Mathew Sebastian

P.G industrial Design (game)
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OBJECTIVE
To provide professional ,inspiring designs with a commitment
to quality and time efficiency.
The pursuit of life long learning in all spheres.

EXPERIENCE
ACADEMIC PROJECTS
nokia research, India - design researcher, opportunity map
ping
tata elexsi ltd- mobile ux development, diploma project
Freelance Designer - 2 years in Web,Animation and Graphics

QUALIFICATIONS
BA psychology from MG University
MSc psychology majoring organizational behavior from MG
University

PG Diploma in Game Design
final diploma sem
National Institute of Design
Ahmedabad

 AREA OF INTEREST
Game Design,User Experience Design,System
Design,Information Visualization,Interactive media, GU I,

SOFTWARE SKILLS
Adobe Photoshop,Illustrator,InDesign,Adobe
Flash,omnigraffle

major projects

crazy lab
educational game

Crazy lab is a small game design project. The brief is to
understand different opportunities of game and interactivity
in education and learning. The user group was identified as
students from 7th grade to 11th
web
user interaction project
ui design project

The idea was to understand an existing web site, and to
develop it according to the modern heuristic principles of user
interface and web design.

application design
iphone/ovi store
The brief was to understand the needs of the developing econo
mies and come up with simple application ideas/concepts. The
research part of the project was to understand the functioning
of economies and index. And interactions of small mobile based
applications..

opportunity mapping for NOKIA
SYSTEMS PROJECT
This was a research project, which includes ethnography
studies on Indian rural market and come up with mobile game
design opportunities for the various needs emerged in the re
search study. This project conducted with nokia research India.

DIPLOMA PROJECT
Mobile UX. This is a live project for a multi national client of
tata elxsi. The project was to develop an all new touch based
mobile interaction, with a fun theme