# Suparna Roy

# Furniture & Interior Designer

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## Senior Visualizer

Innovative, high energy designer leveraging a successful career in Retail Design, understanding business as well as customer needs & catering to design solutions for better customer experience thereby improving interaction between the product and the customer & increasing profitability.

#### **HIGHLIGHTS OF ATTRIBUTES:**

Research & Understanding end users Creative Problem solving Form & Function Integration Innovation & Change Sketches

Vendor Coordination

Developing new presentation techniques Prototyping and testing of design

#### OBJECTIVE:

Would like to explore variety in work, where I can utilize my creativity & talent to create maximum value & well balanced work, also providing to be an asset to your firm.

#### QUALIFICATION:

## National institute of Design, Ahmedabad

Post Graduate Diploma Program in Furniture & Interior Design: 2005-2008

#### Sir J.J. School of Art, Mumbai

Graduate in Interior Design: 2001-2005

Higher Secondary Education from Hinduja College, Mumbai Schooling from St Agnes' High School, Mumbai

## PROFESSONAL EXPERIENCE:

#### Prologue Retail Solutions, Mumbai: Sept 2010 - Present

Designation: Senior Visualizer

Key Responsibilities:

- o Participate in client meetings, extract client brief.
- o Understanding requirements of Brands (FMCG, IT, white goods) and designing store displays, fixtures, point of purchase and various interactive touch points for organized as well as unorganized retail.
- o Scheduling work, managing the team, mobilizing resources to achieve best results.

## Pantaloon Retail India Ltd: Jan 2008- Aug 2010

(Pantaloon Retail (India) Limited, is India's leading retailer that operates multiple retail formats in both the value and lifestyle segment of the Indian consumer marker.)

#### o Bakery Design:

Bakery design for our Lifestyle vertical called CENTRAL, a high end seamless format.

#### New age Big Bazaar:

Designing & Executing the new Age Big Bazaar Family Centre, first of its kind at Malleshwaram at Bangalore.

#### o <u>Fixture Development:</u>

Conceptualizing the need to develop demo areas, for sampling, mini cooking activities, thus allowing customer to try the product before he buys it.

# o <u>Identity & Design Direction:</u>

Identifying necessary areas of design development required for better functioning of the concept, and developing the same

## Spatial Identity of New sections:

Creating spatial identity for any new concept within the store. Fixture design as per merchandise assortment & presentation of the entire section, elevating it to a level from the Local market, with organized display.

# o Food Court design: (Concept Level Work)

Conceptualizing and design the food court "Chowpatty" the Indian for road side beaches. The concept was based on developing a street like look and feel inorder to give it a feel of excitement and discovery.

- Developing in-store promotion concepts along with cost effective displays to boost sales.
- o Addressing front end problems with durable & stable design solutions.
- o Understanding merchandise and developing fixture that will suit the best.

#### Lancer Lasertech, Ahmedabad (Diploma Project): 2007

Worked on knock down Display systems for shelving for retail outlets/ Malls. Constraint: Worked with stainless steel sheet metal.

## Godrej, Mumbai (Internship): 2006

Developed snap fitted storage accessories for range of their range of Slimline wardrobes.

#### PROJECTS AT NID:

Form 1: Outdoor furniture design

Form 2: Sculptural lighting, where the form can be folded in various orientations.

**Design Project 1:** Folding coffee table.

**Design Project 3:** System Design in developing stackable & space saving furniture (slow stools & tables) for cafeteria at NID, Bangalore.

#### **ACHIEVEMENTS:**

o Featured in POP Asia magazine-June, 2011 issue for developing & implementing the entire launch strategy for the 2<sup>nd</sup> Generation i-core INTEL processors.

#### **INTERESTS:**

- o Exploring form, playing with light & shadow.
- o To study and design all spheres of Retail, with relevance to

product ,spaces, display & experience ( Retail Design)

- To develop lifestyle accessories and products.
  To research & design new and innovative furniture and toys for children.

**SKILLS:** Freehand sketching, knowledge of basic Materials & Processes Autocad, 3D Max, Coral Draw, Adobe Indesign

LANGUAGES: English, Hindi, Bengali, Marathi