

# Disha

Roll Number: 180205010 **B.Des** Indian Institute of Technology Guwahati

 $+91-94083\ 88137$ dishak208@gmail.com disha18@iitg.ac.in linkedin.com/in/disha208/ https://www.behance.net/dishak

## Education

Degree/Certificate	Institute/Board	CGPA/Percentage	Year
B.Des	Indian Institute of Technology Guwahati	8.68	2018- Present
Senior Secondary	CBSE board	74.6%	2017
Secondary	CBSE board	10.0	2015

#### Experience

- Creative Design Intern- Flipkart
- Created UI design language system. Focused on replicability & uniformity across category landing pages of application.
- Summer Intern Vaanarsena Studios
- Worked on story-boarding & pre-production stages.
- Learnt anatomy & animation along with storytelling.

*April 2020 - June 2020* 

June 2021 - Aug 2021

## Projects

- Game Design based on Indian Mythology Jul 2021- Ongoing Sheetal M. Gokhale, Assistant Professor, Department of Design, IIT Guwahati
- A bachelor thesis project aimed to increase awareness of Indian mythology (Ramayan) by introducing them through an educational game.
- Done through series of Playtests & Protocol analysis.
- Podcasts : Analysing & Redesigning UX

Jul 2021 - Aug 2021

- Dr. Debayan Dhar, Assistant Professor, Department of Design, IIT Guwahati
- Conducted qualitative user study through survey & protocol analysis
- Defined primary & secondary persona, created empathy maps & user journeys
- Analysed existing applications for specific task flow to identify shortcomings & redesigned
- Evaluated redesign using Fitts', Hicks, & KLM-GOMS analyses
- Online Education Post Covid-19

Dr. Shakuntala Acharya, Assistant Professor, Department of Design, IIT Guwahati

- Conducted design analysis & evaluation on the current system of online education in the context of IIT Guwahati by stakeholder interviews, mindmapping, & SWOT analysis
- Defined **needs** & translated them to **requirements**.
- Made wireframes and screens by redesigning according to insights.
- .Link Magazine
- Headed a team of four members for the project.
- Designed layout for Student Gymkhana Technical Board magazine.
- Nexus, A Management Conference, IITG
- Branding of a new management conference, Nexus (under Techniche, IITG), involved creating the logo

Mar 2020 - Apr 2020

Dec 2018 - Jun 2019

Jul 2020 - April 2021



## Skills

- **Design:** Storyboarding, Visual Narration, Animation, Mood Boarding, Prototyping, Visual Design, Illustration, User Research, Usability engineering, Journey Mapping, Brainstorming, Concept Generation, Information Architecture, Low/High- FidelityWire-framing
- Software: Adobe Creative Suite (Illustrator, Photoshop, Premiere Pro, After Effects, InDesign, XD), Figma, Blender\*
- Programming C++\*

\* Elementary Proficiency

## **Positions of Responsibility**

- Joint Secretary, White Space Design Club, IIT Guwahati
- Founding member of club
- Responsibilities included event planning, project mangement (Government e-marketing portal redesign and NIPER Guwahati website redesign), coordinating events with other clubs and managing over 200 interested members.

#### **Key courses**

- Design Analysis and Evaluation Methods
- User Research Methods
- Typography and Grid Systems
- Usability Engineering\*

\* To be completed by Nov 2021

- Principles of Visual Design
- Systems Approach to Design
- Visual Communication Theory

2019-2020

• Interaction Design

#### **Extra Curriculars**

- Animation Workshop: Attended a 5-day animation workshop at NID, Ahmedabad
- Collaborative Video making Program: Participated in a 5-month long collaborative video making program between IITG, UKM (Malaysia), & Gifu University (Japan)
- OzCHI 2019: Participated in the annual design competition
- Abhilasha: Volunteered to help handle design workshops and events for school children attending Ishanya 2019 (IIT Guwahati's annual design fest)
- Bhatkhande Sangit Vidyapith Indian Classical (Vocal): Completed Junior Diploma Part I