

# JRIBH SHANDILYA

INTERACTION DESIGNER . ARTIST . ARCHITECT

My biggest endeavours are creativity, efficient time management and respecting constraints. From a family of teachers, my love for design and sketching have brought me to this unconventional field.



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## EDUCATION

- MASTER OF DESIGN  
**Industrial Design Centre, IIT Bombay**  
Mumbai, India  
Jul 2020- Present  
Current CGPA- 9.31
- BACHELOR OF ARCHITECTURE  
**School of Planning and Architecture**  
New Delhi, India  
Jun 2014- May 2019  
Percentage- 68 %

- SECONDARY SCHOOL  
**Delhi Public School**  
Bulandshahr, UP, India  
Jun 2014  
CBSE- 96.2 %
- HIGH SCHOOL  
**Delhi Public School**  
Bulandshahr, UP, India  
Jun 2012  
CBSE- 10 CGPA

## WORK EXPERIENCE

- **Internship / UX Design**  
TATA Digital  
Mumbai, India  
May 2021- July 2021
- **Architect**  
inCUBIS CONSULTANTS PVT LTD  
Gurugram, India  
Jan 2020- Aug 2020
- **Creative Consultant**  
1mg TECHNOLOGIES PVT LTD  
Gurugram, India  
Aug 2019- Dec 2019
- **Internship / Architecture**  
ALESSANDRO PEPE ARQUITECTO  
Porto, Portugal  
Feb 2018- Apr 2018
- **Internship / Creative**  
LEDeG  
Ladakh, India  
Jun 2018- Jul 2018

## WORK DESCRIPTION

Design and conceptualisation of the TATA App, including various features within the platform. Work involved following the whole UX process, including research, UI and prototyping.

Architectural work, involving conceptualizing, designing, sketching, rendering and making working drawings for various architectural projects in Delhi and Gurugram.

Architectural and logistical projects concerning warehouses. Work involved designing and interior construction of warehouses. helping with logistics and designing/finding solutions to everyday logistical problems.

Work involved illustration, site visits and architectural design of various projects, which included residential projects in and around Porto, product design for a lamp, and a skyscraper in Brasil.

Design and architecture work for an NGO ‘LEDeG’ in Ladakh. Worked on an EU funded project “Liveable Leh”, focussing on re-designing public toilets and public spaces in Leh and a school in Nubra Valley.



CO-CURRICULAR ACHIEVEMENTS

- KoWo, FHE, Erfurt, Germany  
Jun 2017      1st Rank
  - All India Wildlife Painting Competition  
Aug 2005      3rd Rank

This 3 day competition invited participants to represent slant, or ‘schon schrag’ through a physical model. Done in a group of 6, our model represented a dynamic closed space, in which various slopes represented different feelings.

A national competition held in 2005 which challenged participants to represent India’s wildlife diversity via an artwork.

SOFTWARE SKILLS

|                  |                                                                                     |
|------------------|-------------------------------------------------------------------------------------|
| Photoshop        |  |
| Adobe XD / Figma |  |
| Illustrator      |  |
| Premiere Pro     |  |
| After Effects    |  |
| VSCode           |  |
| Indesign         |  |
| Rhino            |  |
| AutoCad          |  |
| Sketchup         |  |
| Procreate        |  |

CODING SKILLS

HTML

CSS

JavaScript

DESIGN SKILLS

Sketching


User Research


Storyboarding


Prototyping


UI/Microinteraction Design


INTERESTS

- 

Watching animation movies
- 

Listening to music
- 

Gaming (RPGs)
- 

Travelling
- 

Playing/Watching Football

LANGUAGE SKILLS

Born in India, learned English and Sanskrit in school.

