

## EDUCATION

### IIT Guwahati | 2016

Bachelors of Design

### DLDAV Model School

CBSE 12th : 93.2 %

### St Peter's College

ICSE 10th : 95.4%

## INTERESTS

User Experience Design

3D Modeling

Animation

Psychology

## SKILLS

Contextual Enquiry

Affinity Analysis

Wireframing

Information Architecture

Prototyping

Usability Testing

## SOFTWARES

Adobe Creative Suite

Invision, Pixate

Balsamiq

Blender

Autodesk Maya

## Programming

HTML/CSS, Javascript (Basic)

C, C++, Python

## EXPERIENCE

### Cofounder, Pakit

Ongoing

Working on a mobile application, which solves the problems in courier delivery services, by making use of P2P model. Involved as **Lead Product Designer**, and also as **Product Manager**. Responsibilities include creating seamless experiences, clean interface, and also managing a team of four.

### 3D Modeling Intern, Prana Studios

Summer, 2016

Learned the basics of 3D Modeling, and gained experience on Autodesk Maya. Was given the task of creating a 3D Set for a video game based on the Sholay Movie. Successfully completed it. Also, tried hands on texturing and animation.

## PROJECTS

### Pakit - P2P Package Delivery Service

Our Vision is to create such seamless experience, that even those who find themselves less tech-savvy can use the application with ease. We are following the user-centric design process, and trying to achieve a minimal interface, to make it look aesthetically pleasing, as well as to increase its usability. The design of the app is complete, and it is currently under development.

### Splitty - An Expense Splitting Mobile Application

After trying to use half a dozen expense-sharing apps, me along with a peer, decided to work on one of our own, which could be simple to use, and could cater to the need of the target group - young bachelors and students.

### Sim 8 - A VR Based Learning Application

This was done as a team submission to Ozchi 2016, an annual 24 hour design competition conducted all over the world. A design brief was given, and we had 24 hours, to design a solution. Worked in a team of 5, to design the solution from scratch.

### Youtube iOS Concept Redesign

This project was done, to practise the theoretical aspects of User Experience Design. Tried to follow the UX Process in redesigning the interface of the iOS application of youtube.