Ishaan Karnani

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EDUCATION

FLAME University — Pune, Maharashtra
MBA. in Marketing; CGPA: 7.00 — Aug. 2025 – Present

FLAME University — Pune, Maharashtra
B.Sc. in Computer Science and Design; CGPA: 7.23 — Aug. 2022 – May. 2025

EXPERIENCE

Telosa — Pune, Maharashtra
Management Trainee - Content Strategy + Community Building — May 2025 - Sept 2025

- **Product Design and Content Strategy**: Drove user engagement by aligning product design principles with content strategy, resulting in the creation of targeted YouTube content (Scripting and Editing) that supports platform adoption and community growth.
- **Creative Execution**: Managed the end-to-end production of digital assets and narratives, leveraging design skills to develop compelling content that increases brand visibility and community interaction.

Willwali — Kuala Lumpur, Malaysia (Remote)
Software Development Intern — May 2024 - Aug 2024

- **UX Prototyping**: Translated complex platform requirements into user-friendly interfaces by creating detailed wireframes for the platform, ensuring a logical and intuitive user journey from concept to final design.
- **Quality Assurance (QA)**: Executed thorough bug testing and quality assurance protocols, collaborating with the development team to identify and resolve critical functional issues, which contributed to a more stable pre-launch product.

KEM Hospital Research Centre — Pune, Maharashtra
Research Intern — May 2023 - June 2023

- **Systems Improvement**: Re-engineered and streamlined legacy data tracking and storing systems, enhancing the reliability and accessibility of patient records for the medical team.
- **Community Engagement and Design**: Supported healthcare outreach initiatives in tribal villages by assisting in the creation of accessible awareness-creating tools and performing essential data entry and field research to support health provision.
- **Field research**: Conducted initial on-field research to gather contextual data, informing the design and deployment of resources and outreach materials (a key element of service design).

PROJECTS

- **Educational Tool Assisting ADHD Patients**: Developed a gaming tool which serves as a educational supplement for ADHD patients and people with short attention spans. The tool was shown to improve concentration and results for theory heavy subjects.
- **Financial Literacy Education Tool for Teens**: Designed a platform that aims to teach financial literacy to teens (12-15 years) about financial literacy with the help of a mock economy.

VOLUNTEER WORK

- **Volunteer Teacher at Mahatma Phule Vidyalay, Lavale**: Taught Computer Science and Programming to students in Class 9.
- **Volunteer Teacher at Bal Bhavan, FLAME University**: Taught chess to the children of FLAME University cleaning staff and security guards.

SKILLS

- **Proficient**: GameMaker Studio 2, Canva, Prompt Engineering, Design Thinking

- **Comfortable**: Figma, Davinci Resolve