



# Mavika Boyini

Roll Number : 180205016

B.Des - Department 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	8.79 (Current)	2018 - Present
Senior secondary	Telangana State Board of intermediate education- Hyderabad	95.2%	2018
Secondary	ICSE board	91.83%	2016

## Experience

- **Design Intern, Wipro Limited**

*May 2021 - July 2021*

Interned at Wipro Limited as a graphic designer and illustrator for uplifting their brand identity by refreshing their repository of illustrative assets.

- **Freelance Illustrator**

*June 2020 - ongoing*

Working as a freelance illustrator to create captivating and appropriate artworks for clients. Worked on illustrations for food packaging, an upcoming metaverse project, animated videos and websites.

## Projects

- **Design for Sex Education**

*Aug 2021 - ongoing*

Bachelor Thesis Project

Guide - Dr. D. Udaya Kumar, Prof. Shakuntala Acharya (DOD, IITG)

Working on a project to tackle the taboo around "Sex Education" in India by enabling and empowering the youth to engage in conversations about their sexual wellbeing and how it affects their daily lives.

- **"Seconds" - a Graphic Novel**

*Jan 2020 - May 2020*

Semester Thesis Project 1

Guide - Prof. Mriganka Madhukailya (DOD, IITG)

Seconds is a Graphic Novel with a relatable narrative around the awkward and sweet relationships in an Indian family. The protagonist, a college-going student, is put in a tough spot when her nosy relatives visit home and she is forced to put on an angelic facade to brave them.

- **Design for Children's Book**  
Semester Thesis Project 2  
Guide - Prof. Shakuntala Acharya (DOD, IITG)

*Jan 2021 - May 2021*

Worked on designing a children's book that uses a unique technique of narration through expressive typography. This enabled kids to link words directly to their meaning without the need for extraneous illustrations.

- **Illustrations for Bulliever Island Metaverse**

*Sept 2021 - ongoing*

Working on creating brand assets and creatives for the Bulliever Island NFT collection and their upcoming Metaverse project.

- **Yearbook 2020, IIT Guwahati**

*June 2020 - Sep 2020*

Worked on designing IIT Guwahati's 2020 Yearbook, from creating the layouts for print to adorning the pages with nostalgic illustrations of the lush campus. Collaborated in a team of 3.

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## Technical Skills

- **Skills** : Illustration (Digital+Traditional), Digital Photography, Videography, Visualization, Creative Writing, Storyboarding, Design Analysis, Team Management
- **Softwares** : Adobe Suite (Photoshop, Fresco, Illustrator, InDesign, After Effects, Premiere Pro), Clip Studio Paint, Figma, Autodesk Sketchbook, Blender\*, Fusion 360\*, AutoCAD\*
- **Languages** : C\*, C++\*

*\* Elementary proficiency*

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## Positions of Responsibility

- **Mentor** for the junior batch of B.Des girls (Mentorship Program by Saathi Counselling Cell, IITG). (2019)
- **Creatives Head, Ishanya 2021** - Co-Headed the creatives team for the annual Design Fest of the Department of Design, IIT Guwahati. (Nov 2020 - May 2021)
- **Core Team, Abhilasha 2019** - Worked on organizing a program by the Department of Design, IITG, to raise awareness on design among students in the North East. (Mar 2019 - May 2019)

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## Achievements

- **Google Webrangers Contest 2015** : Won 1st place in India.
  - **Qualified UCEED 2018** (Undergraduate Common Entrance Exam for Design) and secured an all-India rank of 33.
  - **Qualified** for National Institute of Design (NID), Ahmedabad.
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## Extracurriculars

- **Organizer, Techniche Creatives 2019** - Helped in organizing the annual Techno-Management Fest of IIT Guwahati by creating social media posts, onsite installations for the fest, and branding the "Guwahati Half Marathon". (Nov 2018 - Sep 2019)

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## Key Courses Taken

- Visual Narratives
- Typography & Grid Systems
- Photo & Video Communication
- Design Analysis
- Cognitive Psychology (Elective)
- Graphic Communication
- Art & Aesthetics
- Visualization & Illustrations
- Tangible User Interfaces