



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.

+44 07455 794117

i.jai@icloud.com

[linkedin.com/in/jaidhaliwal](https://www.linkedin.com/in/jaidhaliwal)

Portfolio (WIP): 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

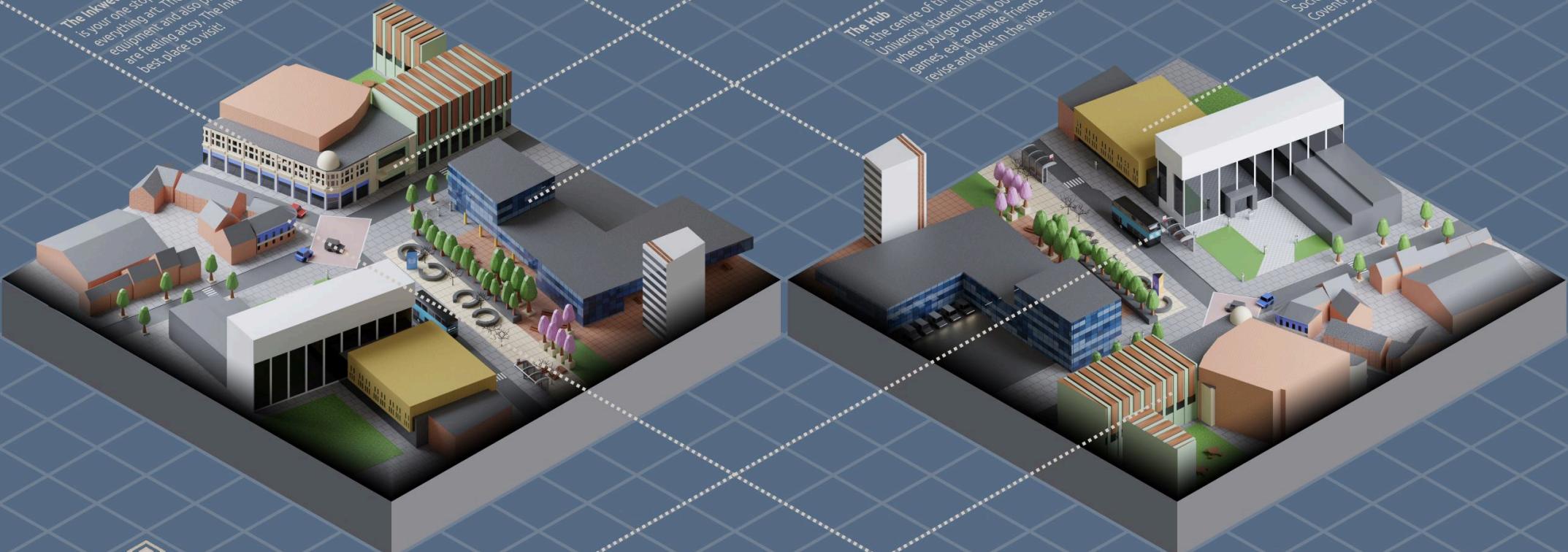
The Inkwell is your one stop shop for everything art. They sell art equipment and also print. If you are feeling artsy, The Inkwell is the best place to visit!

The George Eliot Building was built in 1960 but was recently refurbished and is now exclusively used by the College of Business and Law and Faculty of Arts and Humanities.

The Ellen Terry Building was once a cinema named after the Shakespearean era actress but is now the building for the School of Media and Performing Arts and has a versatile range of studios.

The Hub is the centre of the Coventry University student life. This is where you go to hang out, play games, eat and make friends or just revise and take in the vibes.

The Delta Derbyshire Building is named after the legendary musician behind the Doctor Who theme. It is the flagship Arts and Society and is the home of Coventry's creativity.



National Express runs 46 bus routes in Coventry. The buses are 100% electric and have Wi-Fi and USB charging on board. There are a variety of bus routes that drop you off at The Hub.

The Richard Crossman Building was built in 1971 and is named after the politician who represented Coventry East. It is used by psychology, criminology and social sciences.

The Phoenix Student Bar has everything you would ever want from a bar and more! This includes screens to watch sports with other students and games such as beer pong and pool.

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

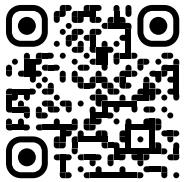
↗ EXPERIMENTAL

? 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

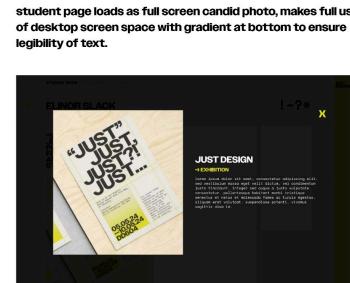


when scrolling down, background image is parallax and work will scroll ontop of it. gradient will move with scrolling to ensure legibility of font

image fades away as the work is the main focus, more space for work to shine and better use of aspect ratio to accommodate work of all sizes

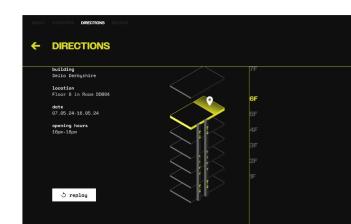
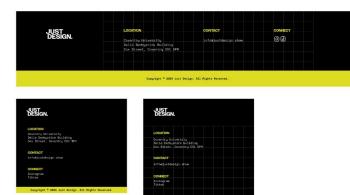


full working scrolling prototypes here,
do not ask me why this scrolls up as for i have no idea



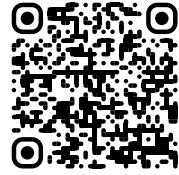
mobile version

Hover effect on a piece of work





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

GithHub

The image contains several hand-drawn wireframe sketches of the Everyone Eats mobile application interface:

- Top style nav:** Shows a navigation bar with "MENU", "Logo", and "SHARE" buttons.
- bottom style nav:** Shows a navigation bar with "home", "map", "Food", "biomes", and "search" buttons.
- message/about page:** Shows a back button, a search bar, and sections for "About Us" and "Our Initiatives".
- Search + alternatives:** Shows a search bar and a grid of food items labeled "Burger DIST TIME".
- home page:** Shows a header with "menu", "Logo", "SHARE", and a "message" button. Below are sections for "Nearby" (food items), "Partners (retailers)" (store icons), "Charity" (location icons), "Ways to help" (buttons for "DONATE FOOD", "TELL YOUR FRIENDS", "Share button", and "JOIN US"), "Ads" (four icons: blue arrow, yellow star, green speech bubble, red cube), and "Available Items" (a grid of food items labeled "Burger DIST TIME"). A note "Time when ready" is written next to the items.
- embedded map:** Shows a map with a store location marked, with options to "Jump to open times" and "Open in external map app".
- Copyright:** Shows a row of icons: a blue arrow, a yellow star, a green speech bubble, and a red cube.



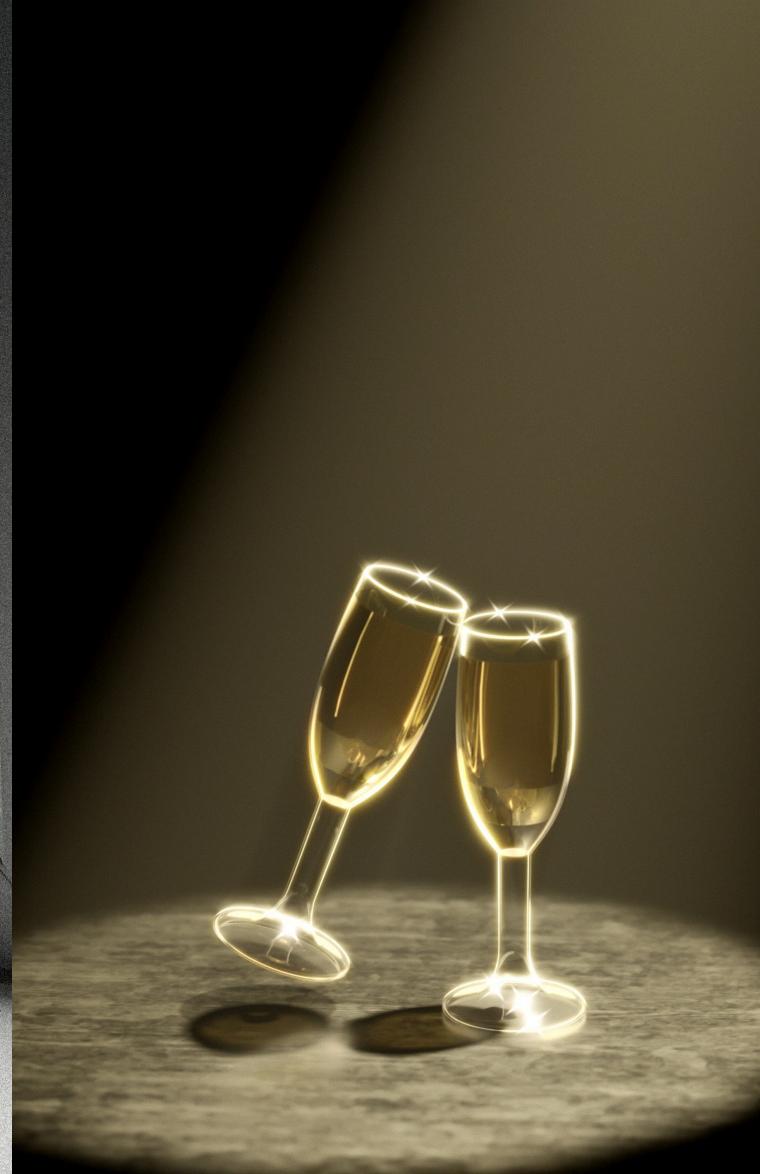
Blender Anime-Style Landscape

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

