

SAUMYA OBEROI

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somuberry.me

EDUCATION

Dual Degree CPI: 9.62

Master of Animation Design (M.Des) | 2022-2023

Bachelor of Design (B.Des) | 2018-2022

IDC School of Design, IIT Bombay

International Semester Exchange 16/20

Cinema d'Animation | Spring 2023

Ecole Nationale Supérieure des Arts Décoratifs, Paris

WORK EXPERIENCE

Dakshina Dvaraka Foundation | Freelance Designer 2025, Ongoing

Part of the 'Goh Bugun' cultural memory revival project, which is focused on reviving weaving and other craft technologies of the Arunachali Bugun tribe. Handling documentation and communication for the project.

Childhood Reading Foundation | Core Working Team: Designer 2025, Ongoing

Working in a team of <5 to create a database resource of curated Indian kidlit. We aim to improve access to information around Indian books for stakeholders (especially schools), hopefully resulting in an increase in the readership of Indian kidlit among Indian children.

Samsung Research Institute, Bangalore | Senior Designer Jul 2023- Oct 2025

Worked within the Experience Planning Group and collaborated with Innovation teams at Samsung R&D India, focused on improving basic experiences within Samsung mobile phones, pitching experiences around new technologies, and conducting innovation activities for aesthetic digital experiences.

Penguin Books, India | Children's Literature Illustration

Upon commission by Penguin Random House, illustrated full-color children's books:

'Animals in the House', an anthology of short stories by Ruskin Bond. 2023

'Baloo's Big Win', a biography of India's first dalit cricketer by Mamta Nainy. 2024

Winner: Neev Book Award 2025, Neev Student's Choice Award 2025

'Agassi and the Great Cycle Race', a comedic adventure by A. Khyrunissa. 2025

'Animals on the Train', a story adaptation for children by Ruskin Bond. 2025

Pratham Books, Singapore Book Council | Children's Literature Illustration

Illustrated a 24 page children's book titled 'Come Back Soon, Mira' by Chatura Rao. 2022

Participated in a 'picture book hackathon' organized by publisher Pratham Books and the Singapore Book Council, to create a wordless children's picture book titled 'A Bunch of

Flowers' with Filipino author Liwliwa Malabed. 2022

Flowers' with Filipino author Liwliwa Malabed.

Paperboat Animation Studios | Internship 2021

During an internship, created a pitch deck for season 1 of an animated OTT streaming show for children aged 8-12, based on the periodic table of elements. Responsibilities included story development, designing characters, illustrating for the pitch deck, and collaboratively writing the pitch material.

PROJECTS

The Art of The Left Hand of Darkness | Concept Art

Studied the 1969 sc-fi novel 'The Left Hand of Darkness' by Ursula K. Le Guin and created a body of development work for a hypothetical, feature-length animated adaptation of the same. Character designs, key beat illustrations, location and environment guides, and other development work have been compiled into an artbook.

2022
Bachelor's Thesis Project

Une Recette Pour Bonheur | Interactive Animated Experience

Created and prototyped in Figma an interactive short film about an elder sister's plan to cheer her cranky younger sibling up. The project features 9 hand-drawn animated loops, which combine to form a 'film' meant to be savoured at one's own pace.

2023

Half Fry | Animated Short Film

A short hand-drawn 2D animated film about a young woman who, upon failing to take proper care of herself, becomes subject to an unexpected intervention. Recognitions include:
Winner, ASIFA Awards of Excellence 2024: 2D Animation, Student Category
Winner, Goa Short Film Festival: Best Director, Student Category
Official Selection, Stockholm City Film Festival
Official Selection, West Bengal Short Film Festival

2022

Big Bang Bazaar | TV Pitch Development

Worked in a team of seven as head of character design and style direction in a mock-studio scenario, to create a marketable TV show IP within two weeks. Deliverables included a mini style-bible (with locations, characters, props, and sample stills), a pitch bible with 8 episode loglines, and a budget proposal.

2022

Gadar | Concept and Production Art

Visual development art, character designs, and background painting for the animated sections of a partially animated historical documentary, about racial trials faced by the Sikh lumber-working community in the USA during the early 1900s.

2021

Jaggu and the Don | Graphic Novel

An original 24-page graphic novel about a young fisherman, Jaggu, and his run-in with a local mafia that hopes to seize his prime waterside plot of land.

2020

ACHIEVEMENTS

All-India Rank 1, UCEED 2018

Undergraduate Common Entrance Exam for Design. Rank 1 out of 11,600+ applicants.

Department Rank 1, IDC School of Design

Calculated from CPI, rank 1 out of 80+ final year M.Des and Dual Degree students.

COMMUNITY LINKS

Rise-Up Animation

Member since foundation

Women in Animation

Member since 2019

Mentor Circles participant in Fall 2022

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CORRESPONDENCE AT

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