

Harigovind

Visual/Experience Designer

Details

Based
Dublin, IE
Portfolio
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Education

Master of Arts (MA), Creative Arts –
Visual Communication

TU Dublin, Dublin, Ireland
Sep 2024 - Oct 2025

Focused on visual communication, research methodologies, and theoretical frameworks related to design for care, communities, and urban systems.

Graduation Project: Created a data visualization project representing a city's functioning through the roles of its essential workers.

Bachelor of Design (B.Des),
Communication Design

IIT Bombay, Mumbai, India
Jun 2019 - Jul 2023

Grade: 8.04

Specialized in visual communication and interaction, focusing on human-centered design approaches and visual storytelling.

Graduation Project: Designed a VR interactive experience, creating all 3D models and collaborating on Unity implementation.

Skills & Tools

- UX Design
- Interaction Design
- Visual Communication
- Prototyping
- 3D Modeling
- Motion Graphics
- Unity Integration
- Design Systems
- Adobe Creative Suite
- Photography
- AR/VR Design
- Blender

Hey, I'm Hari

Visual and Experience Designer with a background in 3D and immersive media, focused on crafting intuitive, user-centered digital experiences that connect people and ideas.
Skilled across UX workflows, motion graphics, and brand communication, with a strong foundation in research-driven design. Passionate about translating complex ideas into visuals that are functional, memorable, and emotionally resonant.

Work Experience

UX analysis and Content curation

[Jan '25 - March '25]

Grido

- Designed and launched a card-based content platform using Grido's AI-powered architecture, simplifying complex data into browsable visual grids.
- Curated and structured historical automotive content into accessible, thematic card formats with visual consistency.
- Conducted UX analysis as the first external user, identifying usability issues and contributing to early-stage product enhancements.

Creative Director (Freelance)

[Dec '23 - Feb '24]

Wesualize Studios

- Led creative direction, overseeing concept development and execution of high-impact VFX advertising campaigns.
- Developed storyboards integrating 3D elements and animation into live-action footage to enhance visual storytelling.
- Directed cross-functional teams of cinematographers and VFX artists, ensuring cohesive execution of creative vision.

Design Intern

[June '22 - Aug '22]

TCS

- Ideated user flows and transitions across diverse virtual environments.
- Conducted research on user-environment interaction within the metaverse.
- Created 3D environment and asset concepts using reference sketches and research insights.

Visual Designer

[Dec '20 - Jan '22]

YoZu

- Designed 3D models and developed a production pipeline in collaboration with the technical team, including model integration into Unity.
- Defined a framework for quality assessment, delivery timelines, and asset management for 3D content.
- Managed a team of 5 junior artists, ensuring timely and high-quality output.

3D Artist

[May '22 - June '22]

Numeronix

- Designed and optimized low-poly 3D models for characters and in-game assets, ensuring performance efficiency on Android devices.
- Refined and finalized assets created by other artists to meet game-ready standards.

Key Projects

City: Beneath the Surface

Designed and implemented an interactive data visualization installation that highlights the essential yet invisible urban workforce using responsive web technologies.

Conducted user and contextual research to analyze public sentiment and reframe social perceptions of care-based labor through data-driven storytelling.

Developed the project using HTML, CSS, and JavaScript (with initial prototyping in p5.js), leveraging AI-assisted coding tools for iteration and refinement.

AI as Coding Companion

Conceptualized and designed a responsive personal portfolio website to showcase multidisciplinary design and photography work.

Utilized AI tools (ChatGPT, Claude, and Google AI Studio) to generate, refine, and debug the entire website code using HTML, CSS, and JavaScript—without prior coding experience.

Directed the creative and functional vision, ensuring cohesive visual identity, smooth interaction design, and optimized performance across devices.