



Pranav Lokhande

Roll Number : : 204205012
M.Des - Master of Design
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Education

Degree/Certificate	Institute/Board	CGPA/Percentage	Year
M.Des	Indian Institute of Technology, Guwahati	8.31 (Current)	2020 - Present
B.Tech	Atharva College of Engineering	8.18	2015 - 2019
Senior secondary	HSC Board	59.08%	2015
Secondary	HSC Board	62%	2013

Publications

- **A Real-time Immersive Experience Of Chess in VR** 2018
Prof. Ajeet Ghodeswar

Projects

- **Gamification in Tourism (UI | UX Design)** Jan 2021 - April 2021
Dr. Pratul Chandra Kalita, Associate Professor, Dept. of Design, IIT Guwahati
Researching and analyzing the trends in modern tourism, and empathizing with the challenges faced by the industry. The final solution of this project was a mobile application which provided the user an enhanced experience of their travels.
- **ACE (Brand and Identity design)** April 2021 - May 2021
Self-initiated Project
ACE is a personal project which was intended as a part of learning Branding and Identity design, the goal was to create a brand which portrayed the necessary feelings for a men's formalwear fashion line. The project entailed logo design, graphic design and typography.
- **Huddle Sports Social Media (UI | UX Design)** May 2021 - June 2021
Self-initiated Project
Huddle is a sports social media application for all kinds of users to reach and connect with each other, eliminating the tendency to avoid trying out any sport of any kind. It aims to bring those friends to you, to try out a niche or a popular sport. It also allows the user be a part of a group of sport-enthusiasts and participate in a variety of events.
- **A Real-time Immersive Experience Of Chess in VR (App Development)** June 2018 - May 2019
Prof. Ajeet Ghodeswar, Atharva College of Engineering
The concept is a combination of the aesthetically attractive aspect of technology and the basic but intelligent game of chess, it is an android application which used wireless VR headset and a wireless VR remote as a controller of the game to immerse the players into the detailed and graphically created environment.

Technical skills

- **Design skills** : Design thinking, Graphic design, Interaction design, Typography,
- **Design tools** : Adobe Illustrator, Adobe Photoshop, Adobe XD, Figma, Blender*, Procreate, Unity3D*
- **Programming languages** : C++,C, Python, Java, HTML, R*, C#*, Assembly-level Language*
- **Web technologies** : HTML*, CSS*, Javascript*
- **Database management** : mySQL*

** Elementary proficiency*

Key courses taken

- Web Engineering
- Design Methods
- Engineering Drawing
- Machine Learning
- Graphic Design
- Creativity And Innovation*
- Interaction Design
- Visual Design Principles
- Human Machine Interaction
- Form Studies
- Usability Engineering*
- Introduction to Service Design*

** To be completed in Nov 2021*

Positions of Responsibility

- **Core Team**, Marketing, Ishanya '21, Annual Design Festival of Indian Institute of Technology, Guwahati.
 - **Creative Technical**, IEEE 2017, Atharva college of Engineering.
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Extracurricular

- **CEED 2020** : Secured All India Rank 46 in SC category, among 5,564 candidates appearing for the test.
- **Nanotechnology and Non Conventional Energy Production Workshop**, March 2016, Atharva College of Engineering.