



Vishnu Suresh

Roll Number : 180205044
Bachelor of Design
Indian Institute of Technology, Guwahati

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Education

Degree/Certificate	Institute/Board	CGPA/Percentage	Year
B.Des	Indian Institute of Technology, Guwahati	8.32 (Current)	2018 - Present
Senior Secondary	Karnataka PUC Board	94.5%	2018
Secondary	Anthony Claret School, ICSE	95.8%	2016

Experience

- Product Design Intern | Workbench Projects, Bangalore** *May 2019 - Jul 2019*
Completed rapid prototyping, CNC Machining and woodworking projects for clients of the firm. Worked on pottery prototyping for an urban farming solution; taught Design Thinking and Problem Solving to schoolchildren, and worked on the development of a Community Fridge.
- Motion Designer | Bulliever Island Metaverse** *Jul 2021 (Ongoing)*
In-charge of all motion graphic content created for the Bulliever Island NFT Collection; in-charge of creating reveals and showcase videos for the upcoming Metaverse project.
- Motion Designer | Shift Films** *Apr 2020 - Jun 2020*
Worked on a client video project involving asset creation, storyboarding and animation.

Projects

- Application of Expansion Mechanisms (with Samsung Electronics)** *Jun 2021 - May 2022*
Prof. Pankaj Upadhyay, Dept. of Design, IIT Guwahati
Recipient of the Samsung Fellowship 2021-22, Samsung Innovation Campus, IIT Guwahati
Ongoing Bachelor's Thesis Project: Research and study on Expansion Mechanisms and Deployable Structures, and their applications on daily use products. Project aims to use mechanisms to design compact and sustainable products for consumer use.
- MIST - Organizational Emergency Response Kit** *Jan 2021 - May 2021*
Dr. Shakuntala Acharya and Dr. Ravi Mokashi, Dept. of Design, IIT Guwahati
Semester Thesis Project 2: Designing wearables as part of an Emergency Kit made for large-scale organizations. Project aimed to revitalize the way emergency care delivery services are made accessible for immediate use in the urban Indian context.
- Agua - TUI to incorporate Music while Bathing** *Sep 2020 - Dec 2020*
Prof. Keyur Sorathia, Dept. of Design, IIT Guwahati
Agua is a bathroom music player created as part of the course - Tangible User Interfaces. Project involved user research mapping, problem identification, creating product concepts and a product showcase video.
- Modulair Recon - Modular Redesign of a Sneaker** *Jan 2020 - May 2020*
Prof. Pankaj Upadhyay, Dept. of Design, IIT Guwahati
Semester Thesis Project 1: Modular redesign of a sports sneaker to incorporate multiple utilities in a single form, and to improve the sustainability factor of shoes by focusing on reducing the wastage produced while disposing of them.

Technical skills

- Adobe Creative Suite** : After Effects, Premiere Pro, Illustrator, Photoshop, Lightroom
 - 3D Modelling and Simulation** : Fusion 360, Blender, Keyshot, Cinema 4D*, Solidworks*, Rhino*
 - Design Skills** : Product Sketching, Rapid Prototyping, Photography and Videography, 2D & 3D Motion Graphics
- * Elementary proficiency

Positions of Responsibility

- **Head of Marketing at Ishanya, Annual Design Fest, IIT Guwahati** *(Jan 2019 - May 2021)*
Head of Team Marketing for Ishanya 2021, IIT Guwahati. In-charge of onboarding collaborators and partners, and managing a team of 9. Organized Ishanya as a core team member in 2019 and 2020.
- **Director of Media and IP, IIT Guwahati Model United Nations** *(Oct 2018 - Mar 2021)*
Organizing team member for the 10th 11th editions of the conference *(2019 and 2020)*, and Head of Media and International Press for the 2021 edition.
- **Creatives Core Team, Techniche, IIT Guwahati** *(Oct 2018 - Oct 2020)*
Part of the 5 member core team handling event branding of the Annual Techno-Management Fest of IIT Guwahati, and managing a team of 35 juniors. Worked on the full-length promo, reveal and design language of the virtual 2020 edition of the fest.

Achievements

- **UCEED 2018** : Secured AIR 36 among 11,500+ students.
- **Manthan 2019, IIT Guwahati** : Secured 1st position in the inter-hostel Film-making competition.
- **SCE Israel Mechathon 2021** : Finalist in the Workshop on Creativity in Engineering and Design.

Key courses taken

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|----------------------------|---|
| • Materials and Processes | • Ergonomics in Design |
| • Product Detailing | • Form Studies |
| • User Research Methods | • Human Centered Design: Prototyping <i>by Acumen Academy</i> |
| • Plastics and Composites | • Modelling and Simulation |
| • Tangible User Interfaces | |