

Anant Ajaideep

Roll Number : 180205004 B.Des Indian Institute of Technology Guwahati

Education

Degree/Certificate	Institute/Board	CGPA/Percentage	Year
B.Des	Indian Institute of Technology, Guwahati	8.08(Current)	2018 - Present
Senior secondary	ISC board	76.2%	2017
Secondary	ICSE board	89.2%	2015

Experience

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 Design Intern at 'Newzera' Newzera App: Worked on competitive analysis, user flows, wireframing, user interactions for two sections of the application. Landing Website Interactions: Worked on integrating motion interactions and existing UI design of the website. Social media posts: Worked on various daily posters and animations. 	
 Design Head at 'IITian Mentor' -Created the brand identity after understanding the domain requirements. -Working on the web application for the start up. 	May 2021 - Ongoing
 3. Product Design Intern at 'Government e-Marketplace' lead a team of 6 UI designers. Redefined the Design language system of the current website. Worked on Redesigning Product Upload Panel. 	Jan - April 2021
 4. Visual Designer at 'Alcheringa' Worked on posters, banners, social media posts, themes, logos, videos & anim its events & campaigns. 	<i>May 2020 - May 2021</i> ations for the festival and
Projects	
• An application to increase user's productivity & time management. Dr. Pratul Chandra Kalita, Associate Professor, Dept. of Design, IIT Guw Working towards creating an application as my Bachelors Thesis Project wh utilizing his time efficiently and increase productivity.	
• Owngreen - Urban gardening assistance application Dr. Shakuntala Acharya, Dept. of Design, IIT Guwahati. An app to help people get guidance and solutions to their problems that the and create a community of urban gardeners and related people.	<i>Jan 2021 - May2021</i> y face in urban gardening
• Myfittnesspal App - Redesign Self guided Completely overhauled Under Armour's fitness app 'Myfittnesspal', did a de	

an app which stands as a strong competition to other brands and feels fresh in current market.

• MedCheck - Medical adherence system Self guided Oct 2020

MedCheck is a Medical Adherence system. It enables a doctor to closely monitor the patients and provide a better treatment by keeping a check on patient's meds, meals and keeping them in contact with the medical facility.

Skills

- Design : User research, Persona & scenario creation, Journey mapping, Empathy mapping, Brainstorming, Problem solving, Concept generation, Information architecture, Prototyping, Digital illustrations, Visual narration, low/high Fidelity wire framing, Story boarding, Animation
- **Software :** Adobe Creative Suite (Photoshop, Illustrator, After Effects, Premiere Pro, XD, Lightroom), Figma, Cinema 4D*, Blender*, Keyshot, Fusion 360
- Miscellaneous : Sketching, Art direction, Film making, SFX * Elementary proficiency

Position of Responsibility

• **Creatives Head, Alcheringa 2021 (the annual cultural fest of IIT Guwahati) :** Lead a team of 65+ executives & volunteers, the team worked towards branding the festival and its various events & campaigns. The deliverables included multiple promotional videos, posters, banners, social media posts, themes and logos for events and artists.

Achievements

- Under Graduate Common Entrance Exam for Design 2018: Secured All India Rank 37(OBC-NCL).
- Entrance for National Institute of Fashion Technology 2018: Secured All India Rank 86 (Category Merit Rank).

Extracurriculars

- Inter-IIT Tech Meet 2018: Designed and developed a water saving device for regular households.
- Inter-IIT Cultural Meet 2018: Participated in charcoal painting, canvas painting and costume design modules.
- Inter-IIT Cultural Meet 2019: Participated in charcoal painting and costume design modules
- SAATHI Peer Mentorship 2019: Mentored four freshers during their first year.
- Club member, Finesse: Actively participated in the club activities.
- Appreciated by CM of Uttarakhand at his residence over dinner for completion of a state level mountain biking event.

Key courses taken

- Design Management
- Design Evaluation Methods
- Graphic Communication
- Animation Fundamentals
- Typography & Grid Systems
 - * To be completed in Nov 2021

- Interaction Design
- User Research Methods
- Product Detailing
- Tangible Interfaces
- Cognitive Ergonomics