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B.Des - Department of Design

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EDUCATION

Degree/Certificate	Institute/Board	CGPA/Percentage	Year
B.Des	Indian Institute of Technology, Guwahati	8.00(Current)	2020-Present
Senior Secondary	Chavara Public School, Pala, CBSE board	96.2%	2020
Secondary	Rajagiri Christu Jayanthi Public School, CBSE board	96.2%	2018

EXPERIENCE

- **EVY Energy Systems LLP** Sept. 2021 - Nov. 2021
Flutter Developer Remote
 - **Trip Planner**
Developed the frontend for the trip-planner feature, including getting the start and destination and displaying the generated route on the map.

PROJECTS

- **Chess Opening Preparation Redesign** August 2022(Ongoing)
Dr Udaya Kumar Dharmalingam, DoD, IIT Guwahati | UX Case Study <https://bit.ly/3TzCMk7>
 - Analyse the current Lichess.org study user interface, conduct user research and identify pain points. Design a new mobile app based on the insights.
- **Need for E-Rickshaw** July 2022
Self-guided | Game Development <https://bit.ly/3CPDlk3>
 - Game with the objective to pass as many checkpoints as possible before the time runs out, without hitting obstacles. Time is increased each checkpoint.
- **Instagram Clone** July 2021
First Step to Flutter Course, Coding Club IITG | Mobile App Development Code - <https://bit.ly/3QwjABL>
 - Made an instagram clone with Flutter and Firebase with Provider for state management
 - Users can add, update and delete their posts, like other posts follow others and search others by username.Demo - <https://bit.ly/3KtjsAX>

TECHNICAL SKILLS

- **Design Skills:** Design Thinking, Brainstorming, User Research, Journey Mapping, Information Architecture, Low & High Fidelity Wireframing, Prototyping
- **Technologies & Languages:** Dart, HTML/CSS, C#, Javascript, Python, React.js*, C++*
- **Softwares:** Figma, Adobe Creative Suite (XD, Illustrator, Photoshop, Indesign), Unity
- **Miscellaneous:** Front-End Web Development, Visual Design, Motion Design* *Elementary Proficiency

POSITIONS OF RESPONSIBILITY

- **Coordinator** - Game Development & eSports Club IIT Guwahati July 2022 - Present

KEY COURSES TAKEN

- **Design:** Introduction to Computing, Cognitive Ergonomics, Interaction Design*, Design Analysis*, Tangible interfaces*, Animation Fundamentals* *Ongoing Courses

ACHIEVEMENTS

- **UCEED 2020** - Achieved an All-India-Rank of 51 in the General Category. 2020
- **CBSE Board Exam, Class 10** - Achieved a position in the top 0.1% of successful candidates in the subject 'English Comm.'. 2018

EXTRACURRICULARS

- **Spardha 2022** - Was part of the team that won the bronze medal in the inter-hostel chess competition. 2022
- **First Step to Flutter Course** - Completed a 4-week course on Flutter development conducted by the IITG Coding Club. 2021