Heramb Kinikar

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Education

Degree/Certificate	Institute/Board	CGPA/Percentage	Year
B.Des	Indian Institute of Technology, Guwahati	8.57 (Current)	2018 - Present
Senior secondary	P. Jog Junior College, Maharashtra Board	88.62%	2018
Secondary	Symbiosis School, Maharashtra Board	88.80%	2016

Experience

- **Design Internship at Cohesive Labs, Pune**   *May 2021 - Jul 2021*
  - Worked on a Video Laryngoscope for the Biotechnology Industry Research Assistance Council (BIRAC) considering the inputs of renowned doctors from the council.
  - Worked on the branding of an in-house dog food company, Rawr. Also worked on the marketing strategies and end-user experiences.
  - Created a line of toys that acted as phone holders for an AR game.

- **Designer at Citizens of Bulliever Island**   *Aug 2021 - Present*
  - Managing a team of 4 people to conceptualize and create a gamified metaverse based upon the NFT collection of 'Citizens of Bulliever Island'.
  - Worked on character design and various animated videos.

Projects

- **Hornbill - Video Laryngoscope**   *May 2021 - Jul 2021*
  Pushkar Ingale, Cohesive Labs
  Worked on the design of the Video Laryngoscope in the modern context.
  Created multiple iterations of the form and tested out several prototypes for strength and range of motion along with comfort using 3D printing techniques.
  Tailored the form according to the needs of first responders in an emergency.

- **Olamba - Carpenter's toolkit**   *Jan 2021 - May 2021*
  Prof. Sharmistha Banerjee, Assistant Professor, Dept. of Design, IIT-G
  The Project involved understanding the community of small-scale carpenters and creating a product to help them organize and carry their tools in a better way. It included on-ground research with the stakeholders and co-designing with them. The project also looked at the acceptance and the ease of transition from the existing products to the solution.

- **Breathe - Anxiety Attack Kit**   *Jan 2020 - May 2020*
  Prof. Pankaj Upadhyay, Assistant Professor, Dept. of Design, IIT-G
  Designed a kit that contains two devices that will help the user calm down in case of an anxiety attack while keeping in mind the social impact of carrying such a product in society.
  The research included talking to mental health professionals and understanding the stakeholders over the course of multiple interviews. Both devices rely on visual cues to help the user get in control of their breathing pattern.

- **Virtual Experience of IIT Guwahati**   *Aug 2020 - Oct 2020*
  Led a 15 person multidisciplinary team to create the first-ever virtual environment based on the IIT Guwahati Campus. The project was done completely in-house and from scratch.
  The game was an open-world multiplayer which got over 5,000 hits on the platform.

Technical skills

- **Adobe Suite:** Photoshop, Illustrator, After Effects, Premiere Pro
- **3D Modelling:** Rhinoceros 3D, Cinema 4D, Autodesk Fusion 360, Octane Render
- **Design Skills:** Woodworking, Prototyping, 3D Printing, Sketching, Photography & Videography
- **Miscellaneous:** Unreal Engine, SparkAR, Snapchat Lens Studio*

  * Elementary proficiency

Positions of Responsibility

- **Head, Design - Techniche, Techno-Management Festival of IIT Guwahati**   *Nov 2020 - Oct 2021*
  - Headed a team of 200+ members and remotely coordinated the experience and execution of the events for the virtually conducted festival.
  - Coordinated with a host of verticals including marketing, branding, developers, events to develop creative strategies wherever required.
  - Created multiple promotional videos and overlooked the branding and collaterals for various events maintained the social media channels, websites for Techniche, Technothlon, and TechExpo.

- **Design Co-ordinator - Cultural Board, IIT Guwahati**   *May 2019 - Apr 2020*
  Worked with the board to create posters and videos for multiple clubs. Oversaw the branding of the Performing Arts Festival.

- **Core Team - Ishanya 2020, Design Festival of IIT Guwahati**   *Dec 2019 - Sept 2020*
  Responsible for contacting and inviting multiple industry leaders. Organized and hosted the first virtual edition of Ishanya.

Achievements

- **UCEED 2018:** Secured All India Rank 24.

- **Graded Outstanding** in the course 'Photography and Videography'.

Extracurriculars

- **Core Team, Abhilasha 2019:** Organised an event to spread awareness about Design Education in North-East. The day-long workshop saw a participation count of over 200 students and teachers.

- **Automotive Styling Boot Camp, ExpertsHub, 2018:** Developed a compact car for a family of 2030 in a week-long workshop. Worked with a team of 10, coming from various fields of engineering and design.

- **Peer Mentorship Programme Saathi Counselling Club, IITG:** Mentored 5 first-year students in their initial phase of campus life.

Key courses taken

- Form, Order & Structure
- Cognitive Ergonomics
- Plastics and Composites
- Introduction to Service Design*

- Materials and Processes
- Modeling & Simulation Techniques
- Systems Approach to Design
- Design Management*

* To be completed in Nov 2021