




August 2018

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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. It is code & aesthetics.

About

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

Even though coming from an artist background, i like understanding the techicalities of how it works in the background, and what is actually happening.

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 Tufte, Paul Rand, Neil Blevins, Vladimir Koylazov & Loish Van Baarle. Alongside work i cook & pursue a hobby called Scale Modelling (*Miniatures*)

- HTML / CSS / Git..... Front-end / VCS
- Sketch / Invision..... Prototyping
- Webflow..... HTML/CSS/JS via UI
- 3dsMax..... General 3D
- Realflow..... Fluid Simulations
- World Machine..... Terrains
- FCP / Premiere..... 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, make 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.
- Designed user journey for channeling users to uplift certain product features.
- Post my efforts, the product experienced a better look with simplistic features performing the same tasks of a production grade video editor.
- The product is live at [Typito](#)

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 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 an output?
- My work has helped raise investments.