



# Jai Singh Dhaliwal

## about me

Creative and detail-oriented FIRST CLASS Graphic Designer with a passion for UI, UX and web design. I enjoy coding websites and I have a keen interest in entering app/web design and development industry. I am enthusiastic about 3D modelling, rendering and augmented reality in Blender. I enjoy photography, videography and capturing the world around me.

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Portfolio (WIP): [jaisinghdhaliwal.github.io](https://jaisinghdhaliwal.github.io)

## portfolio contents

Coventry AR Map  
UI/UX, Augmented Reality

Everyone Eats  
Branding, UI/UX, Augmented Reality

Just Design  
UI/UX, Web design, Web Development

Anime-Style Landscape  
3D, Illustration

Emoji Models  
3D, Modelling

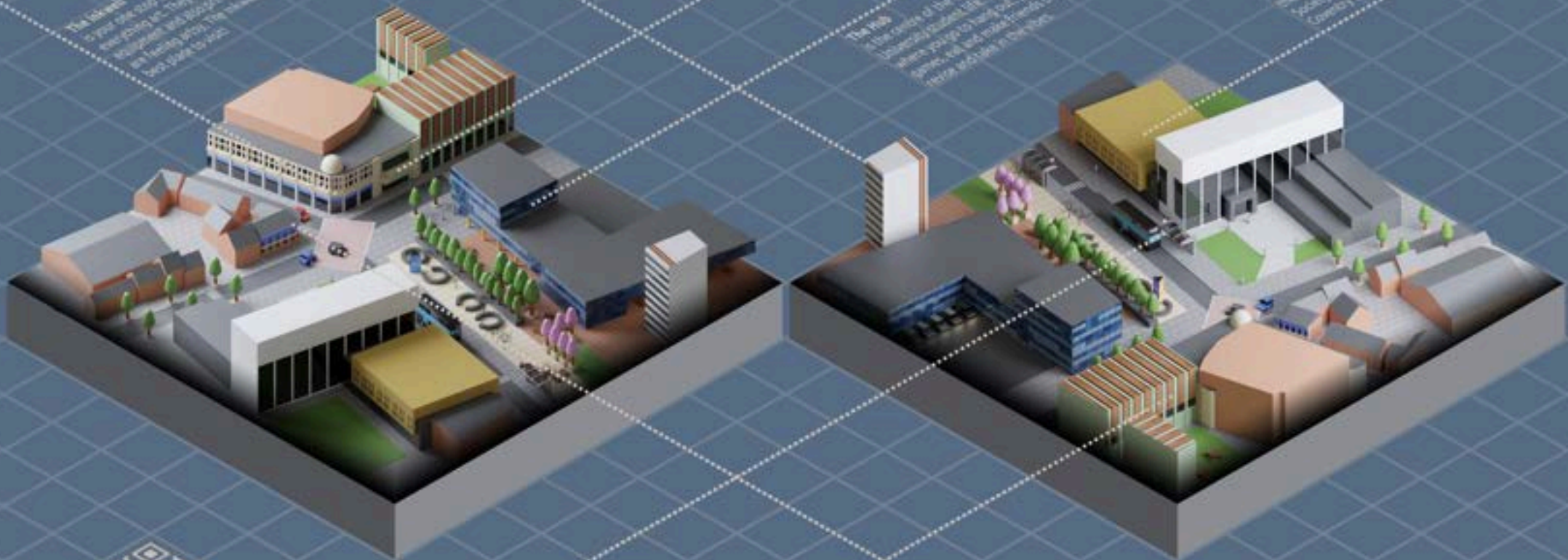
Modelling My Living Room  
3D, Photogrammetry, Modelling

## certification



# Student Holomap

University Series  
1/15



valued for its ability to connect customers to the right people in the right way. The company's success is a testament to its ability to connect customers to the right people in the right way.

The National Commission Building was built in 1971 and is named in honor of Congressmen John Dingell and Robert C. Byrd, representing Michigan and West Virginia, respectively.

The People's Science for the People's Movement on World War II and the Holocaust has been a major success story in the development of the People's Science movement. The People's Science for the People's Movement on World War II and the Holocaust has been a major success story in the development of the People's Science movement.



# Coventry AR Map

An augmented reality map of Coventry city centre, including the Delia Derbyshire building, The Hub and the Inkwell. Users can watch cars drive around as they explore the interactive map by tapping on clouds and revealing what they conceal. Coventry Map was 3D modelled in Blender using reference images, rough 3D LiDAR scans and Google Earth.

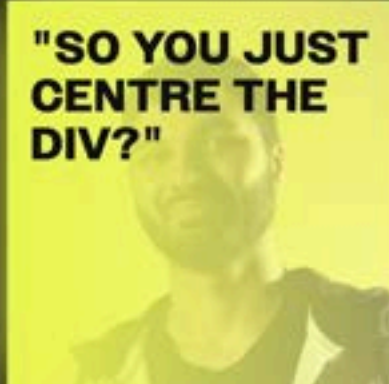
You can scan the QR Code to access the AR map - Compatible with iPhone and iPad only.

## TOOLS

Blender  
Adobe Illustrator  
Pixelmator Pro  
Reality Composer  
GitHub  
Google Earth



## STUDENTS

[! BRANDING](#)[& TYPOGRAPHY](#)[< WEB/UI/UX](#)[~ ILLUSTRATION](#)[^ EXPERIMENTAL](#)[? EDITORIAL](#)[+ INFORMATION](#)



# Just Design Degree Show



As the project manager of the website team, I allocated tasks to team members, designed the website and coded the website available at [justdesign.show]

The website has a main page that is split up into a home, about, directions and all students pages. Each student has their own pages and each student's work has its own page.

The website was designed with speed in mind and can score 100 on all metrics depending on the traffic.

Microsoft Copilot was used to aid with JS development.

## TOOLS

HTML/CSS/JS/JSON  
Visual Studio Code  
Figma  
Github  
Microsoft Copilot  
Pixelmator Pro







# Everyone Eats

Everyone Eats is a movement that aims to tackle hunger on the streets. People on the streets do not have a reliable source of food and suffer from starvation and malnutrition.

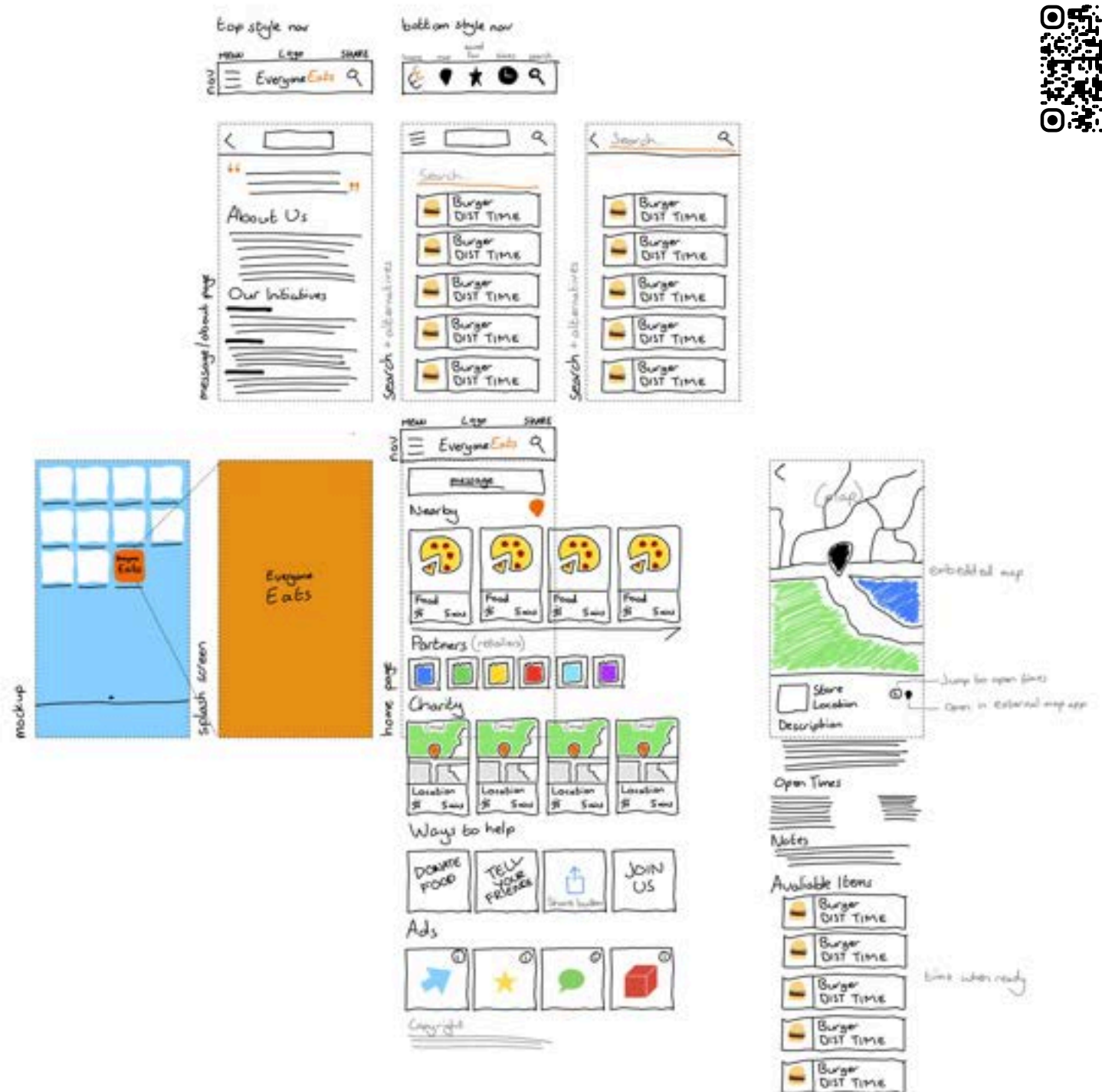
Everyone Eats allows people and businesses to advertise food that might have gone to waste otherwise. This may be food close to expiry or leftover lunch.

Using AR, people can easily scan and upload 3D models of the food or packaging for users to see and read any allergy information without requiring input from the uploader.

You can scan the QR Code to access an early version of the Everyone Eats PWA. Install as an app by adding to home screen. AR features are only compatible with iPhone and iPad.

## TOOLS

HTML/CSS  
Figma  
Blender  
RealityScan  
GitHub





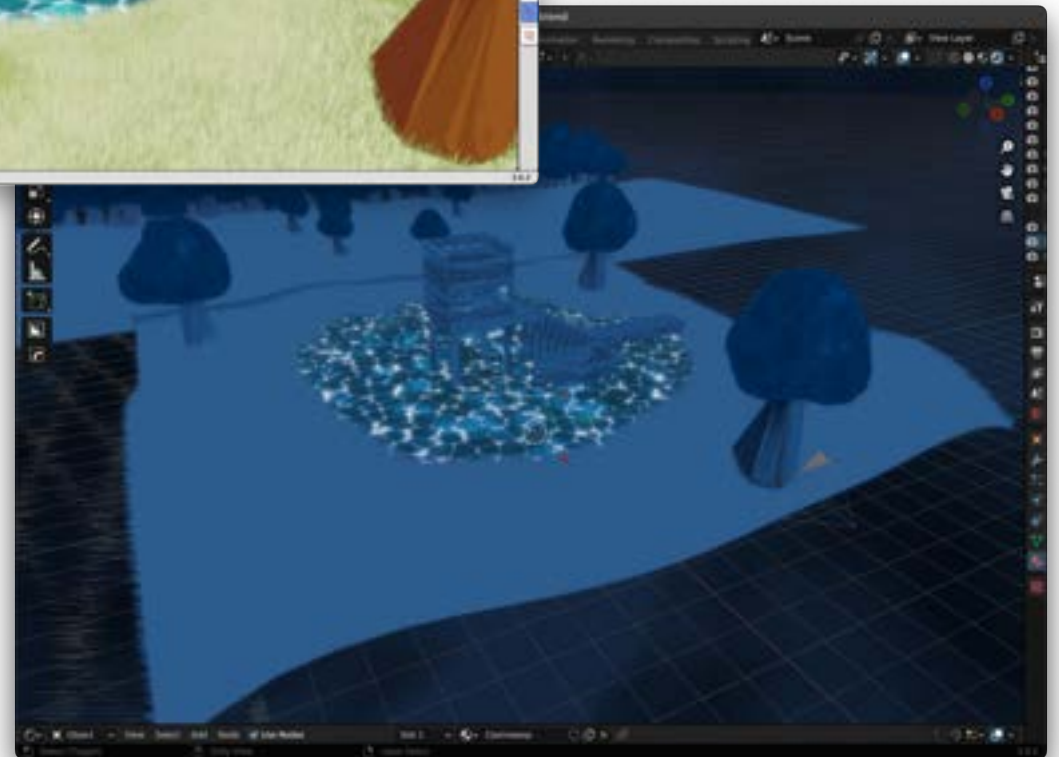


# Blender Anime-Style Landscape

I 3D modelled a day and night version of a landscape with trees, grass and a little lake. Project was inspired by the graphics of The Legend of Zelda: Breath of the Wild. This was a project to learn more about modelling techniques in Blender and I wanted a new desktop wallpaper

## TOOLS

Blender







# Blender Emoji Models

I 3D modelled emojis inspired by the illustrations behind Apple emojis to practice modelling objects. The only references used were a PNG of the original emoji and the rest was modelled from scratch.

## TOOLS

Blender







# Modelling my Living Room

I was learning how to 3D model real life objects to accurate measurements to build a library of augmented reality objects. I then began modelling my living room and incorporated the objects that I modelled. I also used photogrammetry software to create some models and as a reference for other objects that i think would not take too much time to model.

## TOOLS

Blender  
Reality Scan  
Adobe Substance 3D Sampler

