



# Prakash M Chandra

Roll Number : 180205024

B.Des - 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	8.95 (Current)	2018 - Present
Senior secondary	CBSE board	92.2%	2017
Secondary	CBSE board	10.0	2015

## Experience

- UX Design Intern at 'Samsung Research Institute, Bangalore'** *May 2021 - Jul 2021*  
Worked with the Camera & AR Team, on designing a concept for one of Samsung's emerging Mobile AR Application.
- Industrial Design Intern at 'Internext IoT Solutions'** *May 2020 - Aug 2020*  
Worked on designing a modular casing for an Industrial IoT based product.

## Projects

- Cultivating Empathy through Play in children and teens.** *Ongoing*  
*Prof. Pankaj Upadhyay, Asst. Professor, Dept. of Design, IIT Guwahati*  
The project aims to design a solution to inculcate empathy in children/teens through a kinesthetic and cognitive play experience, to tackle the broader issue of Intuitive Social Intolerance in this age group. The current roadmap includes research, and analysis on various psychological aspects of tolerance and empathy, followed by an experimental study, conceptual design and testing.
- Samsung Internship Project 2021.** *May 2021 - Jul 2021*  
*Mentored by Vishal Bhushan Jha, Lead Designer, Samsung Bangalore*  
Designed a concept for one of Samsung's emerging Mobile Augmented Reality Application as a feature improvement, focusing on making the experience more playful and engaging. The process included secondary and primary research, followed by insight generation, ideation and conceptualisation.
- Reorganizing Indian Streets to make it more human-centric.** *Jan 2021 - Apr 2021*  
*Dr. Shakuntala Acharya, Asst. Professor, Dept. of Design, IIT Guwahati*  
Research and analysis of multiple mobility systems and strategic interventions in a city level, and the design of a conceptual level strategic system for Indian Streets to make it more human-centric, considering various aspects such as the organic layout and the dynamic nature of Indian Cities.
- Discovery - Tangible Interface for Music Control.** *Sep 2020 - Nov 2020*  
*Prof. Keyur Sorathia, Associate Professor, Dept. of Design, IIT Guwahati*  
Research and Analysis on various aspects of listening to music while working in a personal workspace, and the design of a Tangible Music Browsing Interface, aimed at making the interactions more intuitive, effortless, and unobtrusive.
- Nool - Redesigning a South Indian Idiyappam Press.** *Jan 2020 - May 2020*  
*Prof. Ravi Mokashi, Professor, Dept. of Design, IIT Guwahati*  
Redesign of a South-Indian Idiyappam Press [Noodle Maker], to enhance the overall user experience of the product. The process included user research & hands-on study of the traditional device as well as exploration of multiple mechanisms and various physical & experiential aspects.

## Technical skills

- Design Skills :** Creative Ideation and Problem Solving, User Research & Analysis, Storytelling, Product Prototyping

- **Simulation Skills** : 3D Modelling and Rendering, Sketching and 2D Rendering, Photography/Videography
- **Softwares** : Rhinoceros 3D, Keyshot, Figma, Adobe Creative Suite, Autodesk Sketchbook, Autodesk 3dsMax, Autodesk Fusion360, Autodesk Maya, Blender, Webflow\*

*\* Elementary proficiency*

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## Positions of Responsibility

- **Convener, Ishanya 2022**

*(Sep 2021 - Present)*

Currently, one of the 2 Conveners administering the upcoming edition of Ishanya, working hand in hand to ensure cohesion between all the 4 teams, and to sustain the central vision of Ishanya.

- **Head, Events, Ishanya 2021**

*(Nov 2020 - May 2021)*

Worked as one of the 2 heads leading an 8 member core team, that worked on planning, scheduling, and organizing events, keynotes, and workshops, for Ishanya '21. Formerly, was a part of the Events Core Team for Ishanya '20, and Design Office Core Team for Ishanya '19.

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## Achievements

- **UCEED 2018** : Secured an All India Rank of 22.
  - **Program for Educational and Cultural Exchange 2016-17 [PEACE]** : One among the 24 students to visit the United Kingdom for a cultural exchange, and also to host a student from QEGS, Faversham, UK, in India.
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## Extracurriculars

- **Local Leader, IxDA Guwahati** : Responsible for organizing and managing keynotes, workshops, and webinars throughout the year, under IxDA Guwahati (Interaction Designer's Association).
  - **Events Executive, Alcheringa 2020** : Led a team of 10, for managing North East Unveiled event space, along with a North East Expo, designing the space, scheduling the events, managing requisites, and execution. Also was a part of the mailing team contacting International Artists for Pro-Shows and Judges for the Fashion Segment.
  - **Organizer, Creatives, Techniche 2019** : Worked on various creative deliverables, including promos for events, social awareness videos for Wake Up & Vote campaign, merchandise and branding assets for Nexus, and on-ground installations.
  - **Performer, Open Jam** : Performed Acoustic Covers (Vocal + Guitar) for Open Mic Sessions.
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## Key courses taken

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|----------------------------|-------------------------|
| • Cognitive Ergonomics     | • User Research Methods |
| • Tangible User Interfaces | • Design Analysis       |
| • Materials & Processes    | • Form Studies          |
| • Modelling & Simulation   | • Product Detailing     |