

New Media Designer & IT Engineer

Sandip Chauhan

+91 9925700264

sandipmchauhan@gmail.com

www.sandipchauhan.com



EXPERIENCE

Sr. Interaction Designer, frog, Bangalore, Karnataka, India. September 2017 - Till date

Contributed in multiple programs starting from business development, discovery-immersion, design and delivery, establishing DLS. Worked in agile, cross-studio collaborative teams delivering successful programs.

Sr. UX Designer: Autodesk, Hyderabad, Telangana, India. May 2016 - September 2017

Worked on A360, a cloud collaboration platform for 3D/2D designers and stakeholders serving Architecture, Engineering and Construction and Manufacturing Industry. Contributed in bringing innovative and creative interactions, interfaces and concepts which serve users to perform their tasks at the best. Design process was followed through out research, prototype and development.

Interaction Designer/UI-UX Designer/Game Designer: TCS Gandhinagar, Gujarat, India. January 2015 - February 2016

Responsibilities spanned from concept to strategy and execution. Worked on ideation, user research, conceptualization, prototyping, wire framing, visual design, interaction design, UX/UI design, and brand identity, gamification and game design, videography for promotions, project management, supervision and training of the team.

Interaction Designer, Graphics Designer and Co-Founder: Akalpya Imaginations, Ahmedabad, Gujarat, India. December 2012 - January 2015

Responsibilities: Ideation, concepting, project pitching, solution planning and execution for multisensory installation, websites and mobile application. Collaboration with different artists, designers, engineers and workmen.

Design Consultant: Charuvi Design Labs, New Delhi, India. January 2012 - November 2012

Part of the core team. Responsibilities spanned from ideation to prototyping interactive installations and interactive app for iPad and Android tabs, designing (Interaction, UI), project management, strategies for marketing and planning of a travelling-exhibition, talent sourcing and project execution.

Conducted Workshop on Visual Composition and Photoshop in Kallol Institute of Architecture & Design College, December 2014

Web Designer/Developer: Explora Infotech, Ahmedabad, Gujarat, India. May 2008 - September 2008

Web Designer: Prodigy Software Pvt Ltd, Ahmedabad, Gujarat, India. October 2008 - November 2008

Freelance Graphic and Web Designer, May 2007 - June 2010

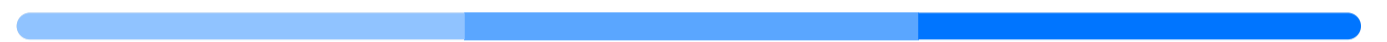
EDUCATION

Post-Graduation in New Media Design 2010-2012, National Institute of Design, India

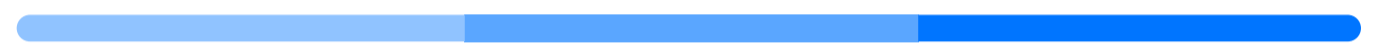
Bachelor of Engineering in Information Technology 2003-2008, SVIT Vasad, Gujarat University, India

SKILLS

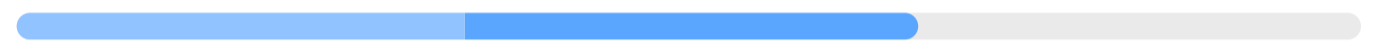
Interaction Design



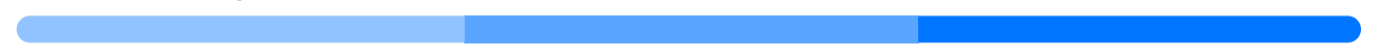
Design Research



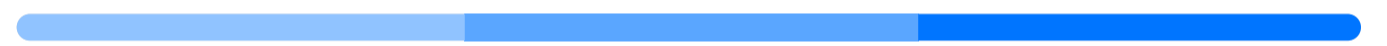
Working Prototype - PoC



Workshop Facilitation



Usability Testing



Program Management



Business Development



Visual Design



Other skills

Proficient in coordination with management, colleagues and clients. Expert in establishing new design and development processes according to the project need. Mentoring and training of peers.

Sound design, Game Design, Foley, Photography, Rapid Prototyping, Video Prototyping, Physical Computing.

Tools

Sketch, Balsamiq, Overflow, Photoshop, Illustrator, Indesign, Dreamweaver, Animate, Swish, After Effects, Premiere Pro, Soundbooth, Audition, Fruity Loops Studio

Programming

Processing, Arduino, Unity 3D- Basics, HTML, CSS, ASP/ASP.NET, JSP, MySQL, Oracle Database, C, C++

Languages

English, Hindi and Gujarati

PROJECTS

Interactive Floor at Digicorp Event

An interactive installation letting users to play with the keywords of Digicorp. The installation connected and educated the Digicorp's brand values to the audience in a novel fun manner.

Interactive Wall at Digicorp Event

The hallway was adorned with a playful interactive installation. Special greeting experience to guests with its mascot and abstract animation as they pass through the hallway.

Diploma Project A: Shri Hanuman Chalisa Interactive App for iOS and Android

Remediation of an animation short-film 'Shri Hanuman Chalisa' into playful, educational, spiritual and interactive iPad and Android app. Design responsibility included UX, UI and interaction design. Sponsor: Charuvi Design Labs, New Delhi.

Diploma Project B: Holographic Projection installations

Two large scale Holographic Projection Installations were designed and implemented for the promotion and exhibition of the animation short-film Shri Hanuman Chalisa 3D.

Augmenting Architectural Spaces

This project was an interface for natural interaction in space through integration of computation & media into physical object and space. Space was studied considering the physical, behavioral affordances and characteristics. Interactive digital pond with fountain was made.

Drawing tools – Content creation, Adobe

Designed natural and engaging drawing experience for tablet utilizing its capabilities like form factor, multi-touch, gesture recognition.

Shabda Veer

Comprehensive research on teaching Gujarati was conducted and based on the research "Shabda Veer", an interactive and playful application for teaching Gujarati language was made. The business plan of this application was developed with IIM Ahmedabad as an academic project.

Parakh

This application was aimed at informing consumer about various side-effects and avoiding various drugs, food and alcohol combinations. It also provides user reviews and cost of the medicine of various brands .

Approach Paper for heritage-based redevelopment of Tajganj Agra

This project was a part of design consultancy of NID for client Directorate of Tourism U.P. Government. Ethnographic research was conducted on field around Taj Mahal in team for duration of 14 days to understand the social and cultural dynamics in Tajganj.

Out of box thinking

This abstract experimental animation illustrates "Out of box thinking". The tools used for this animation are paper cutouts and flash. Sound design and foley was done which included recreating various sounds, recording, editing, mixing and composing.

Wither: Remediation

This is a short film which is remediation of the song "What a wonderful world" by Louis Armstrong.

Furniture and Lifestyle Accessories Design

As a part of open elective course '10 Day Material Based Approach', material exploration was done. Aesthetic and innovative furniture and accessories were designed and produced.

AWARDS/RECOGNITION

Patent- Seamless three-dimensional design collaboration, Filed May 17, 2019, at Autodesk

Certified Luma Practitioner at Autodesk, 2016-2017

Nokia- Bhasha 2011, Finalist

USID India UX Design Awards 2012, Reimagining Illustrator for Tablet Devices, Silver Award

CSI game competition [state level], 1st place

Reliance Gamebox championship, District 1st place

Volleyball: NID team, Gujarat state level - Bhavnagar District Team

Prakarsh 07 Graphic designer [national level fest]

Prakarsh 07 LAN games [national level fest], Organiser

Intermediate Drawing Exam [Gujarat State], 78%

Elementary Drawing Exam [Gujarat State], Grade: A