Editor · May 2026 – Present · Remote

- Create paid social ads, short-form videos and motion graphics for digital campaigns across multiple formats.
- Work closely with marketing on quick-turnaround creative, adapting concepts for different placements while keeping the edits on-brand.

Al Watania Gypsum

Multimedia Designer · Sep 2025 – May 2026 · Remote

- Created motion, video and graphic content for social media, product communication and marketing campaigns.
- Kept the brand visually consistent across day-to-day content for an international building-materials company.

SgharToon

Artistic Director · Aug 2023 – Mar 2026 · Tunis, Tunisia

- Led visual direction across brand identity, motion design and digital content, creating reusable assets and systems for ongoing campaigns.
- Designed web/app UI/UX and game assets for interactive projects, combining visual design with practical product needs.
- Led the visual package and post-production for Mokhtalifoun Seasons 1 & 2, covering editing, motion graphics, episodic assets, social templates and thumbnails.

SELECTED PROJECTS

DOMINATIONS · Unity Game / 2D Visual Assets

Created 2D visual and game assets for Unity, turning concepts into a cohesive in-game look.

Code Zin · Set Design / Visual Environment

Designed the sitcom's physical set and visual environment, using composition, color and props to support the story on camera.