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Portfolio [saefamai.com](http://saefamai.com)

### Skills

I have used enough softwares 2D & 3D to realize that it shouldnt take more than 24-48 hrs to learn any new software, even if trying for the first time.

Small learning curve.

### Work Ethics

*“The point where you stop taking responsibility is the point where bureaucracy starts”*

Tech & Art are not magic. One is code & the other is aesthetics.

### About

Very attracted to visualizing, since i have a long time love with making things appealing.

Even though coming from an artistic background, i like understanding the techicalities of how it actually works in the background.

Working on multiple projects simultaneously is a great skill to have, but personal projects have become quite necessary, i realized this over time. Hence the hobbies.

Print is equally attractive, as seeing the final print on imperial paper in jet black has a rare feeling.

# Ankit Tiwari

## Designer

I read works of Minard, Tufte, Rand, Neil Blevins, Vladimir Koylazov & Loish Van Baarle. Alongside work i cook & pursue a hobby called Scale Modelling.

**HTML / CSS / Git.....** Front-end / VCS

**D3.js.....** Interactive graphs

**Sketch / Invision.....** Prototyping

**Webflow.....** HTML/CSS/JS via UI

**3dsMax.....** General 3D

**Realflow.....** Fluid Simulations

**World Machine.....** Terrains

**Final Cut Pro.....** Video Editing

**Photoshop.....** Image Processing

**Affinity Designer.....** Vector Art

**Unity3D.....** Interactivity

**V-ray.....** Rendering

### Product Designer - Typito

Consultant

- Designed a web-app to move video editing online, made it super friendly & accessible to general audience in need of promotional videos.
- Worked as the only designer in a small team with 2 inhouse developers.
- Had direct interaction with co-founders where in discussions we conceptualized multiple iterations, user-flows, mocks to simplify the experience with a range of product features required to perform end-to-end video editing.

### Visual Designer - Reverie Language Technologies

Jan 2016 - Nov 2017

- Created videos & artworks while working closely with the marketing head.
- Designed a book with one of the co-founders (Chief Typeface Designer) on Multilingual Indic fonts presented at the 40th UNICODE conference.
- Decided the look of proposals, case-studies & whitepapers. Made them presentable.
- Designed and executed the look of office branding single handedly.

### Designer - Thinqbot Technologies

Nov 2014 - Jan 2016

- Was among the core team as the only designer. We made low cost Home-Automation systems.
- Our flagship product was an automation app with actual 3D representation of the house. My designs were among the deciding factors for raising investments and affecting customer purchase decisions.
- The app designs were later published in the annual edition of HOMES magazine - December 2015

### Book - Tim Poston & Ian Stewart

- The authors needed landscapes for their fiction world. Had the priviledge of working very closely with Tim Poston.
- Accuracy of terrain was among the most crucial aspects for the plot. General software algorithms could not provide his level of customisation. I designed accurate terrain maps for each continent for readers to visualize. The maps had to be made statistically right since the genre was Sci-fi, questions could be any.
- The book is available on Amazon under the name [The Living Labyrinth](#)

### Others

- I’ve designed the dashboard for Hasgeek. They organize some of the finest tech conferences in India.
- Designed artworks for hedge fund owners, landing pages for marketing heads & presentations with VP’s.
- Designed presentations that have stood out and brought personal appreciation to the CEO from competitors.
- Made art visualizations where i’ve faced rejection but later asked - How did you get such results?
- My work has helped raise investments.