



Sonu

Roll Number : 204205022
M.Des- Master of Design
Indian Institute of Technology Guwahati

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Education

Degree/Certificate	Institute/Board	CGPA/Percentage	Year
M.Des	Indian Institute of Technology, Guwahati	8.8 (Current)	2020 - Present
B.F.A	College of Art, New Delhi	67.2%	2014 - 2018
Senior secondary	CBSE board	58.8%	2012
Secondary	CBSE board	7.2 CGPA	2010

Experience

- Design Intern at SumaaroH Productions Pvt Ltd** *May 2021 - July 2021*
During my tenure, I was a part of wedding decor designs teams and my role was to visualization of the wedding set. I also designed personalized gifts as per the requirements of the client of SumaaroH, which was appreciated.
- Freelancer at Drumstick Design** *Feb 2019 - Aug 2020*
With the Drumstick design team, I was involved in several packaging of consumer goods, Branding, and social campaign design for National Organ and Tissue Transplant Organization (NOTTO).

Projects

- STEAM Toys for Children** *Ongoing*
Project Mentor Supardip Das, Associate Professor, Dept. of Design, IIT Guwahati.
Master Thesis Project :-The project aimed to develop low-cost do-it-yourself STEAM (Science, Technology, Engineering, the Arts and Mathematicstoy) for children to play and learn. The project intends to use locally available materials and other low-cost materials to make affordable, functional, safe, viable, and reliable STEAM toys.
- Design and Development of Indian Water Chestnut Harvesting Equipment.** *Ongoing*
Project Mentor Supardip Das, Associate Professor, Dept. of Design, IIT Guwahati
Semester thesis Project :-This project aims to develop full-scale working prototypes of Indian water chestnut harvesting equipment to address issues related to harvesting and test usability and ergonomic aspects. **On 13/09/2021 This Project was recommended for the Prototype development grant NEWGEN IEDC Guwahati.**
- CUDO Cardboard game on Covid-19** *Feb 2021*
Winner of D'source Corona Design Challenge.
Design Challenge :-This board game's aim was to promote learning about "safety precautions related to covid-19. It helps to develop a good habit and create awareness about Covid-19 and ensuring social distancing while playing. **On 01/02/2021 This Project was awarded by D'source Corona Design Challenge.**

Technical skills

- **3D Modelling** : Solidworks, and Autodesk Fusion 360
 - **3D Photorealistic Rendering** : Keyshot
 - **Wireframing Tool** : Figma
 - **Vector Graphics** : Corel Draw, Adobe Illustrator
 - **Operating system** : Windows
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Achievements

- **Winner of D'source Corona Design Challenge** : There were 2726 entries with over 3900 participants from 55 countries in all three rounds. Where I won a certificate of winning.
 - **Rashtrapati Rover Award** : It is a National award for services to society. The president of India gives this award to selected Scouters, and an award recommended by The Bharat Scouts and Guides.
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Extracurriculars

- **Mentor and curriculum planner at Nanhe Sapne NGO** : I was the first student of this NGO, and later I got a responsibility to manage and run this NGO where my role was to guide the student. I also designed a curriculum for them which enhances the productivity of NGO, as well as students.
 - **Founder of Maharana Scout Adventure club New Delhi** : Maharana Scout Adventure club New Delhi is Affiliated with The Bharat Scouts and Guides. I am president of the Club since 2016.
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Key courses taken

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| • Product Design Prototyping and Advanced Manufacturing* | • Usability Engineering* |
| • Product Detailing | • Service Design* |
| • Ergonomics | • Design Methods |
| • Form Studies | • Graphic Design |

** To be completed in Nov 2021*