

# SHUBHRO GUPTA.

**Artist** / interaction + visual designer  
based in Gurgaon, India.

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## about

Hey, I am an 18-year high school student, working in the intersection between technology, art and design.

Keen on pursuing **psychology** and **fine arts**, and an aspiring game designer/developer.

In my free time, I develop games, apps, and websites. Enthusiastic about documentary films, philosophy, books, and photography.

## education

**DELHI PUBLIC SCHOOL, '21**

**10<sup>th</sup> grade:** 92% (AISSE)

**12<sup>th</sup> grade:** political science, mathematics, psychology, economics and fine arts.

## **Awards**

-Blue blazer, **blue tie** holder for 8 years of continuous academic excellence

-**1<sup>st</sup> prize:** Film making Competition held by the National DPS Science Society.

- **2<sup>nd</sup> prize:** Designathon held by [Exun](#), a national level tech symposium.

-winner of 10+ interschool events.

## **School Activities and Societies**

NODE (tech club) secretary, member of the photography and the physics club, MUN design secretariat, TEDx design team, yearbook committee head.

## **Courses**

- **Arts University Bournemouth**, 2-week summer course; learnt art principles of illustration, perspective drawing, sculpture, print and drama.

- **National Institute of Design**, 1-week summer course, traditional animation course, made flipbooks and one collaborated animation.

- **Arena Animation**, 2- year course, learnt graphic designing fundamentals.

## projects and experience

### **NODE, secretary**

organized the interschool computer symposium, AlphaNode 2018, invited over 15 schools, conducted training sessions for junior classes, participated and won various interschool competitions, managed all the digital requirements for the interschool events, introduced automation, which helped with generating invite cards, making yearbook and id-cards.

### **Bloom – The Sex education app**

Top 10 finalists in a national designathon (ESYA, IIIT-Delhi), designed a sex-ed app user interface, conducted surveys, made logo, illustrations, iconographies, video and pitched the idea.

### **Mentor – The Tutor app**

Developing a location-based app which helps students finding tutors for their desired subjects; minimal branding, user friendly navigation and rating-based profiles. Used Flutter, JavaScript and Google maps API. Currently under development for backend.

### **School Design Projects**

**TEDx** – designed posters, website, standees and the magazine

**Yearbook** – designed the yearbook for the senior batch, used python imaging library for automating the names and their quotes.

## skills

**designing** – highly skilled at branding, user interface design, graphics, and illustrations. Proficient in animation, user experience, typography and 3D.

**development** – JavaScript (vanilla, react, electron and express), python (selenium, PIL, and OpenCV), app dev (flutter, react native), and databases (MySQL, mongo).

**tools** – adobe illustrator, photoshop, XD, afterEffects, premierePro, animate. Cinema4D, gitbash, protopie, VScode.

## interests

technology, design, storyboarding, comics, animation, movies, fiction, books, movies, interactive art, games, prototyping.

## contact

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