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Aiming For..

To gain experience while simantanuously solving problems and generate new ideas. Envisioning and making new design happen.

Core Competencies...

Approach to explore materials, Conceptualization of intangible into tangible product, Identifying needs, innovation, consumer mapping, psycho analysis, form understanding /form study, trend analysis, technology understanding, design development, adding emotive aspect to product.

Academic Qualifications..

PGDPD-Lifestyle Accessory Design (08-10)
National Institute of Design
Bachelor in Fashion Design (04-08)
Pearl Academy of Fashion

Workshops Participated..

- Trend mapping and Foresight for 2030 in collaboration with Renault Automobile Company under the guidance of Shimul Mehta Vyas, Insiya Sahiwalla, Vipul Vinzuda
- Trend mapping and foresights with Samsung India under the guidance of Elizabeth
- Silver Smithy, under the guidance of Mr. Parag Vyas of Graubar Design, Indore
- Open electives at NID Product Photoshoot under the guidance of Mr. P. S Vijay Kumar and Y.N Vivekanand.
- Trend Forecasting and color predictions for Asian paints colournext 2011 trend research study held in NID, Gandhinagar.

Academic Projects ..

Designing for Designer

Objective: To capture the designer's perspective, values and individuality and translate it to a product in sync with designer.

Outcome: Designed a Bag with a structured look that identified with Narendra Kumar.

• Green Dreams

Objective: Trend Research and Product development in context to space and future approach. **Outcome**: Designed an Automobile seating for a car with Maglev's technology and solar cell point for 2030.

• Renaissance of Heritage

Objective: To upgrade the skills of artisans to make them more competitive in their product market. **Outcome**: Studied Craft of Kutch and designed Men's Traveling bag and Camera case using the techniques of Cutwork and Zari work, so as to increase the product depth for the craftsmen.

Nature and Form

Objective: to translate a natural form to usable product.

Outcome: Explored a Natural Form, transforming it into an abstract form and translating the abstract form into a multidimensional and multifunctional product.

Wearable Technology

Objective: To take conventional jewellery from the ornamental realm to another level.

Outcome: A product, which could be worn on the body with an inbuilt Bluetooth and USB Drive.

Technique Exploration

Objective: Creative exploration of linking technique.

Outcome: Versatile product that has multiple uses owing to its flexibility, molding and folding characteristics as well as the use of clean and fresh materials. For example, it may be a bowl, mat, blinds etc.

Creative Methods

Objective: Study affective connection with another as a result of entering deeply or closely into relationship through knowledge and experience of the other.

Outcome: Designed a personal product "Wrist Band" under the theme of Intimacy

Design for Social Need

Objective: To explore various ideas/ techniques/ products for elderly people that would help them in performing a task easily.

Outcome: Understood their recreational need and came up with a design solution in form of a multitasking board to help them in cooking process.

• Craft Documentation

- 1. On revival of "Pattu Shawls" of Barmer and Jaiselmer by Khadi gram udyog
- 2. On Journey of "sandstone craft of jodhpur".
- Sports Wear- designed a whole range of Men's Sports Wear for equestrian sport "polo".
- Men's Wear- developed a range of exclusive Men's Casual wear Shirts for Aaditya Shuttle Weave, Chennai (India)
- Design Collection-

Objective- To cater to individualistic sense of style of my client i.e. persons, who, what ever they do, make a style statement of their own and that so effortlessly. To create an over powering aura of muslin by optimal use of inherent qualities of muslin.

Outcome- Muslin "The Untouched Experienced", Experimented and Innovated a range of Men's Occasional Wear exclusively in Muslin fabric

Professional Experience..

- Work as designer (BDS) for 1 months in prestigious project of "Shantiniketan leather Cluster" to reinvent and redesign the existing product line of Shantiniketan Leather bags
- Industry Internship with Aadhitya Shuttle Weaves India in 2007 as Men's Wear designer for 9 week
- Worked as a Stall Manager in Wills Lifestyle India Fashion Week in the year 2006

Software Proficiency..

- Adobe Photoshop/Adobe Indesign/Illustrator CS4
- CorelDraw X4
- Sketch up pro 10
- Autodesk Alias Studio 10
- Rhinoceros 4

Career Interests...

Bags, Personal and Automobile Accessory, metal ware and silverware