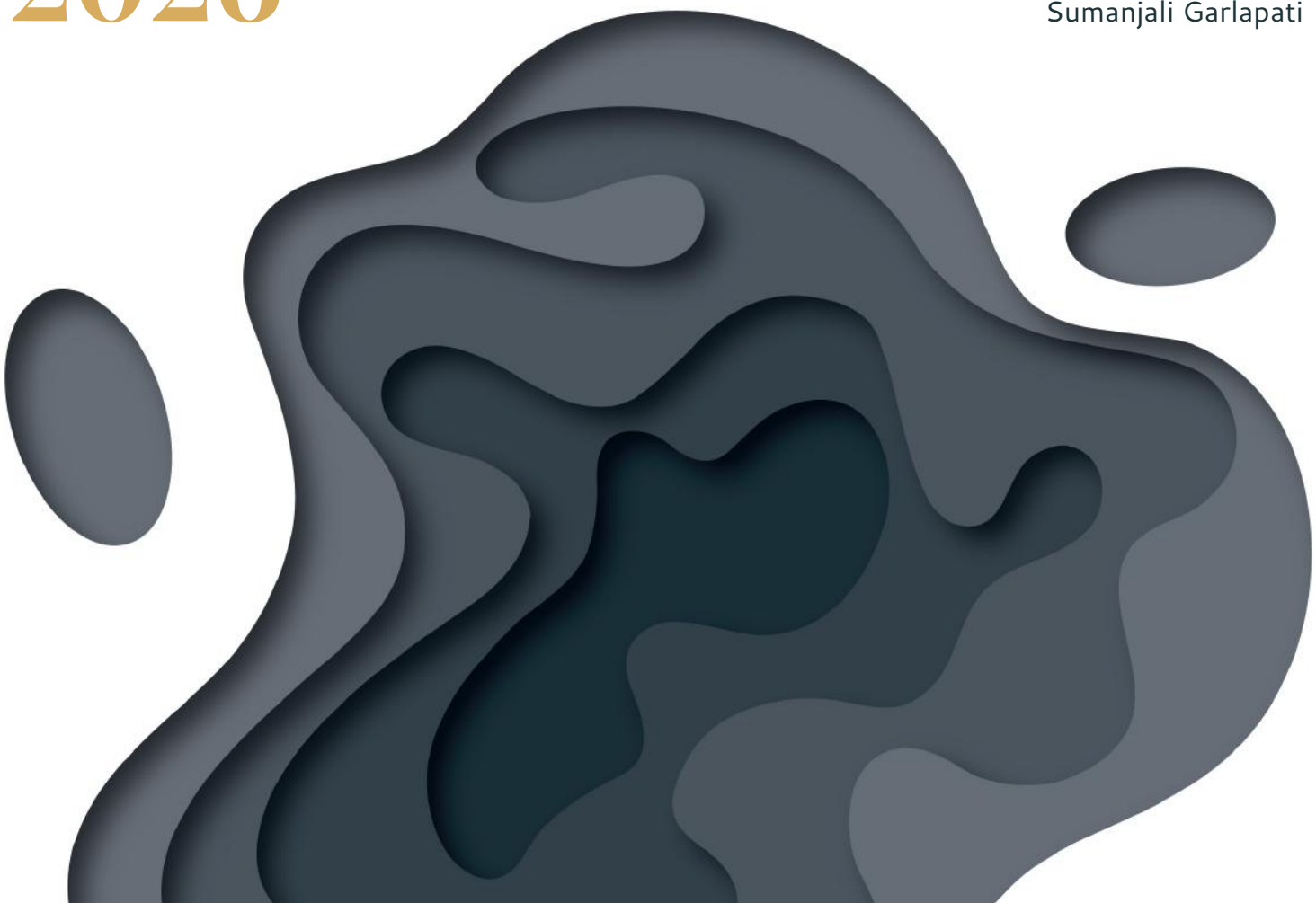
RV UNIVERSITY
Go, change the world
an initiative of RV EDUCATIONAL INSTITUTIONS

SCHOOL OF DESIGN AND INNOVATION

YOUNG DESIGNERS 2026

Curator
Logesh V
Assistant Professor
Editor
Tanushree B M
Co-Editors
Srikrithi V V
Sumanjali Garlapati



Go, change the world®



4th Convocation 2026

RV University's fourth convocation celebrates the spark of beginnings. As we established our roots 6 years ago, our saplings emerge fresh and ready to make the journey to glory, symbolising the institution's commitment to fostering growth and excellence. May this milestone ignite a brighter future, as we honour the accomplishments of our students to 'Go, change the world'.

The Convocation Pledge

"I hereby pledge that I will, in my daily life and conversation, and in thought, word and deed, conduct myself to be worthy of the degree conferred upon me by RV University. I shall utilise my knowledge, experience and skills to the best of my ability in the service of society in a sustainable manner with empathy, justice and fairness. As an RVian I will strive to Go, change the world."



About RV University

A Legacy of 8 decades in Nation Building, through Education and Research that empowers students to "Go, change the world."

RV Educational Institutions (RVEI), governed by Rashtreeya Sikshana Samithi Trust (RSST), is recognised among the few value-based and quality-oriented educational groups in the country. The Trust endeavours to impart quality education to all strata of society.

RV University is a State Private University which has been established in Karnataka State with RSST as the sponsoring body through Act No.11 of 2019, passed by the Karnataka Legislature.

The Missions of RSST and RV University is "Excellence in Education with Societal Commitment".



About School of Design and Innovation

The School of Design and Innovation at RV University, one of the best design schools in Bangalore, encourages students to work collaboratively. With dedicated studio space, students acquire and hone skills while learning design theories, methods, and processes that help them develop and refine ideas to address the identified problems in a holistic manner.

Our curriculum emphasises hand skills, digital skills, and specialisation-specific skills. Students are trained in user research, materials, and developing sensitivity to aesthetics, understanding of human behaviour, and awareness of society, culture, and the environment.

Office Bearers of Rashtreeya Sikshana Samithi Trust



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President



Dr. C Vinod Hayagriv
Vice President



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Hon. Secretary



Sri D P Nagaraj
Hon. Joint Secretary



Sri Nikhil A Murthy
Assistant Secretary

Leadership at RV University



Dr. (H C) A.V.S. Murthy
Chancellor



Sri. D P Nagaraj
Pro Chancellor



Prof. (Dr.) Ram Kumar Kakani
Vice Chancellor



Prof. (Dr.) Dwarika Prasad Uniyal
Pro Vice Chancellor and
Director – Mysuru Campus



Prof. (Dr.) Anuradha Chatterjee
Pro Vice Chancellor and
Dean, School of Design and Innovation



Prof. (Dr.) Sahana D Gowda
Registrar



Sri Muralikrishnan B
Ombudsperson

Programme Leadership at School of Design and Innovation



Rajavel Manoharan
Associate Dean,
Programme Director,
User Experience Design



Neha Dubey
Assistant Dean,
Programme Convenor,
Design Foundation



Ginu George
Programme Director,
Communication and New Media Design



Mathew Boby
Programme Director,
Interior Environments



Vinay M N
Programme Director,
Product Design



Message from
Prof. (Dr.) Ram Kumar Kakani
Vice Chancellor,
RV University

Dear Graduates, my warmest congratulations to you.
You have grown into brilliant, forward-thinking creators ready to leave your mark. As you venture out, trust your intuition, express gratitude to mother nature everyday, embrace the unknown, and use your talents to build a more beautiful, inclusive world. Lead with empathy, innovate with courage, and boldly craft a future we can all admire.



Message from
Prof. (Dr.) Anuradha Chatterjee
Pro Vice Chancellor and
Dean, School of Design and Innovation
RV University

In a world that is crowded and noisy, may you find silence and the space to stand out. In a world that is rife with complex and difficult problems, may you find simple and elegant solutions. In a world full of optimism for the future, may you find resonance and opportunities for your own purposeful action. In a world which is asymmetrical in its power relationships, may you find the courage to serve those that are disenfranchised. And, in a world that is marked with competing interests, may you always find the courage to proceed fearlessly with kindness. Lead, don't follow, and inspire all around you by being the uncompromising, wonderful beings that you are.
Go, change the world!



Message from Prof. (Dr.) Sahana D Gowda Registrar, RV University

Dear Graduating Students,
Graduation marks the culmination of years of dedication, perseverance and growth, while opening the door to new opportunities and aspirations. As you celebrate this significant milestone, I extend my heartfelt congratulations to each one of you on your remarkable achievement.

Your journey at the University has equipped you with knowledge, skills, and values that will serve as a strong foundation for your future. As you embark on your professional and personal journeys, embrace every opportunity with confidence, integrity and a commitment to lifelong learning.

Success is not defined solely by the positions you hold, but by the positive impact you create through your actions and the difference you make in the lives of others. Carry forward the values of your alma mater with pride and strive to be responsible professionals, compassionate leaders, and engaged citizens.

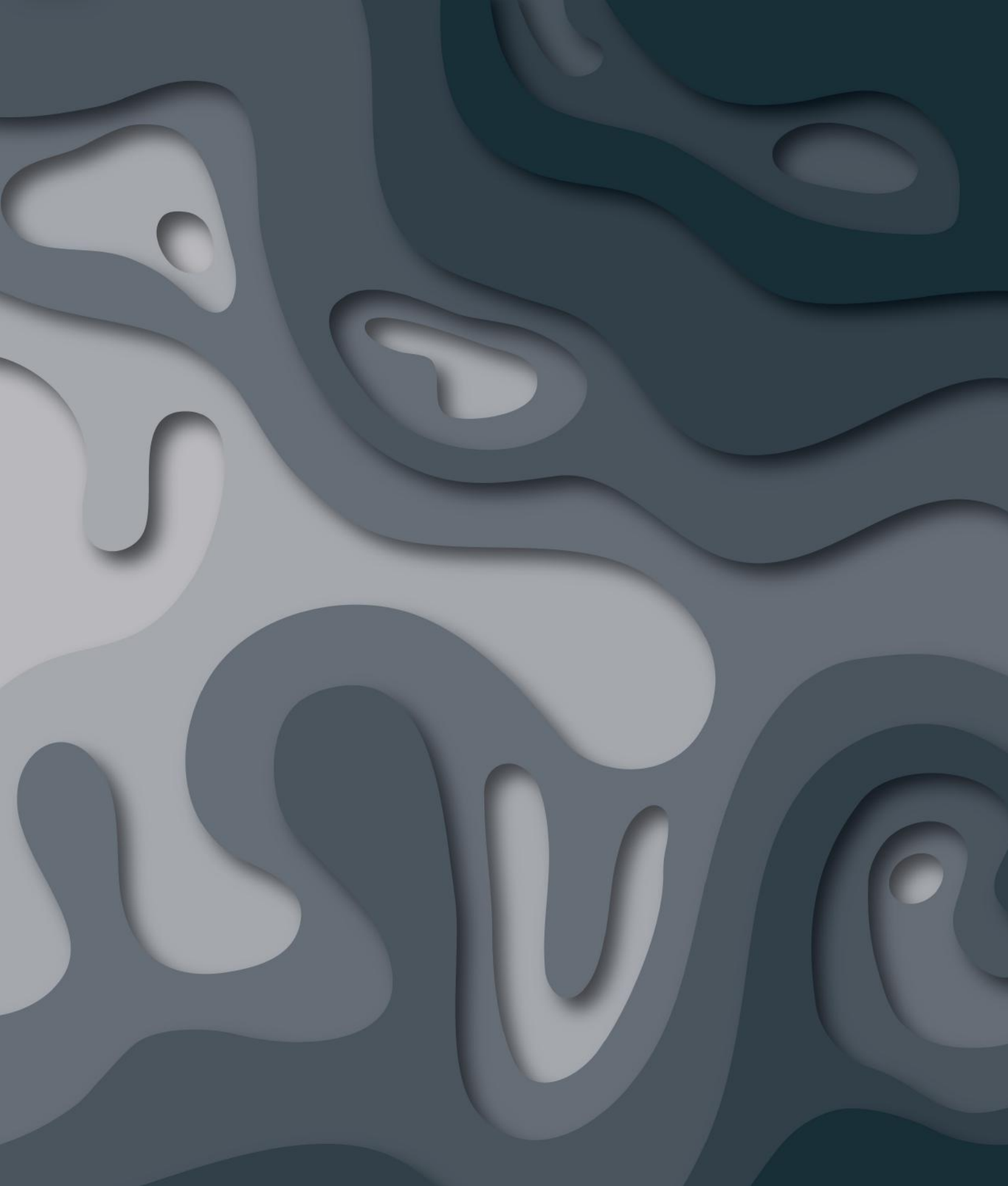
On behalf of the University, I wish you every success, happiness, and fulfilment in all your future endeavours. Congratulations once again and may your journey ahead be rewarding and inspiring.





Bachelor of Design
2022-2026





Communication Design

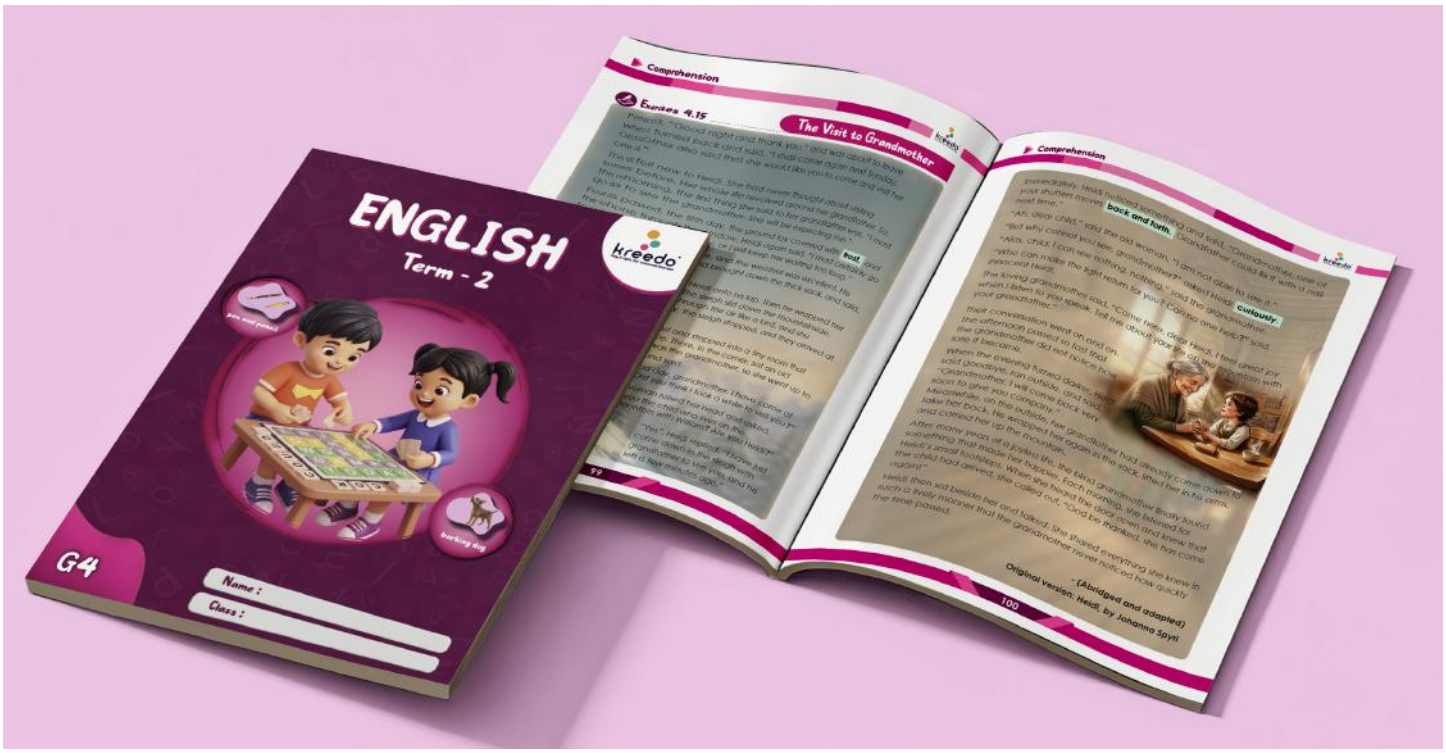


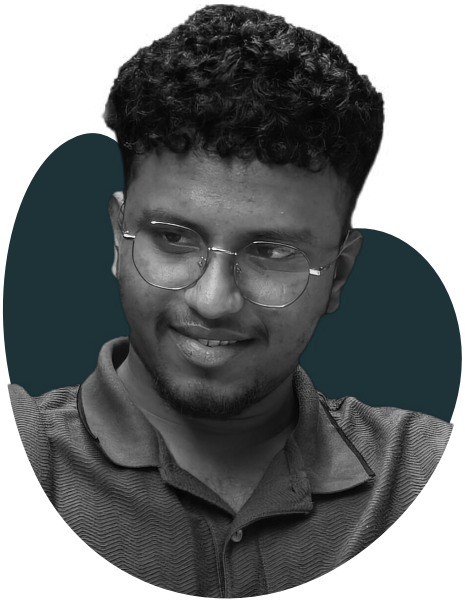
Aadhira Muralidharan

A keen observer and a fast learner. I approach design as a process of problem solving, storytelling, and visual communication. My interests span across publication design, branding, typography, and data visualisation. I'm always eager to explore new creative challenges and enjoy exploring how design shapes experiences and creates meaningful impact.

Scan for full portfolio

This capstone project, undertaken at Kreedo Early Childhood Solutions, investigates how communication design can enhance the effectiveness and usability of primary educational materials. I worked as a Graphic Design intern on the development of Grade 3 and Grade 4 learning materials like textbooks and curriculum, wall displays, play based learning materials. The project began with field research across schools, observing how children and teachers actually used existing materials. These insights directly shaped design decisions, visual hierarchy over text density, colour coded systems for recall, and game mechanics that prioritised replayability and independent usability. The core tension throughout was balancing curriculum completeness against cognitive accessibility that is designing materials to teach and not to test the child. Working within a cross functional team on live production files gave me experience of the full product lifecycle, from research and iteration to print ready output.

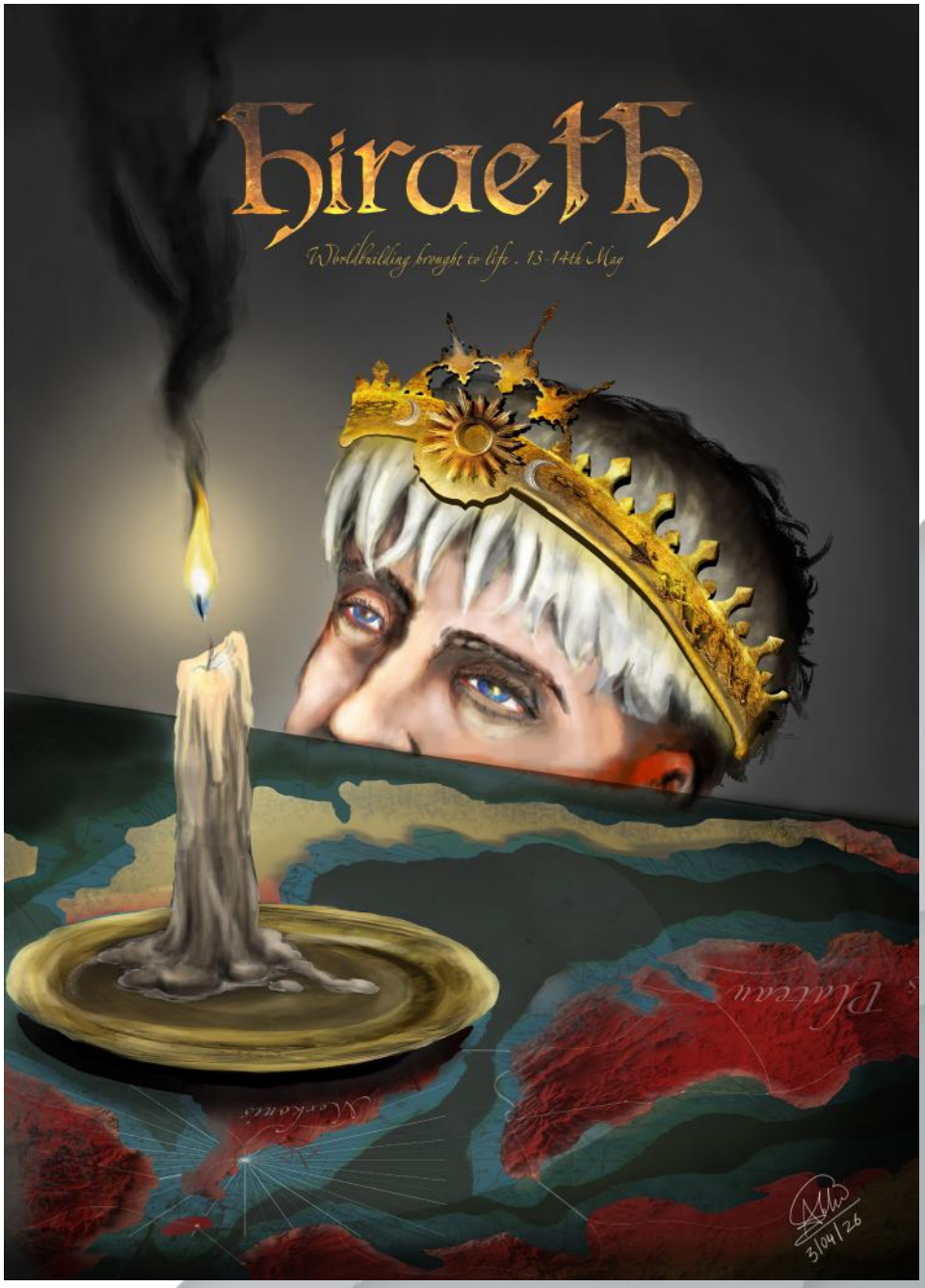




Abhinav Chandra

A communication design student focused on world building, concept art, and narrative driven visuals. My work explores themes of identity, history, and industrial dystopia, blending research with imagination to create immersive visual systems and speculative worlds.

Scan for full portfolio



Hiraeth

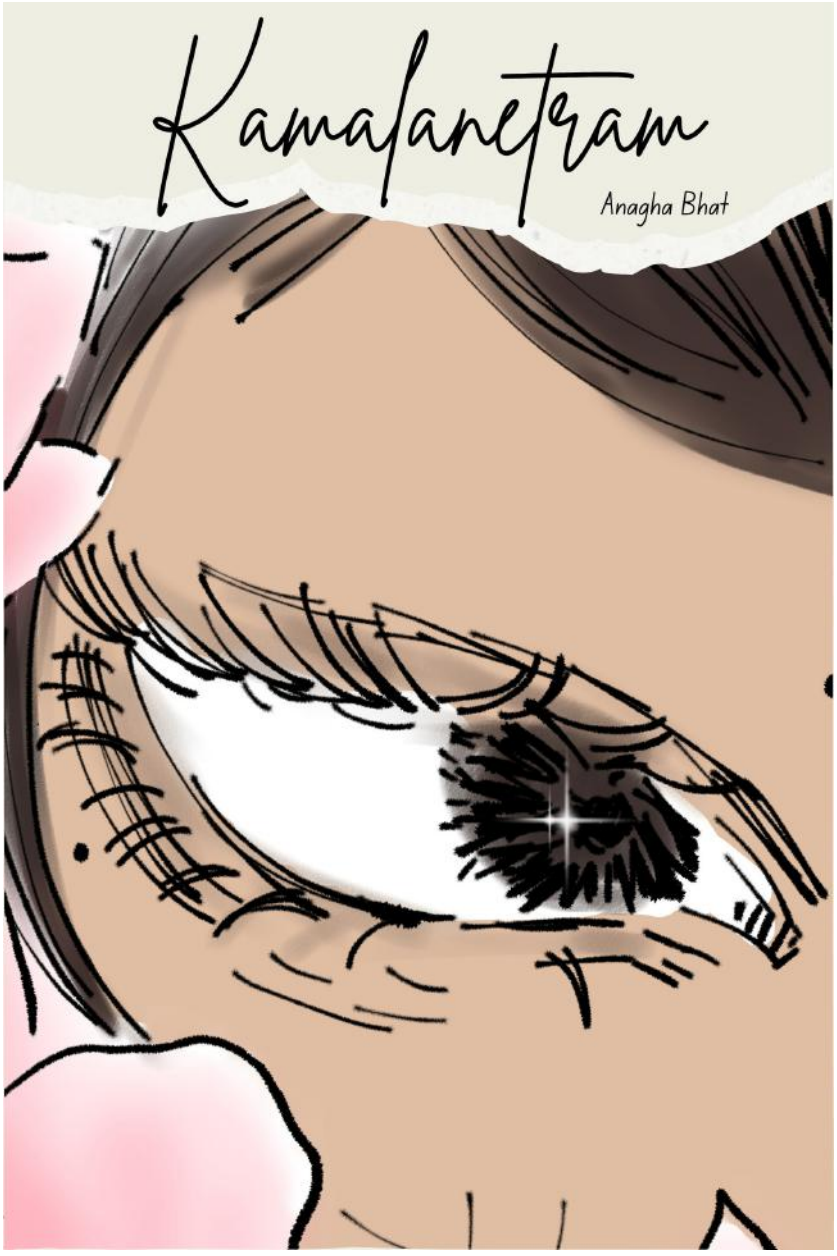
Hiraeth is a worldbuilding project that explores human behavior, society and the effects of industrial and cultural change through a fictional world. Inspired by real history and personal experiences, it creates a layered setting where environments, groups and visual styles reflect themes like identity, conflict and memory. Using concept art, short narratives and design elements, the project shows how issues such as power, displacement, and change can appear in imagined worlds. It doesn't try to recreate history, but to reinterpret it in a new way. By combining storytelling and visual design, Hiraeth encourages viewers to reflect on the past, think about the present, and consider how our choices shape the future.



Anagha Bhat

A graphic designer passionate about
sing creativity to solve visual communication challenges, craft meaningful experiences, and bring fresh ideas and new perspectives to life through design.

Scan for full portfolio



Kamalanetram

Kamalanetram is an 18-page graphic novel chronicling Maya, a 19-year-old from Bengaluru, who slowly begins to realise she has feelings for another woman. The story emphasises the early in-between stage — before she has words for what she feels is conveyed largely visually rather than through dialogue. This silent, ambiguous stage is what most queer stories in Indian media skip over. This project attempts to fill that gap. Studies of queer films, comics, and manga also brought to light what really makes these stories feel real: how the body responds before the mind can catch up, how fear of judgment leads to self-silencing, how a good friend helps someone see themselves more clearly, and why open endings can often be truer than tidy endings.



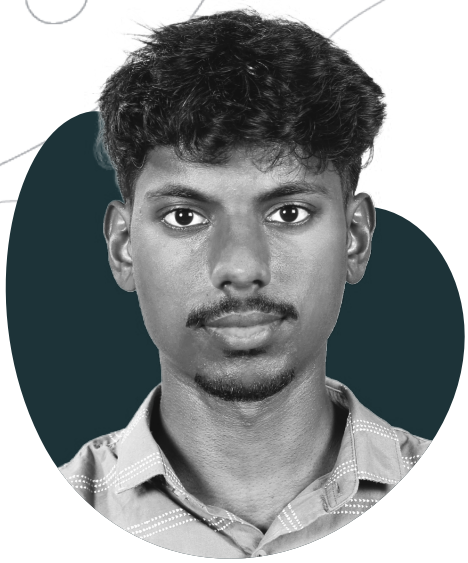
Anchita Gopkumar

With interests in branding, illustration, and experiential storytelling. Her practice explores how visual systems shape perception, behaviour, and emotional memory across digital and physical spaces, with a particular focus on hospitality, culture, and audience interaction.

This Capstone explores how contemporary hospitality branding operates in a digital-first world, where social media, audience participation, and experiential spaces shape brand perception. Through industry immersion and brand analysis, the project examines how communication design extends beyond visual identity to create connected systems of atmosphere, narrative, behaviour, and emotional recall.

The research highlights the challenge of maintaining distinction within algorithm-driven platforms, where repeated trends can reduce memorability. It argues that effective hospitality branding is built through consistent emotional, spatial and narrative experiences across both digital and physical touchpoints.

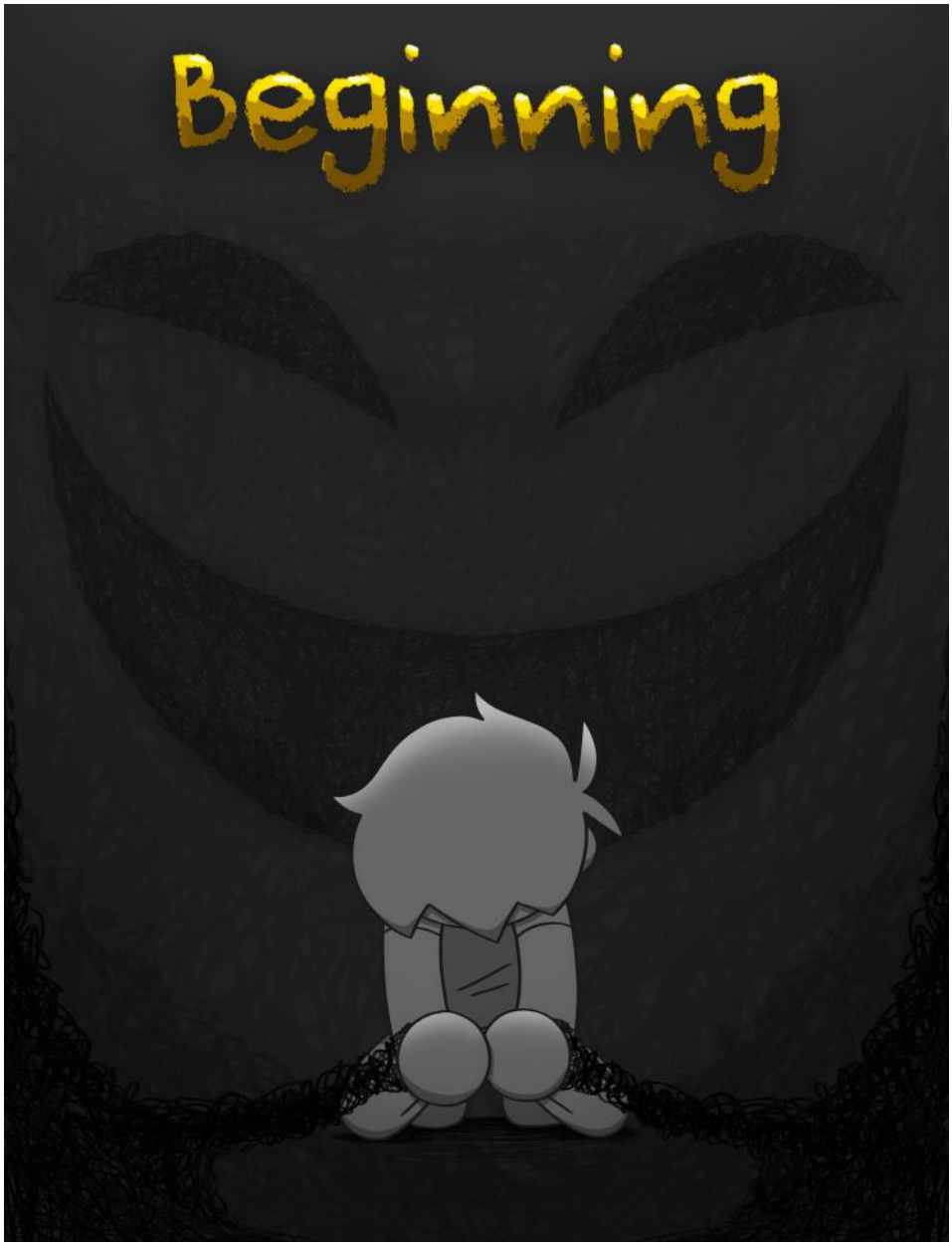




Ashwin Anil Govind

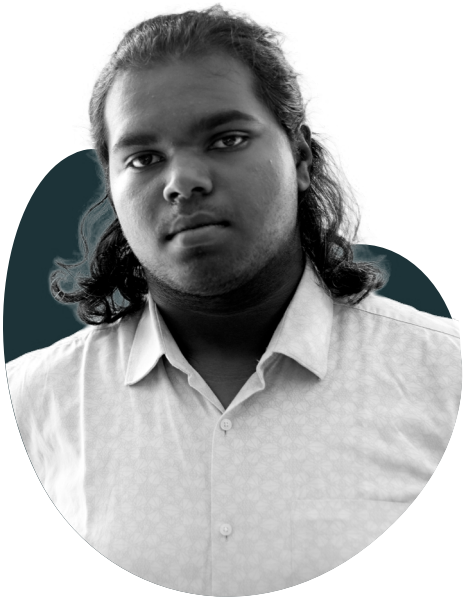
I'm a Communication Designer who builds visual stories out of lived experiences. I use symbolism and emotion to explore identity, growth, and everything that sits in between. My goal is simple–make work that feels honest, immersive, and real enough to stay with you.

Scan for full portfolio



Beginning

Beginning is an autobiographical animated short film based on my life and personal experiences. The film follows my journey from a warm and carefree childhood filled with family, creativity, and emotional security to a traumatic period that slowly changed the way I saw myself and the world around me. After experiencing a harsh and emotionally damaging school environment, I began losing the bright and expressive version of myself I once knew. Unable to process these emotions, I hid behind a metaphorical mask and pretended everything was normal while silently struggling within. Through symbolic visuals and minimal dialogue, Beginning explores trauma, identity, emotional isolation, and healing, while conveying the idea that struggles do not define us, but how we overcome them is what truly shapes who we become.



Adithya Vikram Mohan

a communication designer with a focus on animation. I've mainly worked as a freelance animator and on my own short films, of which there are 3.

Scan for full portfolio

A surrealist animated short film in the style of old point and click games. The Main character an anthropomorphic cat girl, is kicked out of her out of home as soon as she graduates to go and find a job by her parents and events that transpire after that slowly destroy her psyche and sense of self until at the end is stuck in a dead end managerial role, inflicting the same type of suffering that she was inflicted with as the result of the choices she made. The short film is also a commentary on the toll that the current state of the creative industries as a whole take on the creatives who hold up the industry, and the deep seated corruption that takes place in order to keep the current status quo.





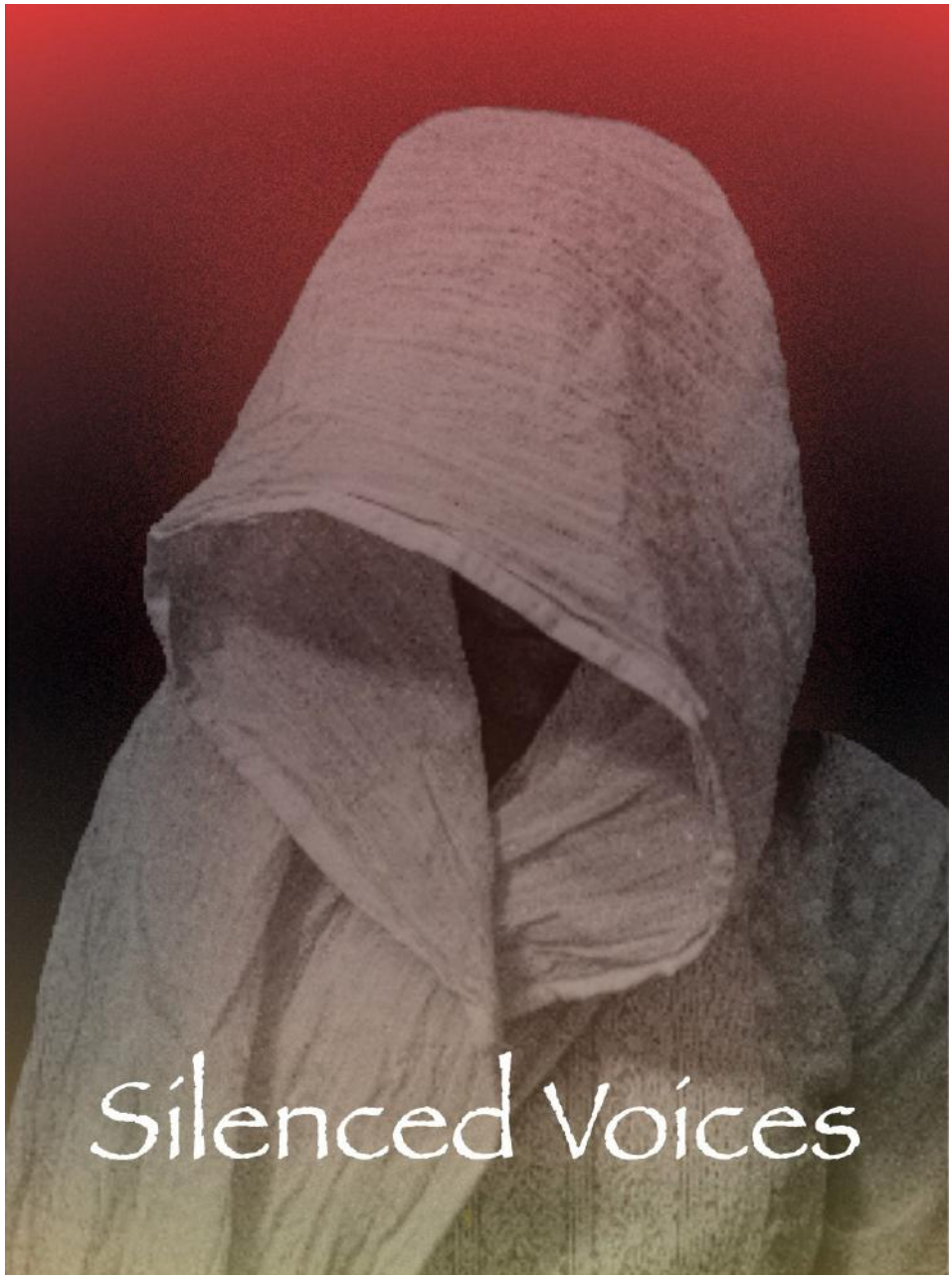
Bhadra S Nair

I am very passionate about storytelling and creative expression, always looking for new ways to connect ideas with people. Curious and adaptable, I enjoy exploring different perspectives and finding meaningful ways to communicate. To me, design goes beyond aesthetics, it's a powerful tool for communication, emotion, and meaningful impact.

Scan for full portfolio

Silenced Voices

is a visual representation of the oppression women face under societal and patriarchal norms. The portraits depict muted voices, with covered eyes symbolizing society's blindness to women's struggles and tied hands
representing the constraints placed on their freedom and ambitions. Male dominance is also portrayed, highlighting the structural inequalities that continue to restrict women's roles and opportunities. This work aims to raise awareness of gender inequality, challenging viewers to confront these realities and inspiring action for change. It calls for dismantling societal barriers and fostering a future where women are empowered to live authentically and freely.



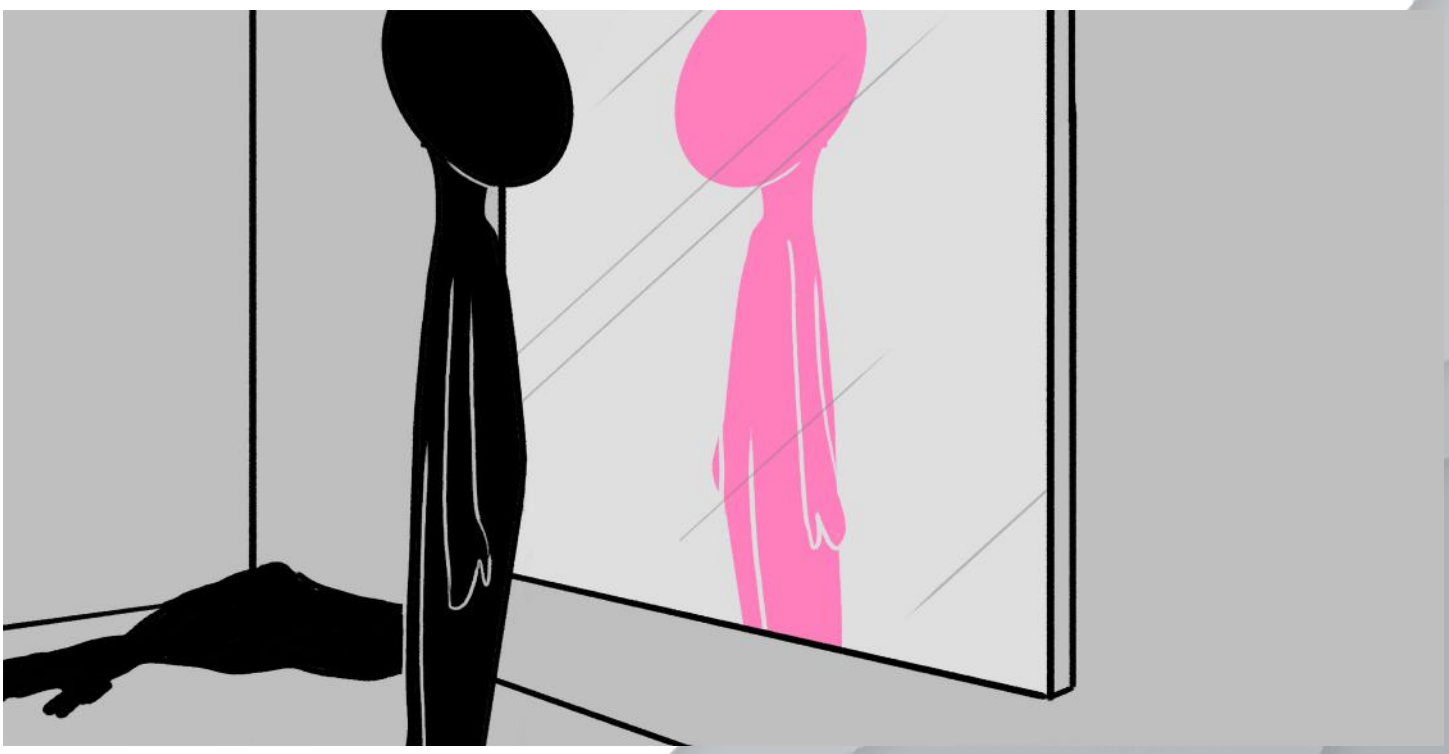


Disha Mahesh

I see design as the foundation of storytelling, and the element that brings every part together. Through my work, I want to create stories that are thought-provoking, and authentic. I see every project as both a chance to grow creatively and a way to express ideas, emotions, and perspectives.

Satya

Satya is a short animated film exploring the tension between individuality and social conformity in a society driven by reputation and security. The story follows an individual caught between two identities representing conformity and non-conformity, while the surrounding collective reinforces routine and passive acceptance.
Using visual storytelling, symbolic imagery, and subtle environmental distortions instead of dialogue, the film examines identity, perception, and the quiet influence of societal pressures on individual thought and behaviour.





Diya Sudarshan

I'm a communication design student interested in storytelling, branding, and interactive experiences. I enjoy exploring how visual systems, gameplay, and narrative can come together to create engaging and immersive design experiences.

Scan for full portfolio

Alibi

Alibi is a deduction-based investigative tabletop board game that combines mystery, strategy, and immersive storytelling. Players take on the role of investigators, solving a crime by identifying the correct suspect, motive, and method through observation and deduction.

Inspired by detective fiction, noir aesthetics, and psychological thrillers, the project integrates gameplay with branding, visual identity, packaging, board and card design, and environmental storytelling. The final outcome presents Alibi as a cohesive communication design system that unifies narrative, interaction, and gameplay into an engaging tabletop experience.





Gargi Mathur

a Product Designer who enjoys making complex products feel simple. I design AI-native experiences where accessibility isn't an afterthought it's part of the process from day one. Whether I'm mapping user journeys, defining product strategy, or refining interfaces, I care about creating experiences that are intuitive, scalable, and genuinely useful.

Scan for full portfolio

UPI Ecosystem for Gig Workers

is a branding project for a calm, nature-inspired café located within Pickleball Collective. While the café had been functioning for some time, it didn't have a name or a separate identity and was simply associated with the pickleball space. The goal of this project was to create a distinct brand for the café while staying true to its existing interiors and atmosphere.

Inspired by the idea of a bird finding a place to rest, The Perch is envisioned as a quiet retreat where people can pause, relax, and enjoy good food and coffee. The brand uses earthy colours, minimal design elements, and soft, organic visuals to reflect the warmth of the space. It caters to both pickleball players and casual café-goers, creating an inviting and grounded experience for everyone who visits.





Geethika Virendra Rao

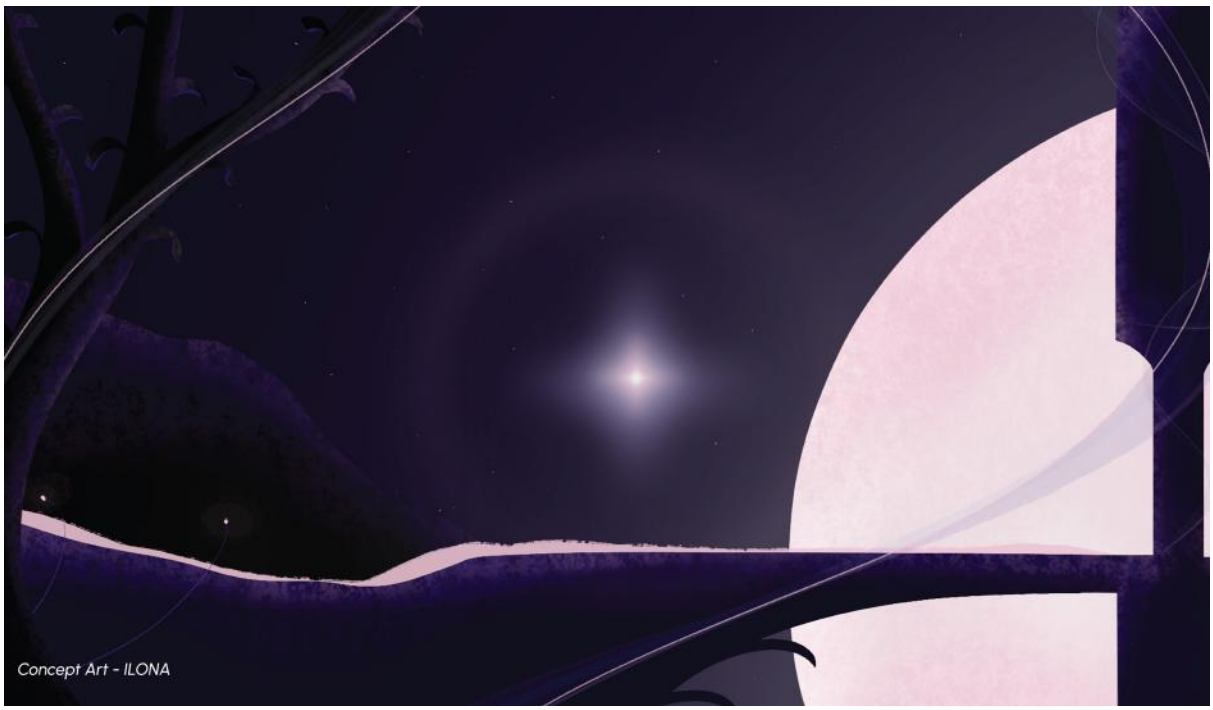
A communication designer with roots in illustration and a passion for visual storytelling, she works across animation, concept art, motion graphics, and typography. Drawn to the meeting point of the tactile and the digital. Her work blends rawness with intention – where design becomes a story to remember.

Scan for full portfolio

Ilona

Ilona is a 2D side-scrolling puzzle-based platformer. The game takes place in an alternate world inspired by combining the deep ocean and outer space. These two environments share a sense of mystery, darkness, and beauty which comes through in the game's glowing creatures, floating landscapes, and surreal atmosphere. Players explore landscapes where jellyfish drift through star-filled skies and coral grows beneath giant moons.

The story follows a young character discovering their identity and inner strength. Inspired by the seven chakras, each stage represents a different step in personal growth. This demo introduces the world, core gameplay, and emotional tone of the larger experience.The project's goal is to create an immersive experience through atmosphere, exploration and visual storytelling.



Concept Art - ILONA



Gian Vaz

I'm a Visual Communication student focused on branding and packaging design, with a calm and controlled creative approach. I enjoy building clean, thoughtful visual identities that balance clarity, aesthetics, and communication.

Stance

Stance is a high-performance energy drink brand developed as a branding and packaging design conceptfocused on restraint, clarity, and balance. Unlike conventional energy drink identities that rely on aggressive visual language, Stance adopts a calm and controlled aesthetic to communicate performance through precision rather than intensity. The project explores a cohesive visual identity system, including logo design, packaging structure, typography, and brand applications. The design approach emphasises minimalism, spatial balance, and thoughtful composition to create a sense of steady energy and focus.

Stance positions itself as a modern alternative in the energy drink category, appealing to users who seek sustained performance without overstimulation, both visually and conceptually.





Haritha Srikanth

In my spare time I make things. I crochet, do little DIY crafts and like listening to music. I like to draw, take photos and try new ways of making things. I love to take ideas and turn them into simple, handmade things.

Scan for full portfolio

During my motion graphics internship at Smartifai, I designed and animated high impact digital ad creatives and live stream assets for the Videx platform. Managed projects from concept to delivery, sourced brand assets and developed detailed storyboards to create polished, dynamic animations for top brands such as Du, Indomie Pop Mie and Top Coffee.
Technically, I optimised the final deliverables into specific formats like WebM and transparent GIFs to ensure compatibility across platforms. I was very worried about the balance between bold visual storytelling and rigid accessibility standards in my design choices. I developed engaging and localised mockups for real-time campaigns through the strategic execution of creative motion design that successfully garnered audience attention and battled digital ad fatigue.





Ishika Bhowmik

Passionate Visual Communication Designer who treats Pinterest like social media. Skilled in typography, color theory, layouts, branding, and digital/print media, I love creating engaging visuals and illustrations. Art and colours sparked my journey into design. I bring bold creative ideas to life.

Scan for full portfolio

This project explores the use of AI-assisted storytelling and visual communication in real estate marketing through branding, social media strategy, and digital content creation. The project focuses on improving audience engagement by combining storytelling-driven communication with AI-generated visualisation and human-led design refinement. Conducted during an internship at Grarri Private Limited, the work involved research, competitor analysis, branding development, content planning, and creation of social media creatives for multiple real estate brands including Radha Meadows, H1, and APR. The project also examines how communication design can move beyond aesthetics to create emotionally engaging and strategically effective digital experiences while integrating emerging AI tools into professional creative workflows.





Merlin Mariam George

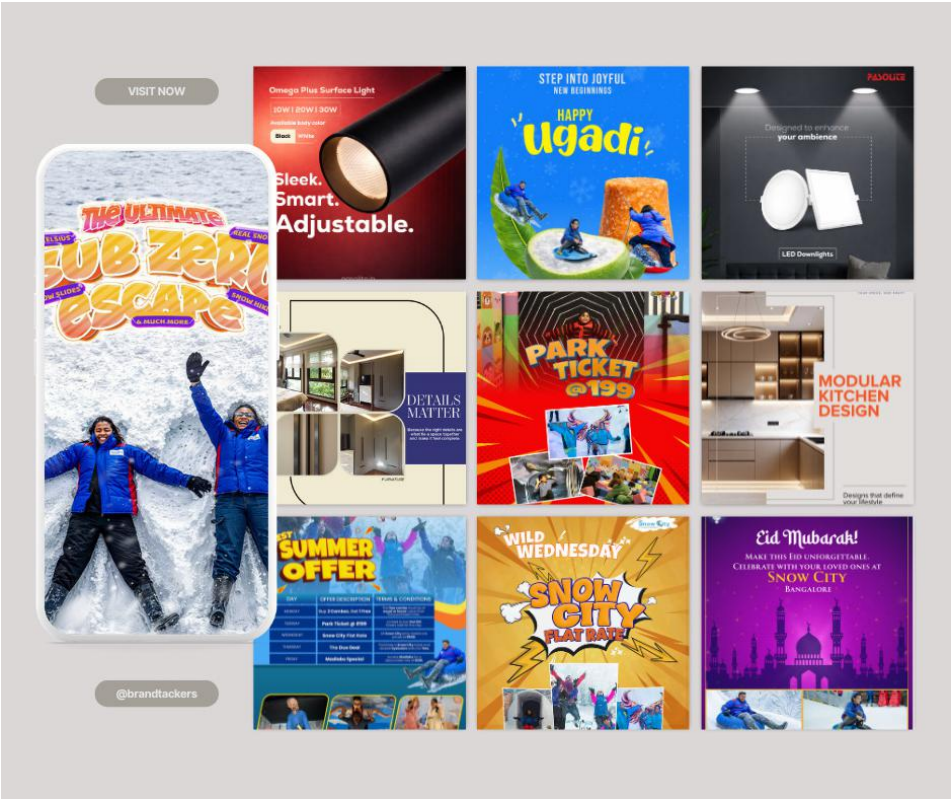
A visual storyteller shaped by illustration and emotion-led design, crafting work that feels both contemporary and deeply personal. Blending narrative with aesthetics, each piece is designed to connect, evoke, and transform everyday ideas into immersive visual experiences.

Scan for full portfolio

This capstone project captures my internship at Brandtackers, a creative agency handling multiple brands across diverse industries. It explores designing for different identities within a fast-paced digital environment.

The work includes social media creatives, advertisements, and video content, developed through brand understanding, visual research, and iterative feedback. It reflects a hybrid design approach that balances consistency, trends, and audience engagement.

The project highlights adaptability, efficiency, and the role of design as a strategic communication tool in real-world practice.





Mohammed Ameen

A Communication Design student passionate about brand strategy, visual identity, and the intersection of design and business. I enjoy combining research, strategic thinking, and design to solve real-world communication problems. In my free time, I enjoy photography, following the startup ecosystem, and exploring how brands are built from the ground up.

Scan for full portfolio

Terrabuild Pvt Ltd

Terrabuild is a self-initiated branding project that repositions a 30-year-old construction business into a structured, premium full-service brand. Through market research, competitor analysis, and field documentation, the project develops a comprehensive brand strategy and visual identity to build trust and visibility beyond personal networks. The outcome includes the Terrabuild brand identity, a Preframe Structures sub-brand brochure, site walkthrough videos, and a website content strategy. The project demonstrates how communication design can transform an established business into a credible and scalable market presence.





Niharika K V

I'm a graphic designer with a focus on type design, drawn to the space where craft meets contemporary practice. My work centers on Kannada and Indic typography, exploring the gap between print and digital letterforms. I'm currently building my practice around research-led, locally rooted design.

Scan for full portfolio

Akshara Vicharane

investigates what it means to design a typeface that truly belongs to its script. Undertaken as an industry internship at AlterType, the project centres on designing Kannada letterforms for an Indic font family but the real inquiry runs deeper than the commercial brief, asking whether a designer can make letters that are culturally rooted, and what it takes to get there.

The research is structured around three interlocking spaces: the outer world (the history, epigraphy, and contemporary context of Kannada), the inner world (the designer's own lived relationship with the script and language), and the craft (the iterative, tool-oriented practice of drawing letterforms in a professional foundry). Working across these spaces simultaneously, using methods drawn from Practice-Led Research, autoethnography, visual ethnography, and historical archival study, the project concludes as a publication: a designed object that is at once a type specimen, a cultural essay, and a record of the process.





Nithya Muthiah

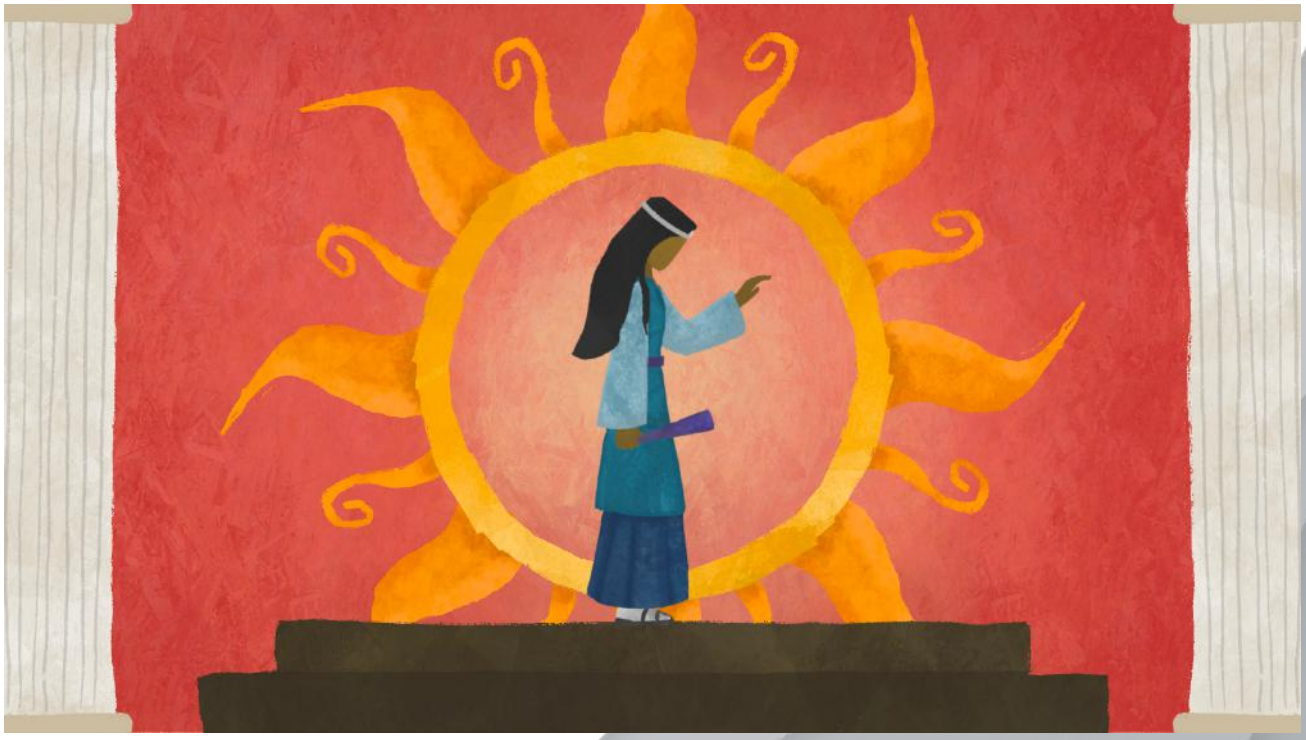
A cross-disciplinary creator whose background in science sharpened her attention to detail; working across brand development, illustration, worldbuilding and animation has expanded her range. Her approach balances creative thinking with practical outcomes, with content and context understood before it is designed.

Scan for full portfolio

Come to Dust

Come to Dust is a 2D animated short film developed independently (from story to script, sound and final cut) as a self-initiated design capstone project.

The short film is both narrated and animated, running two parallel storylines—the verbal narration as the reading of a fable and the visual representing the additional layers of the story. The story is of how earthquakes happen, starting with the (fictional) history of a god of the earth who rules over life. He returns to sleep and wakes without memories, ruling as a king. Here the narration pivots between fable and history and the storyteller acknowledges the loss of truth over time. The film ends on the note of earthquakes being both a curse and a reactive phenomenon of the god awakening and as a result of forgetting the past.





Priyankha Prasad

Communication designer by day, storyteller by instinct, and professional nap enthusiast. I love turning ideas into visuals that connect with people. From thoughtful branding to compelling narratives, I'm always exploring, experimenting, and learning – because great design isn't just about how it looks, but how it makes people feel.

Scan for full portfolio

Perch

is a branding project for a calm, nature-inspired café located within Pickleball Collective. While the café had been functioning for some time, it didn't have a name or a separate identity and was simply associated with the pickleball space. The goal of this project was to create a distinct brand for the café while staying true to its existing interiors and atmosphere.

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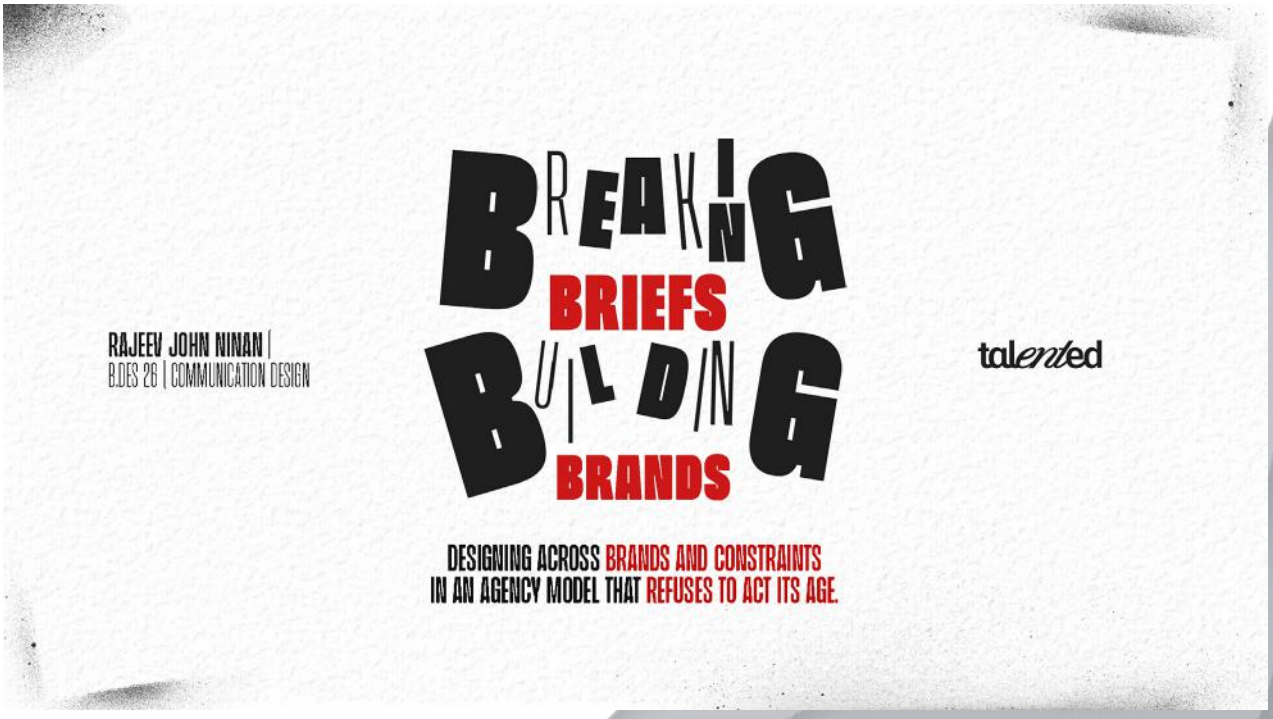
Rajeev John Ninan

a designer, part storyteller, full-time chaos coordinator. I make brands speak, signs guide, and pixels dance. Whether it's a logo that sticks, a wayfinding system that actually finds, or an animation that hypnotizes, I'm on it. Fueled by caffeine and an unhealthy obsession with typography. Let's make something unforgettable!

Scan for full portfolio

My capstone project focuses on understanding and navigating multi-brand design systems within a fast-paced advertising agency environment. Through my internship, I am actively working on diverse projects for both Indian and global brands, each with distinct identities, audiences, and constraints. This project aims to document, analyze, and reflect on how design decisions are made when creativity operates within strict brand guidelines, tight timelines, and collaborative workflows.

The scope of the project includes brand identity development, refresh strategies, campaign design, and asset creation across multiple platforms. Key projects include building a new visual identity for Bhartiya Jalpan, a legacy sweet brand; rebranding RimZim, a nostalgic Indian beverage, for a Gen Z audience; designing campaign assets for a Duolingo-led social initiative; contributing to IPL-related campaigns for Google Search AI; and developing a comprehensive brand book for Pantaloons as part of a strategic refresh.





Sameer Warrier

I'm a brand and graphic designer with a strong focus on visual identity, logo design, and brand systems. I work across the full spectrum of brand development, from strategic thinking to the design craft that makes companies recognisable and built to last. My work is grounded in drawing and illustration, which feeds directly into how I concept and develop ideas before they ever hit a screen.

Scan for full portfolio

This report documents a four-month branding internship at Greyspace Design Studio, where I contributed to branding projects across skincare, legal services, jewellery, luxury goods, and real estate. My work focused on logo ideation, visual identity development, and brand guidelines, with the KIAN luxury real estate project serving as my primary end-to-end branding experience.

The internship strengthened my skills in branding, project management, client communication, and strategic thinking while highlighting the importance of process, cultural context, and balancing design quality with client needs. It provided valuable insight into professional branding practice and the realities of commercial creative work.





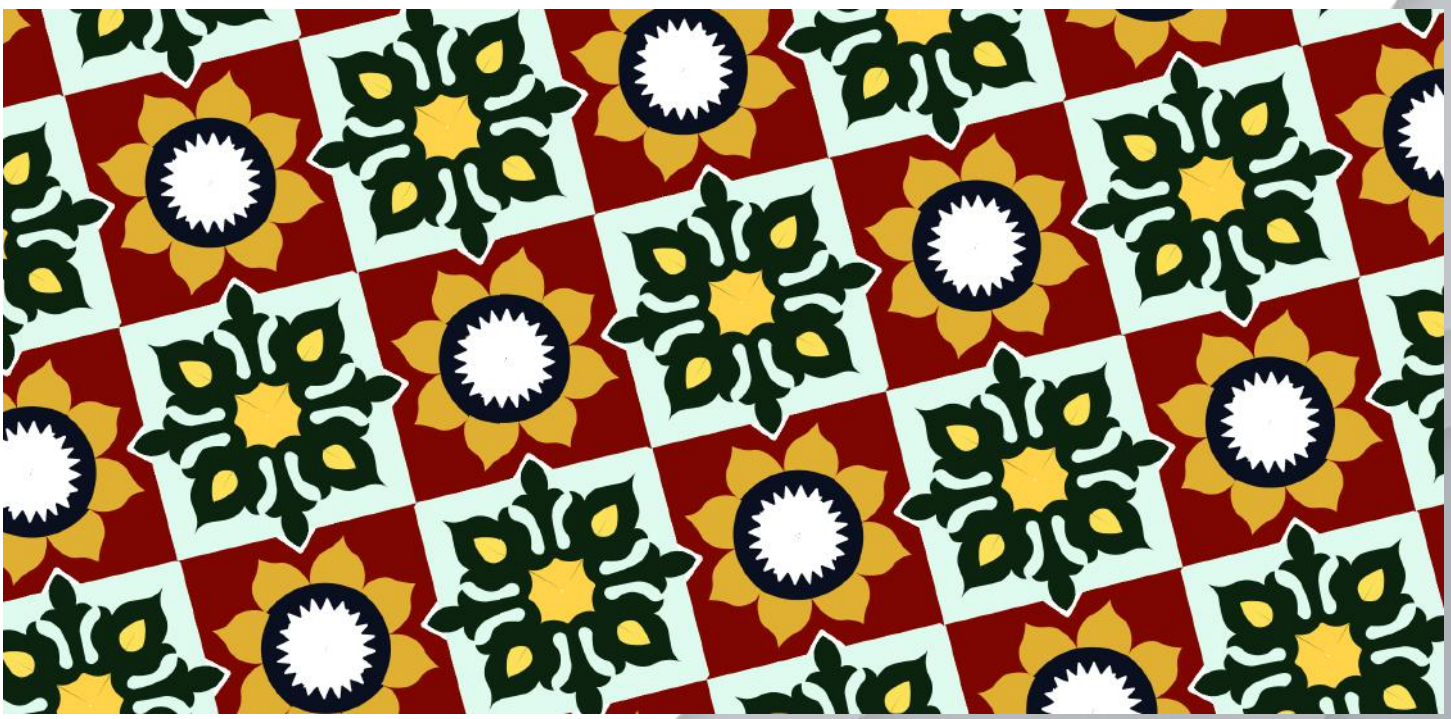
Sivabalan

A communication designer working in typography, visual systems, and design research. I focus on how design functions within cultural contexts, using systems thinking to examine the relationship between visual language, meaning, and the logic that shapes them.

Scan for full portfolio

This graduation thesis explores South Indian material culture through recurring visual motifs across Athangudi tiles, Kanchipuram silk, Swamimalai bronze, and traditional tattoos. Through fieldwork and historical research, the project examines how these motifs evolved from shared symbolic systems to contemporary revival, questioning whether their original meanings can be recovered.

The research identifies three distinct approaches to heritage revival—authentic recovery, commodification, and pastiche—and argues that visual languages retain meaning only when connected to material practice. The final outcome is a 100-page handmade journal that integrates text, photographs, and woodcut patterns to reflect this relationship between form, meaning, and making.





Sukruth S

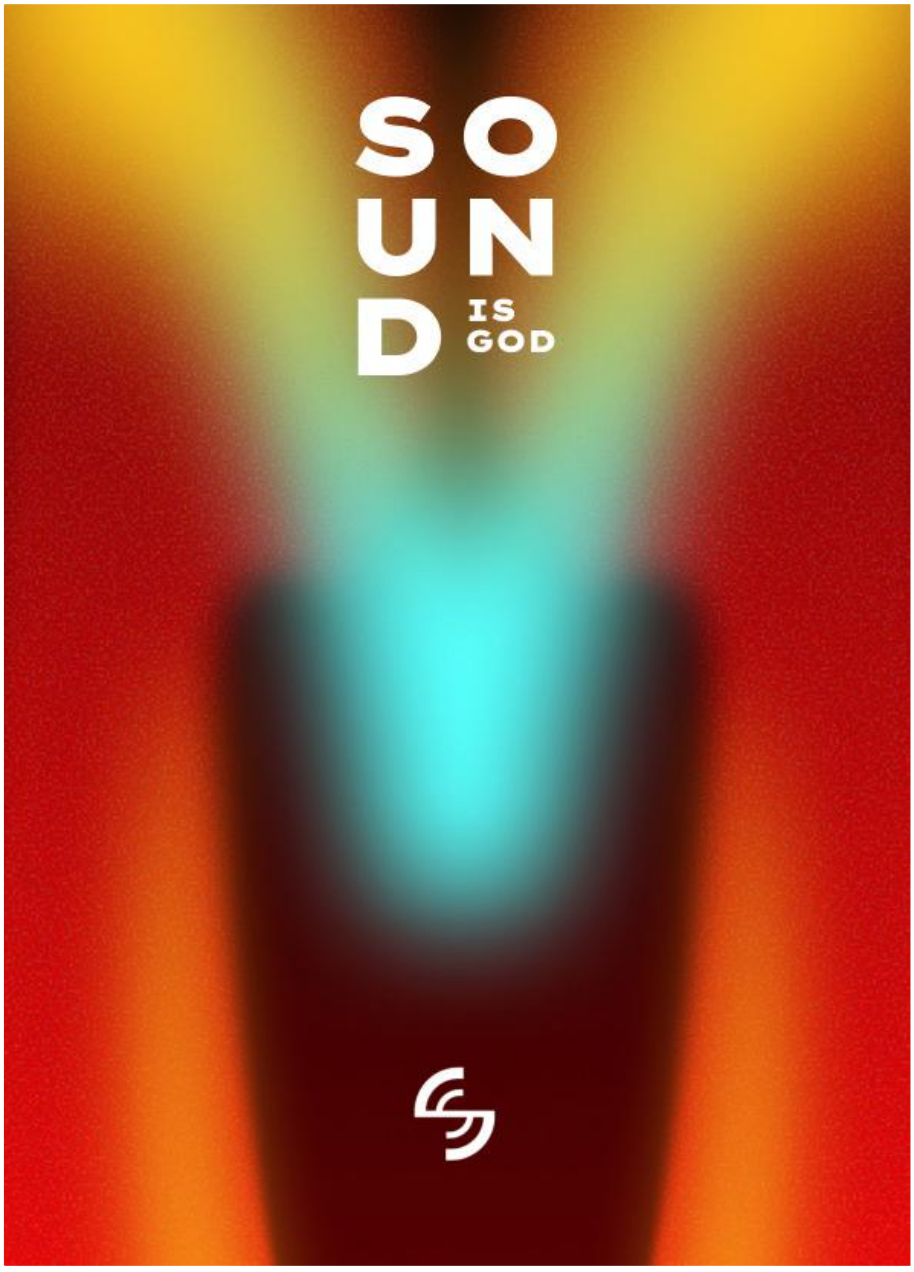
A designer who sees music and hears visuals. I blend rhythm, emotion, and clarity to create meaningful visuals. My passion for music lets me experience the world differently, shaping how I tell stories through visual design.

Scan for full portfolio

BETUNE: Sound is God

This project is an interactive web experience exploring the relationship between sound, design, and creation through the Vedic concept of Nada Brahma ("Sound is God"). Drawing from research in cymatics, Indian raga systems, sacred geometry, and string theory, the project presents sound as the fundamental force underlying all material reality.

The final outcome is a 90-second interactive audiovisual film controlled through hand gestures using MediaPipe technology, allowing users to engage with the cycle of creation and dissolution. The project argues that music and design are interconnected systems that organize vibration into meaning.





Vaibhavi M R

I'm a creative who loves being curious. Having explored both art and science as a kid, Design became a good balance between both worlds. Furthermore, it became a space to get inspired by the world around me, interpret those observations and gain clarity to create something very real and meaningful.

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Nashik Water Project

Nashik Water Project is a project that uses workshop as an initiation to bring attention to the overlooked aspects of Nashik city for the festival of Kumbh Mela 2027. This Project was initiated with a pilot workshop, which highlighted the hidden water systems of Nashik called Rahads. The workshop facilitated by the studio, along with other collaborators required extensive research regarding the Rahads, documenting their locations, learning illustrative map-making, creating a
workshop methodology and mentoring the participants of the workshop. The final outcome of the workshop was an illustrative isometric map that acts as a travel brochure that highlights the ecological, historical and cultural significance of Rahads of Nashik.





Varsha Nandakumar

Communication designer and emerging creative strategist exploring storytelling, culture, and originality in AI-driven creative spaces.

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Make It Matter:

A Creative Strategy Playbook, explores originality, authenticity, and creative thinking in AI-integrated creative environments. Through internships at topmate.io and iCover, I worked across social media design, video editing, creator-led content, and campaign ideation while simultaneously researching how AI is reshaping creative workflows. My work combines visual communication with strategic thinking, aiming to create content that feels culturally aware, emotionally honest, and genuinely memorable rather than simply polished or trend-driven.







Spatial & Interior Design



Anoushka Hareesh

I am passionate about creating immersive, user-centered environments through storytelling, material exploration, and spatial psychology. My interests lie in hospitality, retail, and experiential design, where I aim to combine culture, narrative, and functionality to create spatial experiences that connect emotionally with people.

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This project aims at developing an early learning classroom setting for today that will foster creativity, interaction, and cognitive development through playful design, spatial concepts, and child-focused design elements. The classroom ensures proper functionality with a warm environment, soft neutral finishes, and furniture in bright colours reminiscent of the basic colours. Collaborative organic shaped tables encourage collaborative learning activities.

Lighting creates an ambient mood through large openings for natural light, while open shelves promote interactive learning. Learning zones and visual learning boards support focused activities, creating a safe, exciting, and positive environment where children can learn, explore, and grow.





Diya A Makadia

A spatial and experience designer who believes spaces should be felt, not just seen. My work focuses on human-centred environments where functionality, identity, and experience converge, with a strong interest in workplace and experiential design that shapes how people collaborate, connect, and engage with the spaces around them.

Scan for full portfolio

This luxury residential landscape project explored the relationship between architecture, nature, and user experience. I developed the design concept to balance diverse client needs, integrating spaces such as an open pooja area and a party deck into a cohesive landscape. The project strengthened my understanding of spatial design, material selection, lighting, and detailing, reinforcing the importance of creating functional, memorable spaces centered around people.





Dweep Jain

As a Spatial Interior Design student, I am passionate about creating spaces that blend creativity with functionality. My design approach prioritizes empathy and sustainability, ensuring meaningful and eco-friendly environments. I look forward to collaborating with a design team to bring unique and inspiring spaces to

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This bedroom is part of a luxurious 4 BHK residence at Raheja Vivarea, Koramangala, designed around the theme of Earth. The concept celebrates the beauty of nature by blending organic forms, natural materials, and earthy tones to create a calming and immersive living experience.
The focal point of the room is the custom-designed floating bed, inspired by the shape of a leaf, giving the impression of lightness while symbolizing growth and harmony with nature. The sculptural headboard extends in flowing, branch-like forms, creating a seamless connection between the furniture and the surrounding space. The statement ceiling installation, inspired by layered leaves, enhances the natural aesthetic and adds visual movement. Warm ambient lighting, textured finishes, and handcrafted wooden elements further reinforce the Earth-inspired theme. Every design element has been thoughtfully curated to evoke serenity, balance, and a deep connection with the natural environment while maintaining a luxurious contemporary appeal.





Elita Susan John

A creative and curious individual with a background in Spatial and Interior Design. Passionate about design, art, and handmade creations, enjoys exploring new ideas, learning through experiences, and bringing thoughtful, meaningful concepts to life.

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This research explores how street vendors transform small, informal spaces into efficient work environments. Through field studies in Bengaluru, it examines spatial organization, ergonomics, storage, and customer interactions across different vendor typologies. The project proposes affordable, modular design solutions to improve functionality, comfort, and productivity, demonstrating the potential of interior design in enhancing informal market spaces.



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Gauri Sanjeev

I'm a designer with a major in Spatial Design and a minor in Transdisciplinary Design. I've worked on residential, hospitality, and workspace projects, focusing on creating functional and meaningful environments. My experience also spans UX, visual communication, and systems design, alongside academic research exploring the intersection of design and human behaviour.

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This capstone research explores how spatial design influences behaviour and experience in urban hospital OPD waiting areas. Through behavioural mapping, user observation, and environmental analysis, it examines how layout, seating, lighting, and acoustics affect comfort, stress, and interaction. The project proposes human-centred design strategies to improve patient experience by creating more functional, comfortable, and empathetic healthcare waiting environments.



Krisha Rathore

Driven by curiosity and experimentation, I approach design through the lens of emotion, storytelling, and experience. Influenced by a broad creative spectrum, my work balances imagination and intention to create environments that are immersive, evocative, and memorable.

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Developed during my internship at Space Matrix, this is a 3D visual created as part of the landscape proposal for a project pitch. The design draws inspiration from the site building's distinctive circular geometry, extending its architectural language beyond the built form into the surrounding landscape. Organic, flowing forms shape the pergolas, outdoor seating zones, planting strategy, and site circulation, creating a seamless dialogue between interior, architecture, and nature. This design language is carried throughout the development, influencing everything from spatial organization and landscape features to finer details such as parking demarcations. By integrating natural forms with functional requirements, the proposal aims to create a cohesive and immersive arrival experience that strengthens the project's identity while enhancing user interaction with the outdoor environment.





Manisha S. Kalsad

An Interior and Spatial Design student at RV University with experience in residential and workspace interior projects. My areas of interest include spatial planning, technical detailing, and interior design. I focus on creating functional and well-structured spaces through thoughtful design approaches that balance aesthetics, efficiency, and user requirements.

This residential bedroom interior project follows a modern minimalist design approach focused on simplicity, functionality, and clean aesthetics. The space features a neutral colour palette, sleek furniture, and seamless storage solutions to create a calm and sophisticated environment. Floor-to-ceiling wardrobes maximize storage while maintaining a clutter-free appearance. Recessed lighting and subtle design elements enhance warmth and spatial depth. Careful attention to planning, lighting, and detailing ensures both functionality and visual balance, reflecting a refined and efficient residential interior design approach.





Monisha S. Honnagiri

Spatial designer focused on production and operations, with hands-on experience in set design and styling across diverse projects. I enjoy turning ideas into real, functional spaces, working closely on-site, coordinating teams, and ensuring every project comes together smoothly, efficiently, and with strong attention to detail.

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This poolside décor pocket reimagines the waterbody as the Yamuna, creating a serene and immersive storytelling moment within a Vrindavan-themed Ganesh Chaturthi celebration in Lagos.
The installation captures Krishna's playful leela through symbolic elements like the flute and peacock feather, while subtly introducing his divine essence with the Sudarshan Chakra and Shankh.
Surrounded by blooming lotuses, the space evokes a sense of calm, purity, and devotion. Designed as a visual pause point, it allows guests to slow down and absorb the narrative, offering both aesthetic and spiritual engagement. The composition carefully balances lightness and divinity, reinforcing the larger theme of Vrindavan while adding depth and emotion to the overall spatial experience.





Mrinal Jain

Emerging interior designer experienced in large-scale corporate interiors, concept development, and visual communication. Interested in experiential design, branding, and crafting spaces that create meaningful interactions and memorable user experiences.

Designed as the arrival space for the Vikram Solar workplace, the intent was to reflect the company's values of sustainability, innovation, and connection with nature. Earthy materials and textures, including stone finishes, warm wood tones, and soft neutral shades, create a calm, grounded, and welcoming environment from the first interaction. At the centre, a multifunctional amphitheatre serves as informal seating, a small library, and a staircase connecting the two floor plates.

Biophilic elements are integrated throughout the space to introduce freshness and warmth, while a water body near the entrance creates a quiet moment of pause and serenity. Together, these features encourage interaction, strengthen connections across teams and levels, and shape an arrival experience that feels open, connected, and deeply rooted in Vikram Solar's sustainable vision.





Priyanka B Raj

Enthusiastic Spatial and Interior Designer with the ability to create innovative and functional designs. Known for a keen eye for detail and a quick learning ability, the practice focuses on transforming client visions into practical and stylish solutions for both residential and commercial spaces. The approach is guided by creativity, clarity, and a strong understanding of how space can support everyday living and working. Each project is developed with care, balancing aesthetics, function, and thoughtful planning to create interiors that feel refined, purposeful, and engaging.

Scan for full portfolio

This experience centre and workspace is designed as a shared environment where customers and employees coexist seamlessly within one open, dynamic space. The design balances brand experience with day-to-day work functions through a layered composition of display elements, transparent surfaces, and refined material finishes. Visitors are guided through a spatial journey that reflects the brand's identity while allowing them to observe the working culture in action. Open yet structured, the interior encourages interaction, collaboration, and comfort. Natural light, greenery, and thoughtful detailing further enhance the atmosphere, creating a contemporary setting that feels both professional and welcoming.



A thoughtfully designed corporate space where daily work and immersive brand experiences coexist in harmony.



S Akshitha Varshini

Passionate interior design student at RV University driven by creativity and innovation. Enthusiastic about transforming spaces through unique concepts, advanced technology, and experimental materials. Interested in spatial storytelling and creating interiors that balance functionality, emotion, and aesthetics while crafting bold, meaningful, and impactful environments that challenge conventional design approaches.

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This kindergarten space is thoughtfully designed for children on the autism spectrum, focusing on creating a calm, safe, and sensory-balanced learning environment. A consistent material palette is maintained across the walls, flooring, and ceiling to reduce visual distractions and provide a sense of familiarity and comfort within the classroom. Bright colours are intentionally introduced only through the children's seating and activity furniture, allowing students at a young age to recognise and understand colours in a playful yet controlled manner without overpowering the space. The use of natural lighting through the jali wall creates soft shadow patterns across the interiors, adding warmth, depth, and visual connection to nature while still maintaining a soothing atmosphere that encourages focus, comfort, creativity, and interactive learning experiences for children.





Saira Nasir

Imaginative and detail-oriented designer with a passion for blending functionality and beauty to create thoughtful, engaging spaces. Driven by creativity, innovation, and continuous learning, with a strong commitment to crafting designs that balance aesthetics, purpose, and user experience while leaving a lasting impact.

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Ritukalaa

Ritukalaa is a thoughtfully designed experiential space that brings together cultural expression, interactive elements, and contemporary design. The project focuses on creating an engaging environment that reflects seasonal narratives and artistic interpretations through spatial design, materials, and visual storytelling. Different zones are planned to offer a variety of experiences, encouraging exploration, interaction, and social engagement. The design approach combines modern aesthetics with traditional influences, using a mix of textures, colours, and forms to create a vibrant yet balanced atmosphere. Careful attention is given to spatial planning, circulation, and user experience to ensure smooth movement and functionality across the space. Overall, the project aims to deliver an immersive environment that is visually appealing, culturally rooted, and experientially rich.





Shreya Tappu

A Spatial and Interior Design student at RV University with a minor in Brand Experience Design. I enjoy creating immersive spaces that blend functionality with emotion, often incorporating fluid forms and curves to bring uniqueness and character into every design experience.

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The JSA Advocates project involved the design and visualisation development for a corporate law firm workspace. The project focused on creating a professional, modern, and sophisticated office environment that reflected the brand identity and work culture of the firm. As part of my contribution, I worked on developing mood boards for the pitch deck, which included selecting reference images, material palettes, colour schemes, and design inspirations aligned with the proposed concept. I also gained hands-on experience working on Saltmine, Space Matrix's in-house 3D visualisation software, where I assisted in creating axonometric views for the project. This opportunity helped me understand the workflow of conceptual presentations and enhanced my knowledge of 3D visualisation tools used in professional interior design practice.





Srikari Ganti

A Spatial and Interior designer who turns bold ideas into functional, inspiring spaces. I believe great design isn't just about how a space looks—it's about how it feels and works for the people in it. I work closely with clients to understand their ideas & bring them to life through thoughtful design and walkthrough that help clients see the space before it's built. Whether residential or commercial, I design spaces with creative ideas with practical solutions to make them both beautiful and usable.

Jeppesen

Jeppesen is a global aviation technology company known for providing navigation systems, flight planning software, and operational solutions for the aviation industry. During my internship at Space Matrix, I worked on the Jeppesen workplace project, which became one of the most detailed learning experiences of my internship. In this project, I coordinated with vendors for the mock-up conducted on 30th March and explored different materials, finishes, laminates, fabrics, and tiles used in workplace interiors. I also prepared Room Data Sheets, Finish Schedules, Tiles, Decks, Planter Decks, and mock-up reports. Additionally, I worked on the handwash area, which involved detailed CAD drawings, dimensions, material specifications, and multiple design iterations based on client feedback. This project improved my technical knowledge, material understanding, coordination skills, communication abilities, and confidence in handling professional workplace design processes.





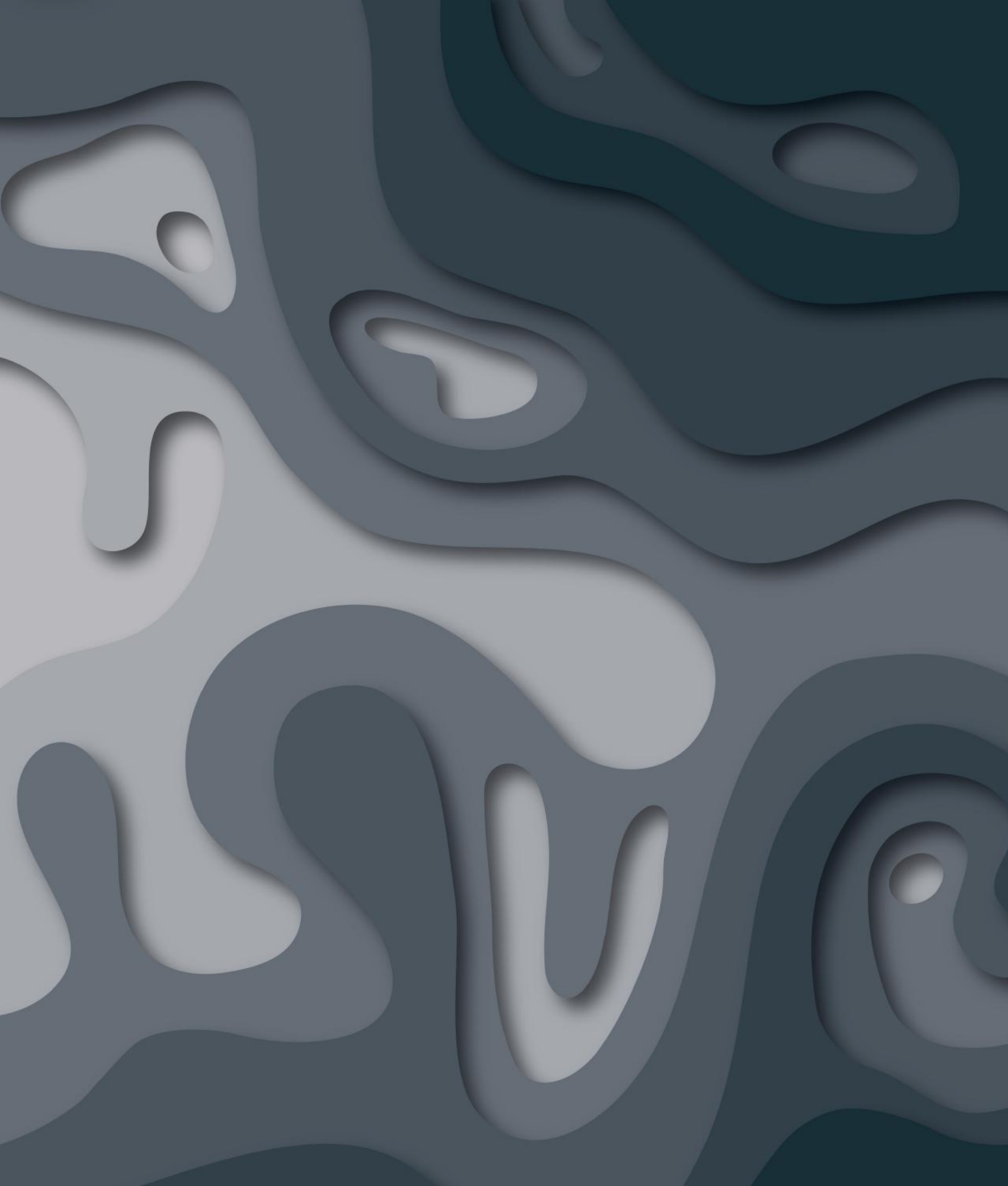
Thanya Jeanin A

"Spaces speak before people do." I believe design is an act of listening. As a spatial and interior designer, I draw from culture, tradition, and the living stories of a community to create spaces that feel true to the land, to the people, and to the moment. My work is an invitation to slow down, look closer, and feel at home somewhere entirely new.

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This restaurant was designed around a simple question: What does Indo-Burmese culture feel like when you walk into a room? The answer lies most visibly in the ceiling, where a cascading installation of umbrella-inspired light fixtures pays direct homage to the ornate, handcrafted umbrellas of Burmese tradition. Clustered together, they create a canopy of warm light that immediately sets the tone: celebratory, rooted, and alive. Below, dark wood furniture, woven pendant lights, and a warm material palette bring the interior into a conversation between the two cultures. Culture here is the reason the room feels the way it does: warm, familiar, and somehow already yours.





Product Design



Aditya Ballolli

a Product and UI/UX Designer who enjoys delving deep and occasionally going down rabbit holes into topics that interest me. I am passionate about using my skills to design products at the crossroads of the physical and digital worlds, to solve unique problems that improve my user's overall experience and satisfaction.

Scan for full portfolio

ELPIS

Wearable Ecosystem for Continuous Non-Communicable Diseases (NCDs) such as diabetes, hypertension, and cardiovascular diseases account for over 60% of deaths in India and place increasing pressure on both public and private healthcare systems that require ongoing treatment. Yet modern healthcare systems have become centred on isolated visits and reactive treatments. Patients often struggle with maintaining medication, changing their lifestyle and attending regular appointments, while family members are responsible for providing significant caregiving support with little insight into daily health information about their loved ones. On the other hand, medical personnel have to cope with a lack of data about patients' history, overloaded schedules and scarce prevention-related activities. All these shortcomings make long-term care highly inconsistent and disconnected at different levels of the private and public healthcare industry. ELPIS tackles this issue by shifting care out of clinical spaces and forming an interconnected ecosystem that allows for health monitoring, gaining valuable insight and working together through a unified understanding of long-term health.





Aditya Sriram

Product & Industrial Designer focused on developing thoughtful, user-centred products and experiences through research-driven design. His work balances functionality, usability, and storytelling. Guided by curiosity and observation, he brings a problem-solving approach to a wide range of applications and contexts.

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Gradus

Gradus is a mechanically assisted bone marrow biopsy device that amplifies rotational force during cortical penetration while preserving tactile feedback, procedural familiarity, and specimen integrity. It delivers consistent procedural outcomes across varying levels of operator experience without disrupting established clinical technique.
Unlike powered biopsy platforms, Gradus requires no battery, motor, or proprietary consumables, allowing deployment across both advanced oncology centres and resource-constrained healthcare settings. Positioned between low-cost manual needles and expensive powered drills, Gradus offers a clinically meaningful mechanical alternative that makes improved bone marrow biopsy accessible at every tier of care.



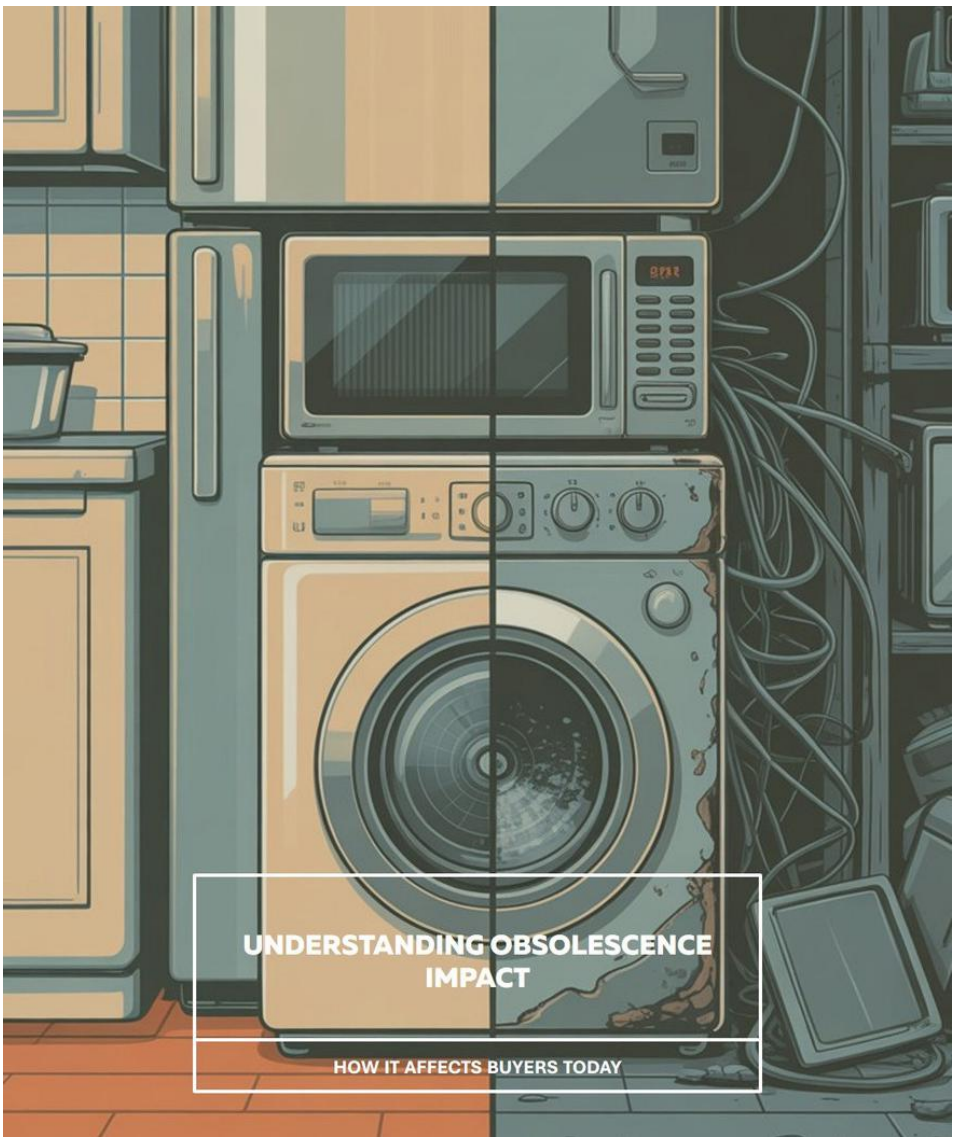


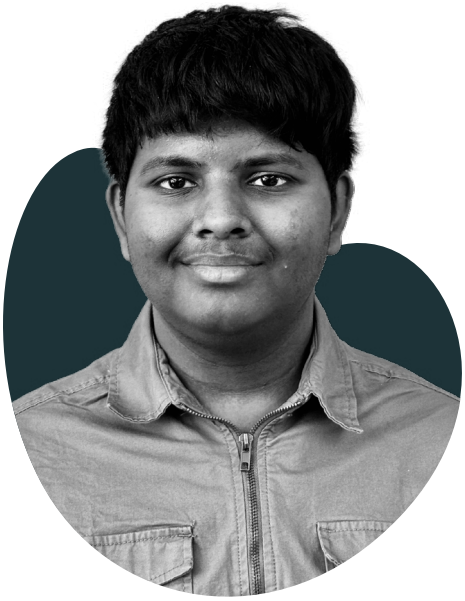
Ananth Kaushik

My research focuses on developing design-led solutions that reconcile aspirational status signalling with the deep-seated cultural mandate of long-term durability within the Indian market.

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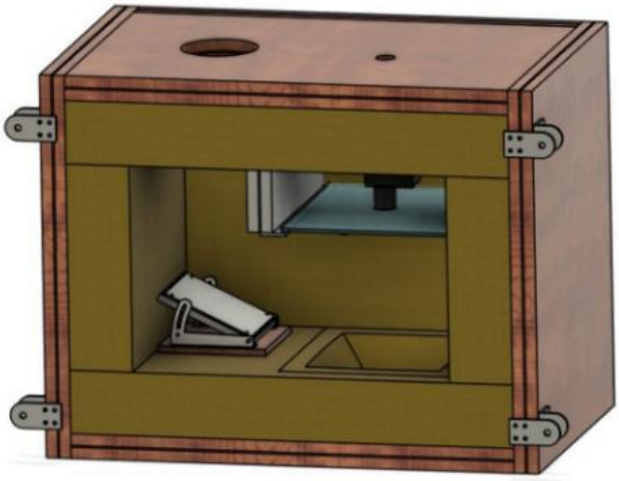
This project examines planned obsolescence in home appliances and its impact on India's urban middle class. Through user research, it identifies how high repair costs and product failures after 3–5 years drive premature replacement, despite strong demand for durable, repairable products. The project proposes modular, repair-friendly design strategies that extend product lifespan, reduce e-waste, and align with emerging Right to Repair principles, demonstrating how user-centered design can support more sustainable consumption.



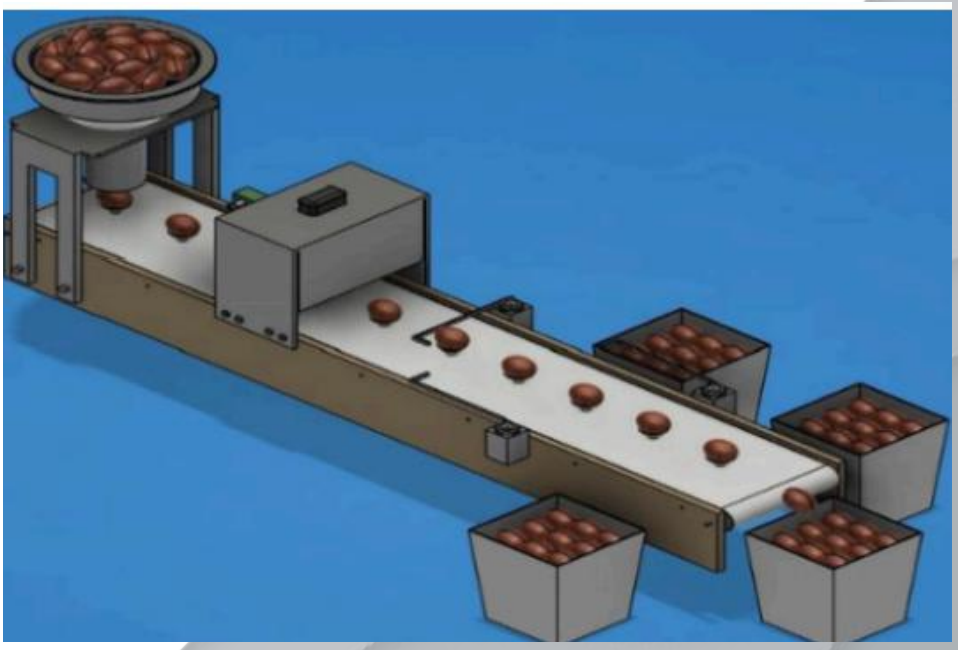


Atharva Dayananda Shetty

a passionate and dedicated design student with a strong focus on product design, UI/UX, and industrial design. Over the years, my curiosity has evolved into a deep fascination with cars and airplanes, fuelling my creativity and driving my ambition to pursue a career in design.



The project focused on the design and development of a compact acoustic chamber for the classifying the type of walnut shell using impact sound and machine learning without the need of breaking it. Its aim was to address the limitations of conventional grading methods, which rely mainly on visual inspection and are unable to accurately determine internal shell characteristics without damaging the walnut. It integrates a controlled feeding mechanism, an acoustic chamber with sound insulation, an angled impact plate, a fixed microphone, and an RGB imaging setup to capture synchronized acoustic and visual data. These data are then processed using machine learning algorithms to classify walnuts into different shell categories. By providing controlled and repeatable testing conditions, the developed system improves grading accuracy, reduces dependence on destructive testing, and offers a practical, cost-effective solution for quality assessment in agricultural processing and research applications.





Bernice Ria

A product and UI/UX design student passionate about creating user-centered experiences and meaningful products. Interested in product innovation, research, and visual storytelling, with experience in design development, prototyping, graphics, and interdisciplinary projects across physical and digital domains.

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FLUX Functional Kitchenware

This project explores functional kitchenware design by addressing condensation management to improve everyday cooking experiences. Focusing on usability, cleanliness, and convenience, the design introduces a practical solution that integrates seamlessly into existing kitchen routines. The project balances functionality, efficiency, and simplicity to create a refined product that enhances everyday interactions in modern kitchens.





Bhakti M Shah

I'm a Product Design student at RV University with a passion for creating thoughtful and user-centered experiences. I enjoy combining creativity, research, and practical problem-solving through prototyping, 3D visualisation, and design exploration across physical and digital products.

Scan for full portfolio

Nook

Nook is an automated furniture solution designed to support elderly users by improving comfort, accessibility, and independent living. The project focuses on creating a user-friendly and adaptable furniture system that responds to everyday physical challenges faced by senior citizens. Through research, prototyping, and ergonomic exploration, the design aims to reduce strain, simplify interactions, and enhance the overall living experience. Nook combines functionality, thoughtful aesthetics, and smart automation to create a practical solution suited for modern homes while promoting safety, ease of use, and emotional comfort for its users.





Bhakti Shevade

An event designer interested in creating immersive, thoughtful spaces people genuinely enjoy being in. I enjoy working through details that shape how people experience a space and adapt easily during on-site execution. My approach combines practicality, sustainability, and design that feels natural, memorable, and effortless rather than overly staged.

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This project explores event design through luxury weddings and celebration spaces, focusing on creating immersive and meaningful experiences. Combining concept development, mood boards, spatial planning, and on-site execution, the work balances aesthetics with functionality while adapting to real-world production challenges. With an emphasis on thoughtful detailing, handcrafted elements, and sustainable material choices, the projects showcase a collaborative, hands-on approach to designing cohesive and memorable celebration spaces.



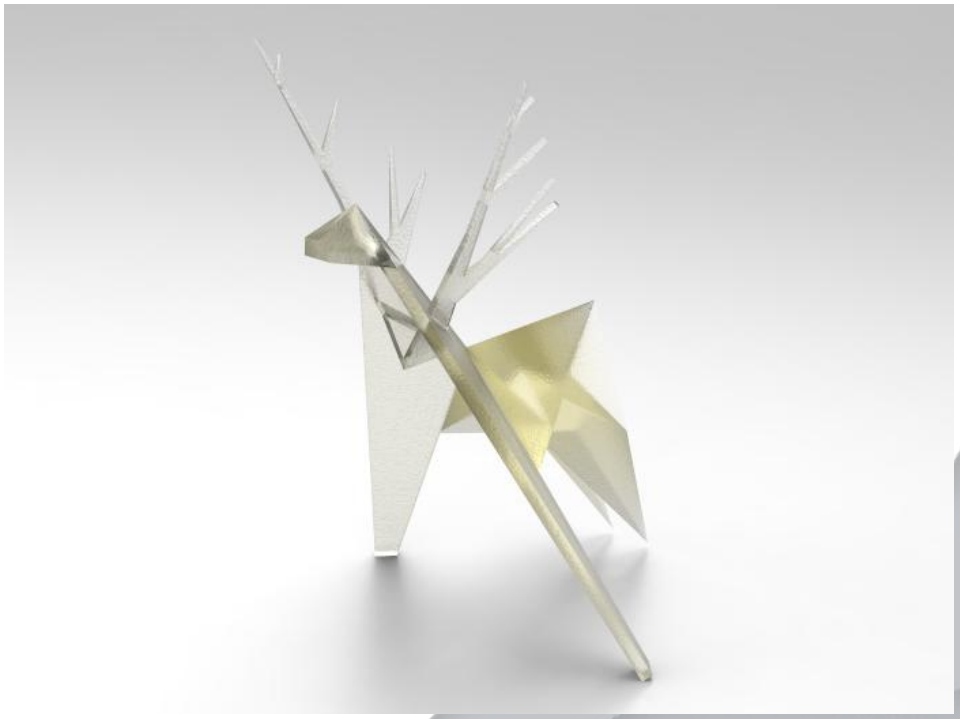
Chinmay Aditya Sharma

I am a product designer focused on creating meaningful, user-centered solutions that improve everyday experiences. I see design as a tool for clarity, balancing empathy, function, and performance to build products that creates real value.

Scan for full portfolio

Facet Stag

is a contemporary geometric sculpture that reinterprets the strength and elegance of a stag through a faceted, low-poly design language. Constructed using sharp planes and intersecting forms, the piece reduces the animal to its essential visual characteristics while maintaining a powerful and recognisable silhouette. The minimalist composition emphasises balance, proportion, and the contrast between solid volumes and delicate antlers, creating a striking visual presence from multiple viewing angles. Designed as a decorative art object, the sculpture explores the relationship between nature and modern digital form-making, making it suitable for interior spaces such as offices, living rooms, galleries, and hospitality environments. The project demonstrates precision in geometric modeling while celebrating the timeless symbolism of resilience, grace, and strength associated with the stag.





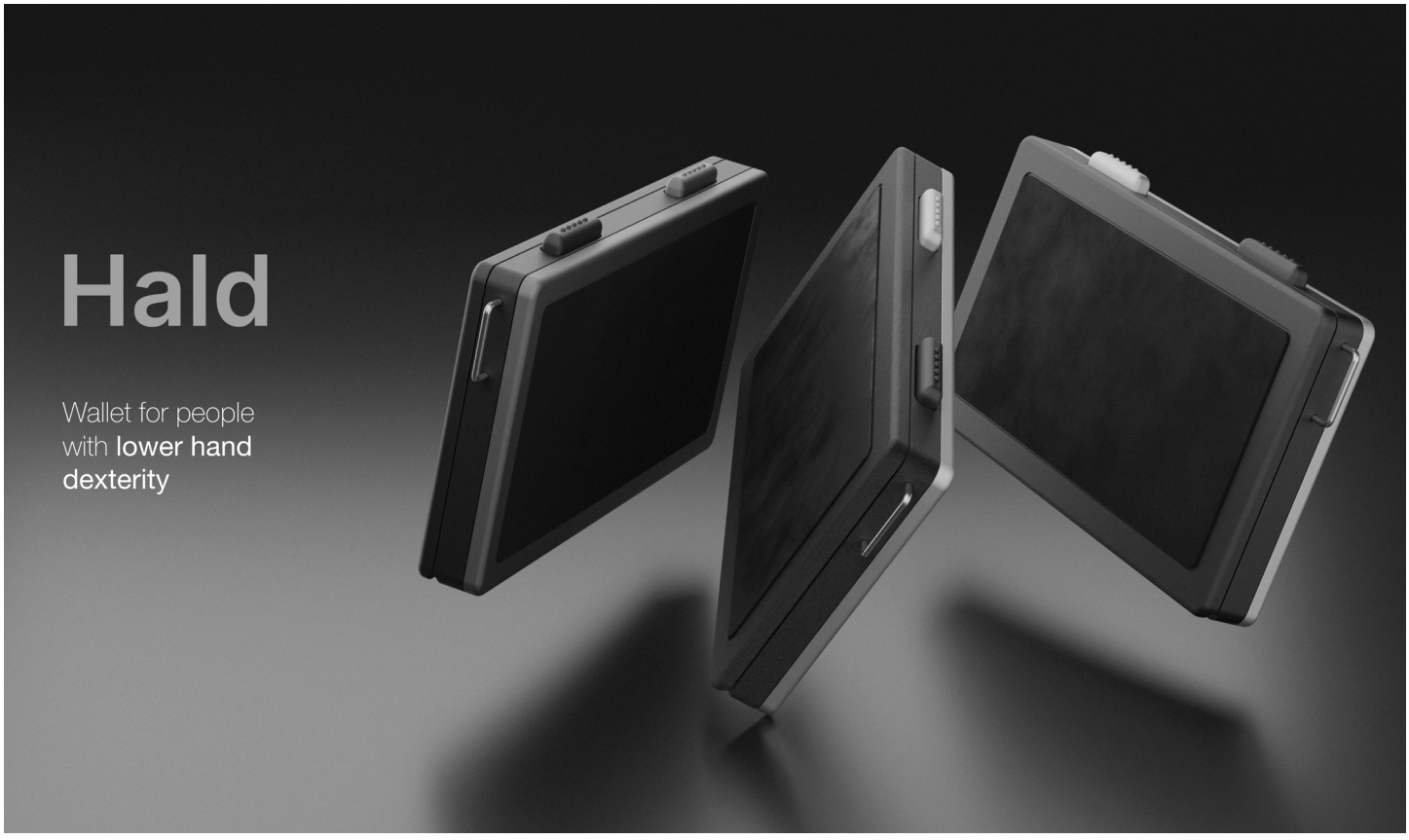
Chiranthana Anand Mavinakere

I translate ideas into solutions that balance form, function, and primarily, user experience. I believe in keeping designs simple and effective. I often indulge in topics out of my area of practice, which helps me build an extensive library.

Scan for full portfolio

Hald

is an accessible wallet designed for individuals with reduced hand dexterity, particularly those living with Parkinson's disease or essential tremors. Standard wallets require precise movements that often lead to dropped cards and frustration during transactions. Hald addresses these challenges with a weighted design to reduce shaking, tactile push-buttons, a non-slip rubber grip, and a wearable strap. An integrated retractable cord mechanism securely guides cards back into place, removing the need for fine motor control and restoring independence during daily shopping.





Debbie Aima

I am a product design student exploring system-driven design through production, assembly and manufacturing logic. My work focuses on value engineering, flat-pack systems and scalable product development while balancing functionality, usability and contemporary aesthetics.

Scan for full portfolio

This capstone project explores system-driven product development for the Essential line at Magari Furniture Design Studio. Focusing on two flat-pack bar units, the project applies value engineering, production efficiency, and simplified construction while maintaining the studio's design language. Through CAD development, construction detailing, and production-oriented workflows, the project demonstrates how design decisions can improve manufacturability, scalability, assembly, and affordability without compromising contemporary aesthetics.





Harika S A

I'm an Industrial Designer who turns ideas that offer user experiences that are both functional and user-centered, occasionally wonders why the simplest solutions are the hardest to find. With a curious mind and a positive spirit, I'm always learning, exploring, and thinking differently to create designs that inspire and connect

Scan for full portfolio

Doodle Magnet Board

Doodle Magnet Board is a guided interactive drawing tool for children aged 4 and above. Developed at Smartivity, it fills a gap in the Indian market where no card-based character drawing boards exist for young children. The board features an A5 magnetic surface, 30 guided character cards, a dual-magnet stylus, a built-in pen holder and a paper closure system. Designed for child safety, usability and engagement, it supports fine motor skills, visual learning and imaginative play.







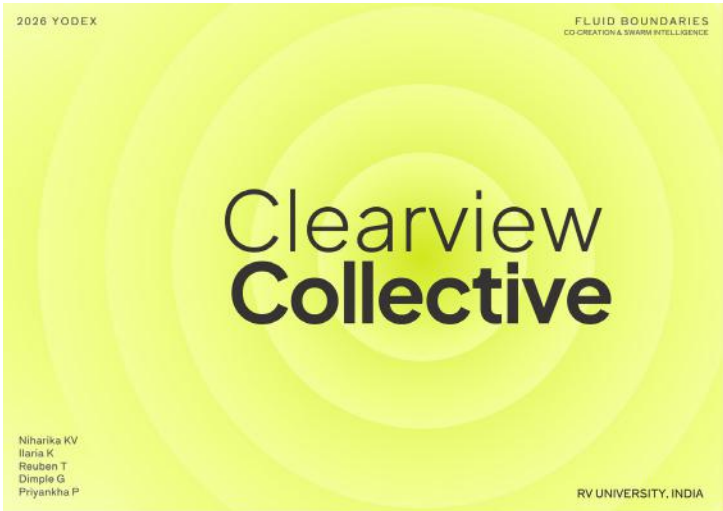


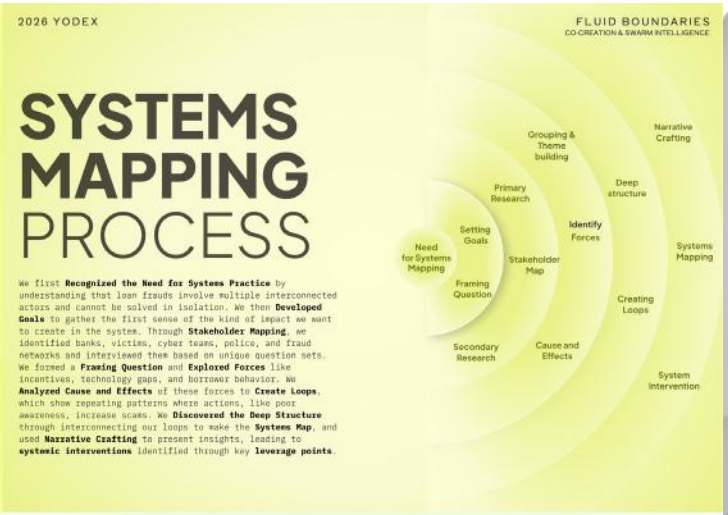
Ilaria Kumar

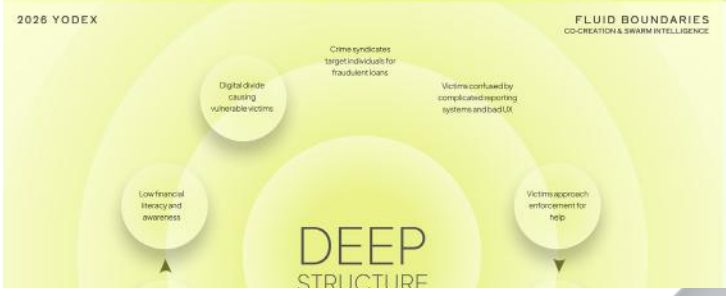
As an aspiring industrial designer, I am passionate about thoughtful and deliberate purpose-led design. With the user and its ecosystem at the front and center, I deeply enjoy creating seamless and timeless design experiences, while always being on the lookout for new materials, processes and design systems to
integrate into my work.
I enjoy delving into a variety of fields, like Graphic, UI and Package design; refining my design language and process is a constant goal I work towards throughout my journey.

Scan for full portfolio

Our aim is to shift from a fragmented and exploitative financial ecosystem to a trusted and equitable credit environment—one that safeguards data, ensures accountability, and strengthens financial literacy. By doing so, we seek to ease the burden on cybersecurity personnel and improve cooperation among all stakeholders to close these vicious loops.
System mapping revealed siloed structures and rigid hierarchies that slow justice and amplify psychological distress for victims. Our solution challenges these bureaucratic boundaries by enabling seamless communication and data sharing across stakeholders, fostering collective accountability, creating awareness among the general population to ensure prevention, efficient verification and recovery.









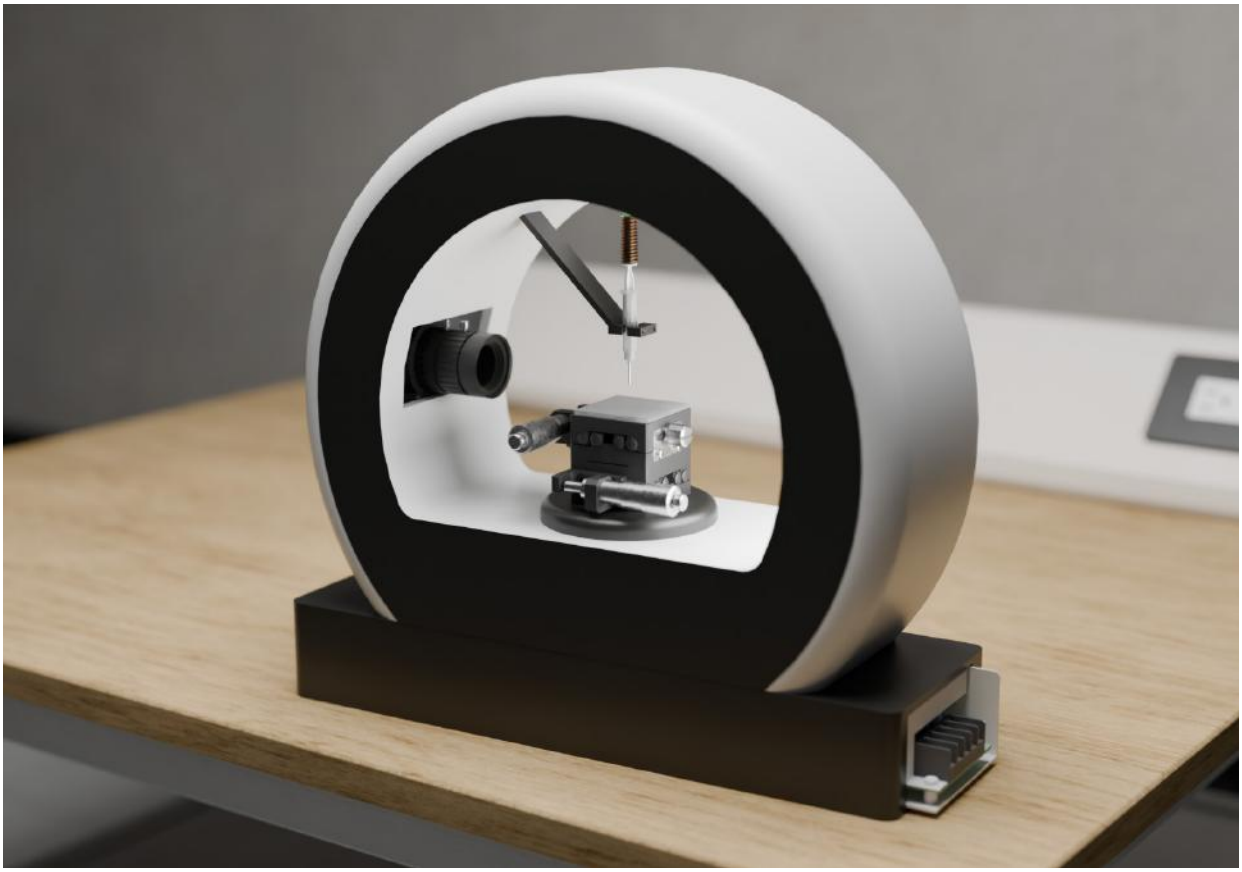


Karthik Rajan

I chose design as I had an interest in Toy Design particularly LEGO which then led me to Product Design today. I am still keen on the area of Toy design and found a new interest in household appliances and user interactions with products.

Scan for full portfolio

This internship focused on designing a low-cost contact angle goniometer (CAG) for Indian college laboratories, where commercial units are prohibitively expensive. The goal was to develop an affordable instrument using locally sourced components, without sacrificing essential features such as a global shutter camera, precise positioning stages, uniform backlighting, and an automated syringe pump. All parts were sourced from Indian suppliers and tested individually. A complete 3D model was created to validate the design. The prototype will enable static contact angle measurements, making surface science accessible to resource-limited labs while supporting a "Make in India" product pathway.

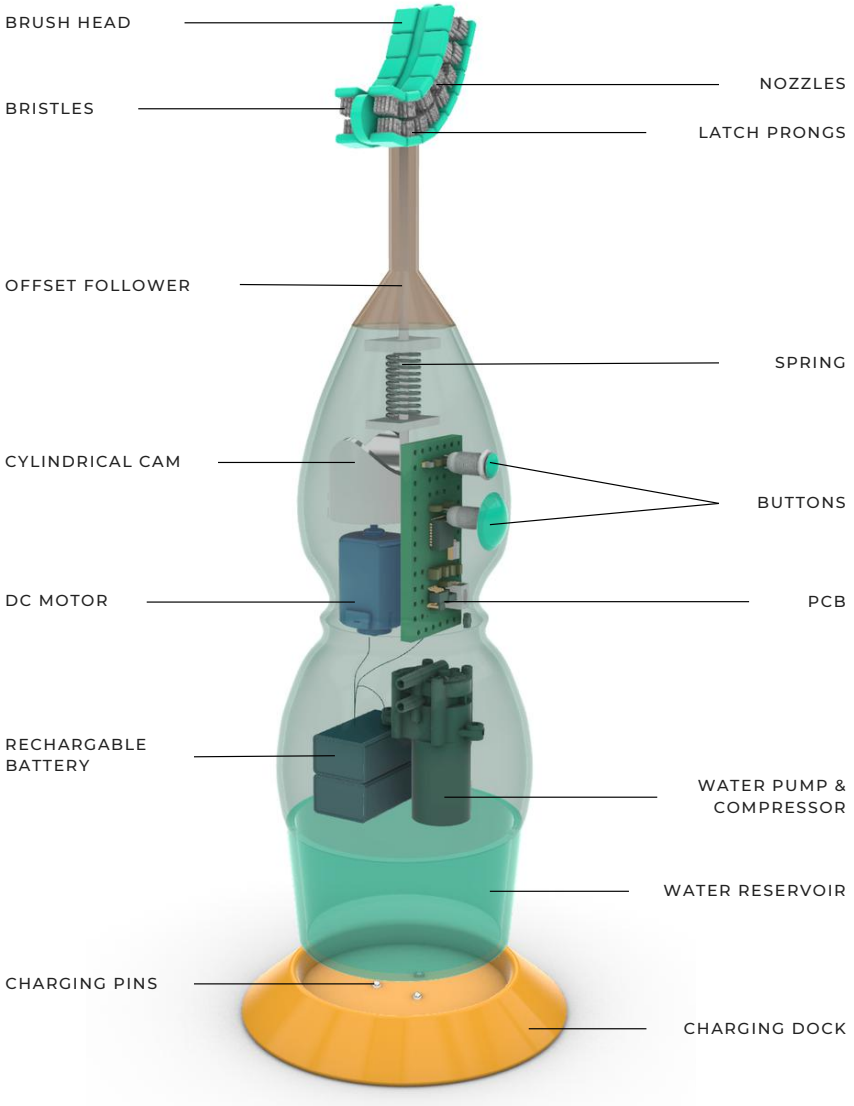




Meenakshi Prabhu

a designer fueled by curiosity and a love for learning. I believe that design is where innovation meets purpose to build intuitive experiences. I'm driven by a deep passion for using my design skills to make a positive impact in society, more specifically in the field of education. My goal is to leverage design to drive development of the country and address grassroots-level challenges.

Scan for full portfolio



Sanqua

is an innovative toothbrush-cum-water flosser designed for individuals with limited motor skills. Its flexible J-shaped brush head adapts to dental contours, cleaning all three surfaces simultaneously, while integrated micro nozzles deliver high- pressure water flossing for a deep clean. With an ergonomic design, Sanqua ensures effortless, effective oral care—restoring independence, comfort, and confidence.



Mehul Grover

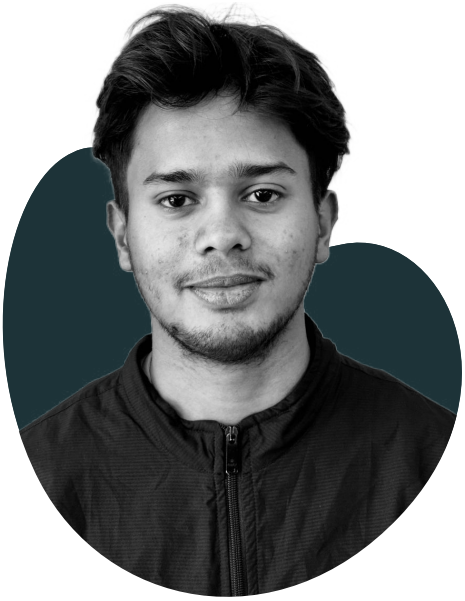
an industrial design student in Bengaluru specializing in digital craft, sustainable systems, 3D-molded ceramics, and strategy.

Scan for full portfolio

Sthira

A self-running dual-chamber bioreactor that ferments a household's food waste into living soil on its own — no smell, no daily effort, and no composting expertise required from the resident.





Mohammed Irfan Sulfy

Is a final-year B.Des (Hons) student majoring in Product Design at RV University's School of Design and Innovation. His work extends across employer branding, interactive web design, motion graphics and content strategy, applying product thinking and research-led design systems to corporate communication challenges at scale.

Scan for full portfolio

This capstone explores how design thinking can improve recruitment communication at scale at Pine Labs. Through field research and employee shadowing, the project developed a multi-channel employer branding campaign for the Retail IC role, including documentary-style videos, LinkedIn content, hiring creatives, and a modular recruitment toolkit. Alongside this, the project redesigned the internal newsletter into an interactive website and created employee engagement content, demonstrating the impact of user-centered communication across recruitment and internal branding.





Nidhi R Ballal

Industrial designer focused on modular systems, packaging, and mobility solutions. Passionate about creating functional products that combine durability, usability, and visual simplicity. Interested in industrial packaging, transportation systems, and human-centered design with a strong emphasis on practical innovation and manufacturing feasibility.

Scan for full portfolio



This project explores a modular industrial packaging system for the safe storage and transport of heavy engine components. Featuring a durable steel frame with detachable panels, the design improves assembly, maintenance, and scalability while reducing material waste through replaceable components. Designed for stackability, forklift access, and efficient logistics, the system balances engineering requirements with industrial design to create a durable, adaptable, and efficient packaging solution.



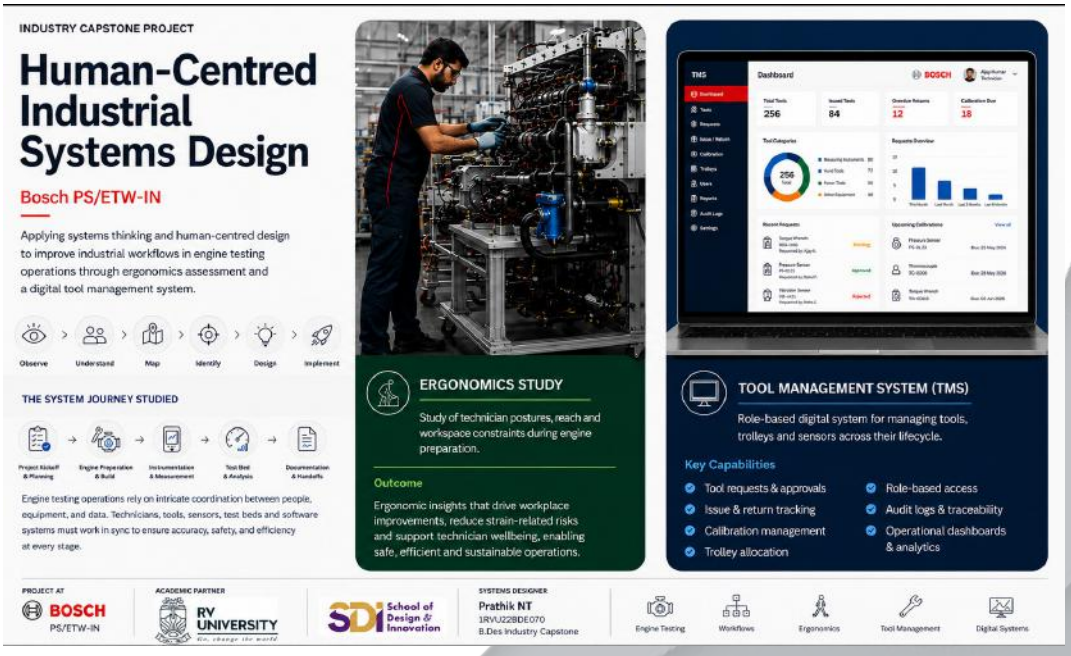
Prathik N T

is a Product, UX, and Systems Designer passionate about designing meaningful solutions that connect people, technology, and systems. His work combines user research, systems thinking, and strategic design.
International experiences across industry and academia in the UK, Germany, USA, and Taiwan have further shaped his approach to designing for diverse people, cultures, and systems.

Scan for full portfolio

Human-Centred Industrial Systems Design

is an industry capstone completed at Bosch PS/ETW-IN that applies systems thinking to improve industrial workflows within engine testing operations. Through workflow analysis, stakeholder engagement, and field observations, the project identified opportunities to enhance technician ergonomics and optimise the management of shared tools, sensors, and equipment. It resulted in two complementary design interventions: an ergonomics framework that informed workplace improvements and technician wellbeing, and a role-based Tool Management System that digitises asset requests, issue and return workflows, calibrationb tracking, audit logs, and operational dashboards. Together, these solutions improve visibility, accountability, and workflow efficiency while contributing to measurable operational and cost optimisation through better asset utilisation and resource management, demonstrating how human-centred design can create tangible value in complex industrial environments.



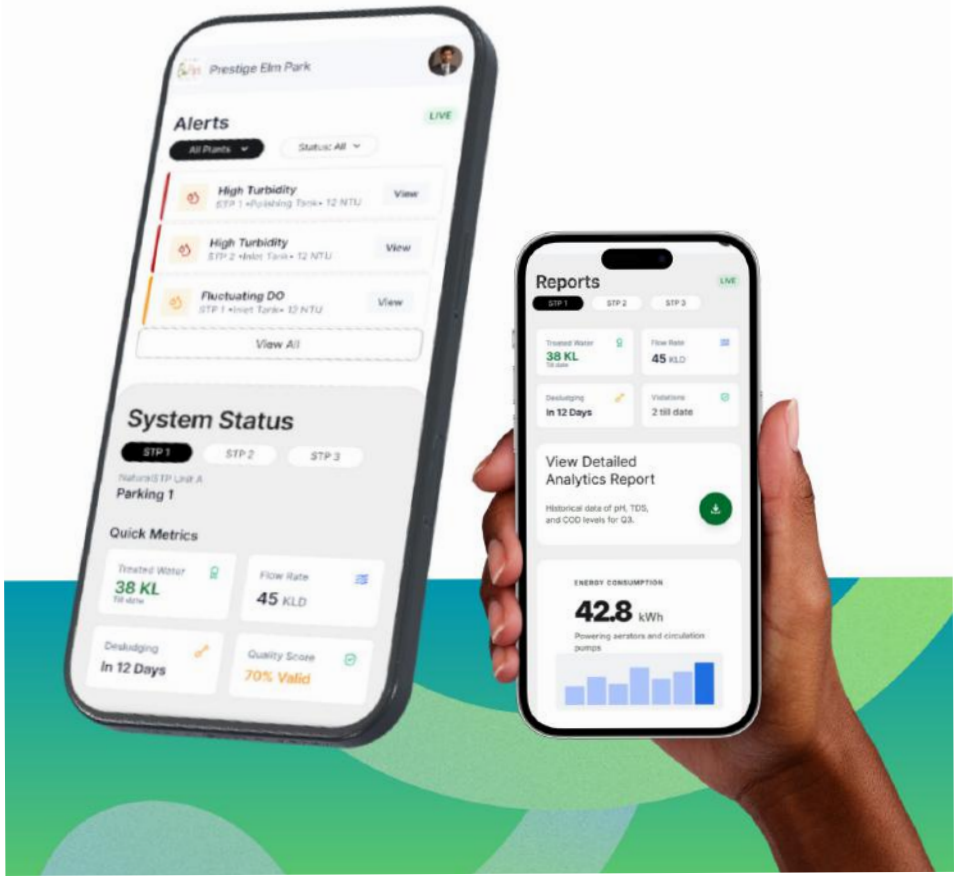


Prathyush Pravinjith

I design experiences that feel clear, effortless, and emotionally resonant. My work moves across products, interfaces, systems and storytelling exploring how strategic design interventions can shape businesses and the way people interact with the world around them.

Scan for full portfolio

Designing a NaturalSTP Monitoring Platform: Enabling Proactive Management of Wastewater Treatment Systems



This capstone project focused on designing a connected monitoring ecosystem for Ecoparadigm's NaturalSTP network of decentralized wastewater treatment systems. As installations expanded, the lack of centralized monitoring, streamlined communication, and operational visibility created maintenance and coordination challenges. The project developed an integrated digital platform combining dashboards, workflows, and communication tools to improve system visibility, enable proactive maintenance, and support service teams, administrators, and clients. Through field research, workflow analysis, systems mapping, interface design, and iterative prototyping, the project demonstrates how monitoring dashboards can evolve into intuitive, scalable, user-centered operational systems that enhance usability and service efficiency.



Raja Rajeswari Veereswaran

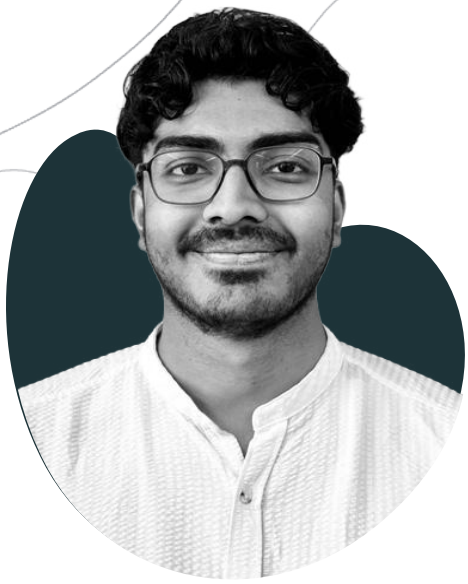
a Product Design major with a minor in User Experience Design, passionate about creating products and experiences that seamlessly connect the physical and digital worlds. I design with a focus on usability, feasibility, and the people who interact with what I create.

Scan for full portfolio

HoReCa Trade Fair Ecosystem

is a branding project for a calm, nature-inspired café located within Pickleball Collective. While the café had been is a user-centered digital platform designed to improve the experiences of visitors and exhibitors within large-scale hospitality, restaurant, and catering trade fairs. The project addresses challenges such as fragmented information, inefficient exhibitor discovery, navigation difficulties, and disconnected interaction management that commonly occur in trade fair environments. Through research-driven design, the project proposes an integrated ecosystem consisting of visitor-facing and exhibitor-facing applications connected through a shared interaction system. The platform supports exhibitor discovery, navigation, meeting scheduling, lead management, interaction tracking, and post-event engagement. By bridging physical event experiences with digital support, the solution aims to enhance usability, coordination, and continuity across the trade fair journey. The project demonstrates how a system-level UX approach can improve interaction-heavy and information-dense event environments.





Reuben Jacob Thomas

Hello! I'm an emerging design alchemist with analytical prowess, skilled in design thinking & user research and supported by a marketing minor. I turn impromptu ideas into whimsical, game-changing innovations, combining fantasy with cutting-edge technology to create sustainable, empathy-based designs that revolutionize industries and illuminate daily life.

Scan for full portfolio

This project establishes a unifying Visual Brand Language (VBL) for TTK Prestige to resolve critical visual fragmentation across its portfolio. Currently, Prestige's extensive catalogue of kitchen appliances lacks design cohesiveness, often appearing as if manufactured by entirely different companies. This inconsistency severely dilutes the brand's DNA, resulting in poor market representation and an inability to stand out on retail shelves.
This VBL solves these challenges by translating core brand personalities, such as "Confident" and "Aspirational", into distinct, repeatable design traits. By establishing strict guidelines for geometry, materials, and tactile feedback, the VBL transforms a disjointed catalog into a highly recognisable, cohesive ecosystem. Implementing these signature visual codes ensures every appliance projects a unified identity of trust and innovation. Ultimately, this strategic framework empowers TTK Prestige to break through market noise, command premium positioning, and instantly resonate with the modern consumer.

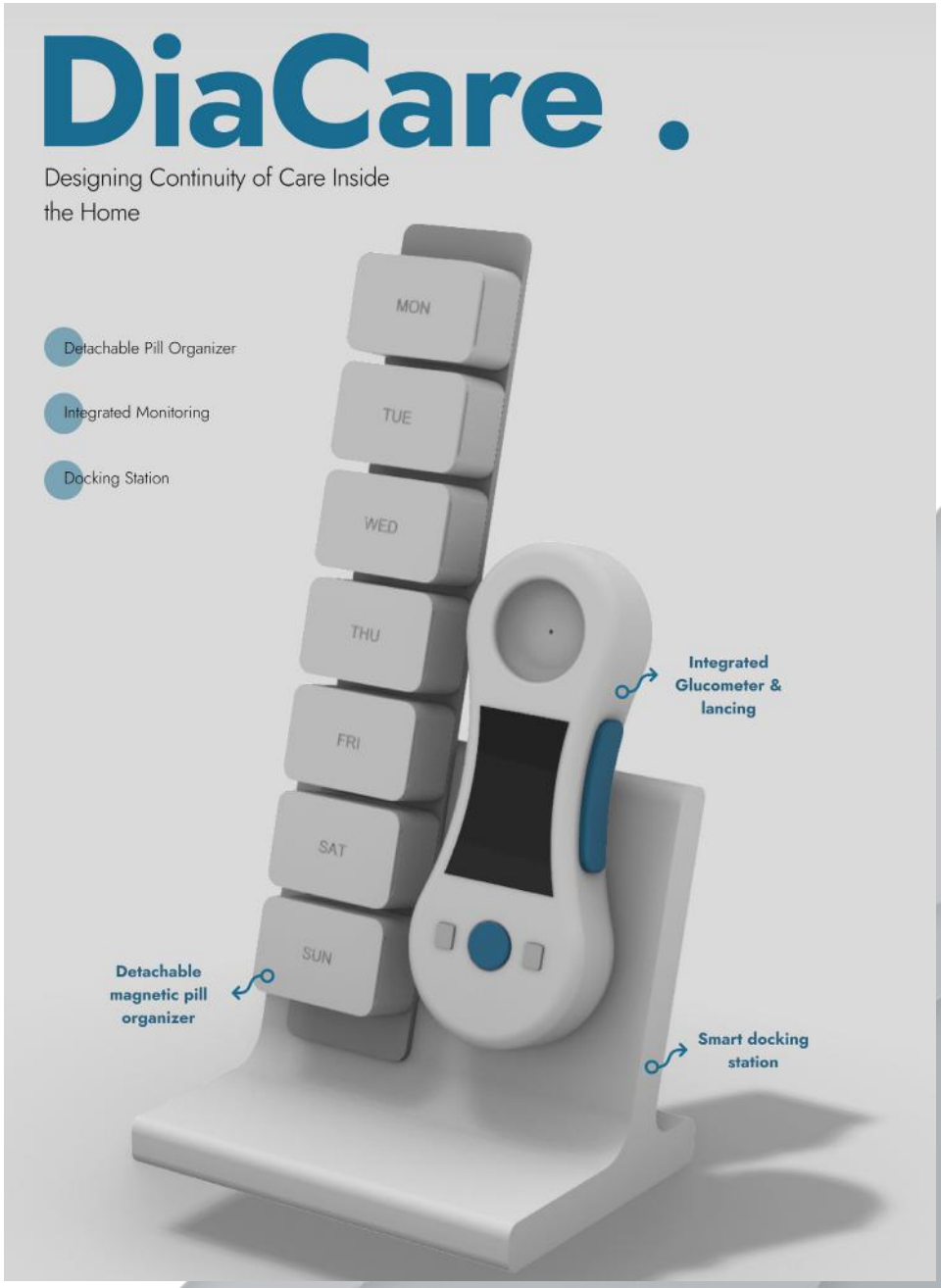




Rose Varghese

I believe good design isn't just about how a product looks, it's about how it makes people feel while using it. Through projects across physical products and digital experiences from consumer products to healthcare systems and mobile applications, I've developed a design approach that balances functionality, usability, and aesthetics. For me, design is about creating experiences that feel simple, intuitive, and meaningful.

Scan for full portfolio



DiaCare

is an integrated diabetes management system that combines a glucometer with built-in lancing, a detachable pill organizer, docking station, and mobile app, simplifying blood glucose monitoring, medication adherence, and caregiver collaboration into one seamless daily routine.



Sahana Ravindra

I am an Industrial Design student at RV University, passionate about solving everyday problems through research-driven, human-centred design. My work focuses on the intersection of product mechanics, usability, and commercial viability turning real user insights into functional, market-ready design solutions.

Scan for full portfolio

Docky

Docky started with a frustration most renters know well cleaning tools that fall over, take up floor space, and leave marks on walls. Designed for US urban renter households and built for Target's UP & UP brand, DOCKY is a wall-mounted organiser that holds mops, brooms, and brushes securely without drilling a single hole.

The core idea is a gravity-lock mechanism the heavier the tool, the tighter it grips. No springs, no batteries, no fuss. It fits handle sizes from 22–33 mm and mounts using 3M VHB adhesive pads, making it completely renter-friendly. The look is warm and minimal designed to sit comfortably alongside brands like Yamazaki and MUJI, at a $25–28 price point that actually makes sense.

Fourteen weeks of research, sketching, prototyping, and 3D modelling. One product that just works.









Samarth Bellare

Industrial Designer working on next-generation digital pathology systems, passionate about creating meaningful products at the intersection of technology, healthcare, and nature. My experience spans medical devices, kinetic sculptures, and co-leading Nari Yari to advance sustainable menstrual health in India.

Scan for full portfolio

India's seaweed industry is growing, with rising demand in food, farming, and new materials, but it still faces basic challenges like poor seed quality and a lack of controlled early-stage growing systems. This project proposes a compact seaweed photobioreactor designed for the initial stage of growth, where spores are grown in a clean, controlled environment until they reach early maturity. At this point, they are transferred onto a substrate, which can then be supplied to farmers for outplanting in the sea/ocean. By improving this first step of the process, the system helps produce more reliable, healthy starting material, making seaweed farming more consistent and easier to scale.





Sana Tazmeen

As a Product Designer with an insatiable curiosity, I am committed to learning and growing through diverse experiences. With a keen eye for detail, strong problem-solving skills, and a dedication to inclusive design, I am passionate about creating innovative, user-centered solutions.

Scan for full portfolio



I combine web design, graphic design, branding, and video editing to transform concepts into engaging digital content. Every project is an opportunity to tell a story, build a connection, and create designs that people remember.



Siddharth Gokul Prakash

a Product Designer who enjoys solving real-world problems through thoughtful and user-centered design. I believe in creating simple, functional, and meaningful solutions by combining research, creativity, and attention to detail to deliver products that improve everyday experiences.

Scan for full portfolio

Orifold

woody grass



Mood Board







Orthography









Orifold

A sleek, origami-inspired folding table with a rotating storage base. Designed for compact urban living, it stores beverages, snacks, and essentials—perfect for apartments and social gatherings. Compact and space-saving.



Sidhanshu SH

I design things that work first, look good second. Mechanics, materials, and how something feels in use guide how I think. I learn fastest through building and testing. The workshop teaches more than theory ever has.

Scan for full portfolio

This simple, easy-to-use sorting system automates the most labor-intensive step in coffee harvesting: color-sorting ripe red cherries from unripe green ones. By replacing slow, costly manual sorting, it drastically cuts labor expenses while boosting processing speed. More importantly, precise sorting elevates final cup quality, improves yield, and delivers higher profit margins for small- to medium-scale plantations. It is a game-changing tool built to transform coffee production from the ground up.





Sreenandan A

An artist driven by a love for sketching and visual storytelling. My work spans figure drawings, character illustrations, Product sketching and dynamic environments, blending creativity with attention to detail. I do art in traditional pen & paper method as well as softwares like artflow and basic procreate. Art is my way of exploring ideas and expressing emotions, constantly pushing the boundaries of imagination. I'm always evolving as an artist and/or designer and am open to collaborating on meaningful, creative projects.

Scan for full portfolio

Syn-Bio

Syn-Bio is a speculative, high-fidelity reconnaissance asset designed for the entertainment industry, offering a hyper-plausible solution to a near-future world-building. Set within a post-war city of 2060, this asset abandons vulnerable, hackable silicon technology in favour of Bio-Emulative engineering. Synthesising the multi-pedal morphology of a centipede with advanced mechanics, the 1.5-meter Syn-Bio utilizes a fluid-filled hydrostatic skeleton for silent, non-linear traversal through collapsed terrain. Operating with total electronic silence, it features a passive, motion-sensitive neuromorphic retina and stores unhackable mission intelligence within synthetic protein-fold memory pods. The project blends concept art and industrial design logic to create an autonomous stalker.





Sukrith Krishna

I explore experiences across products, brands, and spaces through branding, visual communication, product design, and research. This portfolio reflects my professional work, personal explorations, and evolving design perspective.

Scan for full portfolio

Aventador One

has been one of the most defining projects in my design journey. It gave me the opportunity to develop the graphics and CMF for a Lamborghini Aventador, a car I have admired for over a decade. Alongside the livery design, I contributed to detailed 3D modeling for visualisation, including the rear diffuser attachment and rain light mount, enabling high-fidelity presentation renders.

The project demanded an extensive exploration of graphic directions, color combinations, wheel finishes, brake caliper colours, proportions, and countless visual iterations to achieve a cohesive identity. Running parallel to this was the branding of the accompanying café, with both the vehicle and the space launching on the same day. Working across automotive design, branding, and visualisation offered a unique opportunity to create a unified experience where the car and its environment complemented one another through a shared design language.





Surya Sabapathy

My fascination with the history and cultural stories behind everyday objects is what led me to industrial design.Through my work, I aim to design products that go beyond solving immediate problems — objects that are iconic, timeless, and capable of carrying their own story into the future

Scan for full portfolio



Moka Pot

Inspired by Chako Lab's playful design ethos, this moka pot brings a fresh twist to classic coffee brewing. Reliable and effortlessly stylish, it blends everyday functionality with a fun, modern spirit – turning your daily brew into a moment of joy. This project involved selecting a company, analyzing its business and product offerings, and designing a new product aimed at enhancing the company's market value while expanding its product range.



Tejasvi A

a Product Designer passionate about creating functional, beautiful, and meaningful experiences. I find inspiration in how design shapes our everyday lives, from simple objects to innovative digital products. My goal is to bring ideas to life, craft experiences that people connect with, and create designs that leave a lasting impact.

Scan for full portfolio

NIRAVA

is a luxury pearl jewelry brand concept created as part of a Brand Experience Design (Semester V) project. The project involved developing a complete brand identity system for a fictional premium jewelry brand that celebrates India's rich pearl heritage while appealing to a modern global audience.
The brand is positioned as an exclusive pearl-only jewelry house that combines traditional Indian craftsmanship with contemporary luxury design. Its core values revolve around heritage, elegance, sustainability, ethical sourcing, authenticity, and timeless craftsmanship. The project defines the brand's mission, vision, promise, identity, and market positioning to create a consistent and meaningful customer experience.





Urvi Satish Shastry

As an industrial designer, I see design as a way to express meaningful ideas. Passionate about sustainability, I enjoy working with diverse materials, methods, and colours. With a strong interest in research and a minor in marketing, I aim to create innovative solutions that blend these passions and drive meaningful change in the design world.

Scan for full portfolio

This project explores the design of an elementary school pretend-play environment made up of multiple play units for different imaginative role-play activities. It aims to create child-friendly spaces that encourage creativity, social interaction, and learning through active play. Each unit is designed to reflect familiar real-world settings, helping children explore roles, express ideas, and build communication skills. The overall concept supports open-ended play while keeping the environment safe, engaging, and easy for children to use independently. By offering varied play experiences within one setting, the project promotes curiosity, teamwork, and cognitive development through playful discovery.





Varsha Srinivasa

With a focus on sustainability, circular design, and product innovation. Passionate about developing user-centred solutions that bridge design, manufacturing, and systems thinking to create meaningful environmental and social impact.

Scan for full portfolio

Charging Cables

This project reimagines charging cables through a circular design approach, addressing the common issue of connector failure that often leads to the disposal of the entire product. By replacing irreversible overmolding with a mechanically assembled, re-openable connector housing and replaceable cable architecture, the design enables easy repair, non-destructive disassembly, and component-level replacement. The solution extends product lifespan, reduces e-waste, and demonstrates how manufacturing-focused design can support repair, reuse, and improved material recovery.





Ved Vinay Pai

Industrial design student and artist who believes functional is just the starting line. On a mission to design products that do not just work well, but feel great, look beautiful, and bring a positive spark to the day. Focuses on the intersection of aesthetics and functionality, believing great design is all about good vibes and should instil positive emotions through appearance, behaviour, and tactile feel. Advocate for design for curiosity, encouraging tools to stimulate critical thinking and cognitive engagement rather than providing instant answers.

Scan for full portfolio

This capstone project focuses on establishing a unified Visual Brand Language and "Design DNA" for TTK Prestige's small kitchen appliance ecosystem. Designed to address visual fragmentation across disparate product lines, the project harmonises six core appliances, including mixer grinders and induction cooktops, balancing heritage brand trust with modern aesthetic expectations.

Utilising a hybrid industrial design workflow, the project transitions from mechanical teardowns and AI-assisted 2D ideation (Vizcom) to 3D surface modelling in Rhino. Crucially, the designs integrate real-world Design for Manufacturing (DFM) constraints for plastic injection moulding alongside inclusive geriatric ergonomics tailored to traditional Indian cooking workflows. Final outputs feature production-ready Colour, Material, and Finish (CMF) guidelines validated through KeyShot rendering and 3D-printed mock-ups.





Vinay Kumar

A designer who believes good products should quietly solve real problems. His work focuses on practical industrial design interventions that improve everyday experiences through simplicity, functionality, and human-centered thinking. Through observation-led design, he explores how thoughtful systems and mechanical logic can create meaningful impact in real-world conditions.

Scan for full portfolio



An adaptive transport stabilization system designed for Indian delivery conditions.Built to reduce vibrations, improve carrying stability, and protect fragile deliveries during real urban transportation.

FIND MORE INFORMATION AT: BEHANCE

Adapt

Adapt is a structured delivery stabilisation system designed to improve the safety and handling of food and grocery transportation in urban conditions. The system combines a suspended internal platform, mesh containment structure, and ergonomic carrying framework to reduce product movement, absorb road vibrations, and improve delivery efficiency for everyday riders.



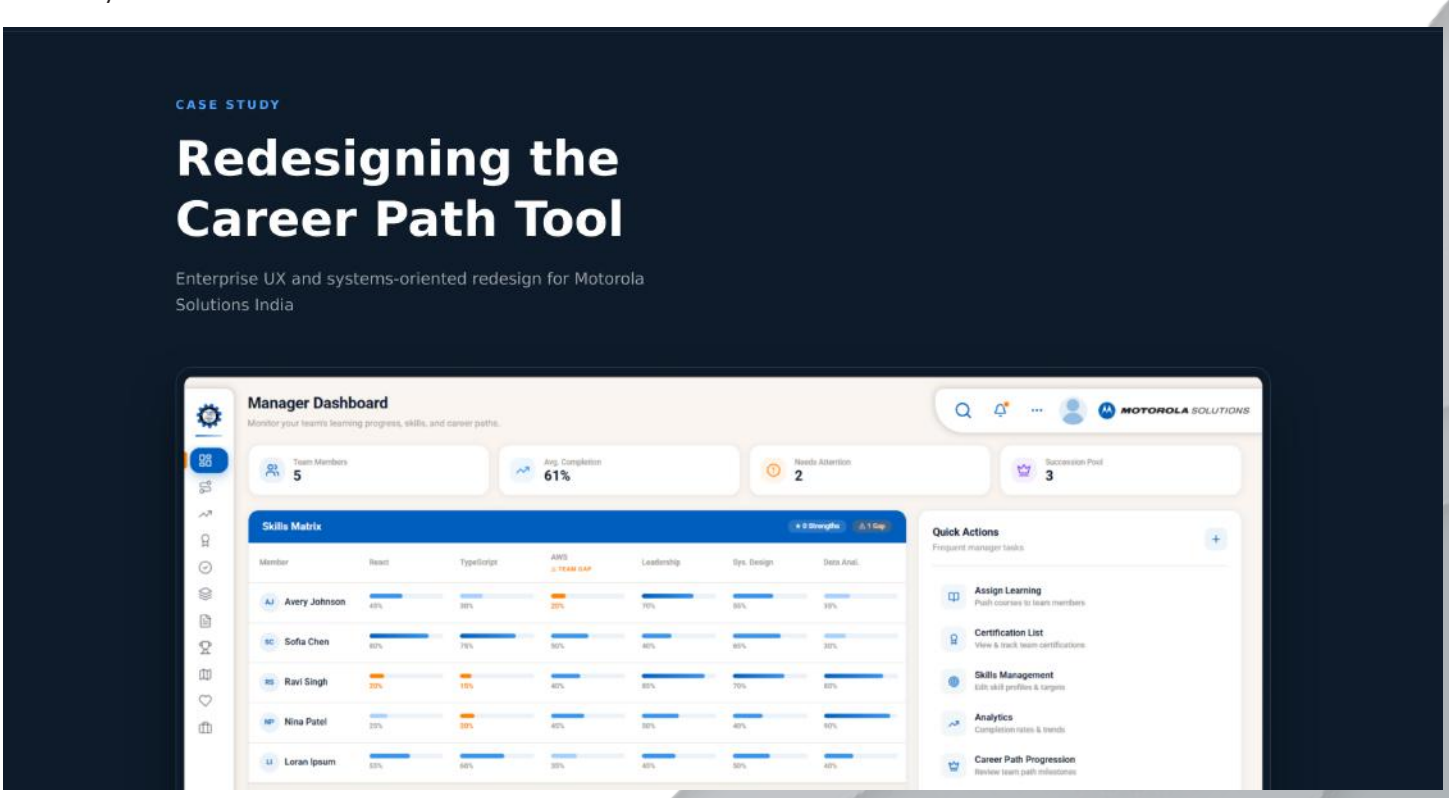
Vineeth Naram

Industrial design student and artist who believes functional is just the starting line. On a mission to design products that do not just work well, but feel great, look beautiful, and bring a positive spark to the day. Focuses on the intersection of aesthetics and functionality, believing great design is all about good vibes and should instil positive emotions through appearance, behaviour, and tactile feel. Advocate for design for curiosity, encouraging tools to stimulate critical thinking and cognitive engagement rather than providing instant answers.

Scan for full portfolio

The Career Path Tool is an internal enterprise platform intended to help employees visualise their career progression within the organisation, understand the skills and certifications required for future roles, access relevant learning resources and open job opportunities, and build their professional profiles. The manager-facing side of the platform supports team-level oversight — tracking learning progress, managing certifications, monitoring skills distribution, and generating team reports. A third user type, the platform administrator, handles back-end content management including roles, certifications, and skill mappings.

The existing version of the platform was an unfinished prototype built by a previous employee. It lacked navigational logic, visual hierarchy, brand alignment, and user-centred design thinking. Several planned features were also absent entirely. The project was therefore both a redesign of what existed and a first-time implementation of features that had not yet been built.





Yatin Naushad

I am a third-year product design student minoring in brand experience and communication design.
Alongside product design, I work as a graphic designer focused on branding, visual storytelling, and digital media. My work combines functionality, sustainability, and creative thinking to create meaningful experiences across both physical and visual design.

Scan for full portfolio

The project focused on creating an original owl mascot that embodies wisdom, guidance, reliability, and trust. The design process began with extensive research into symbolism, character design, and brand personality, followed by multiple rounds of sketching and digital exploration. Different visual directions, expressions, proportions, and styling approaches were tested before refining the final character. Beyond the mascot itself, the project also involved developing a cohesive visual identity system that included logo applications, colour palette selection, typography, and social media guidelines. The goal was to create a character that felt approachable, memorable, and adaptable across different platforms while maintaining a strong and consistent brand presence. The project highlighted the importance of iteration, storytelling, and strategic visual communication within branding and identity design.







User Experience Design



Aarya Prasad

a UI/UX designer at RV University passionate about crafting meaningful digital experiences. With a user-centered approach, I combine creativity, research, and problem-solving to design intuitive interfaces while continuously exploring emerging design trends and technologies.

Scan for full portfolio

This simple, easy-to-use sorting system automates the most labor-intensive step in coffee harvesting: color-sorting ripe red cherries from unripe green ones. By replacing slow, costly manual sorting, it drastically cuts labor expenses while boosting processing speed. More importantly, precise sorting elevates final cup quality, improves yield, and delivers higher profit margins for small- to medium-scale plantations. It is a game-changing tool built to transform coffee production from the ground up.



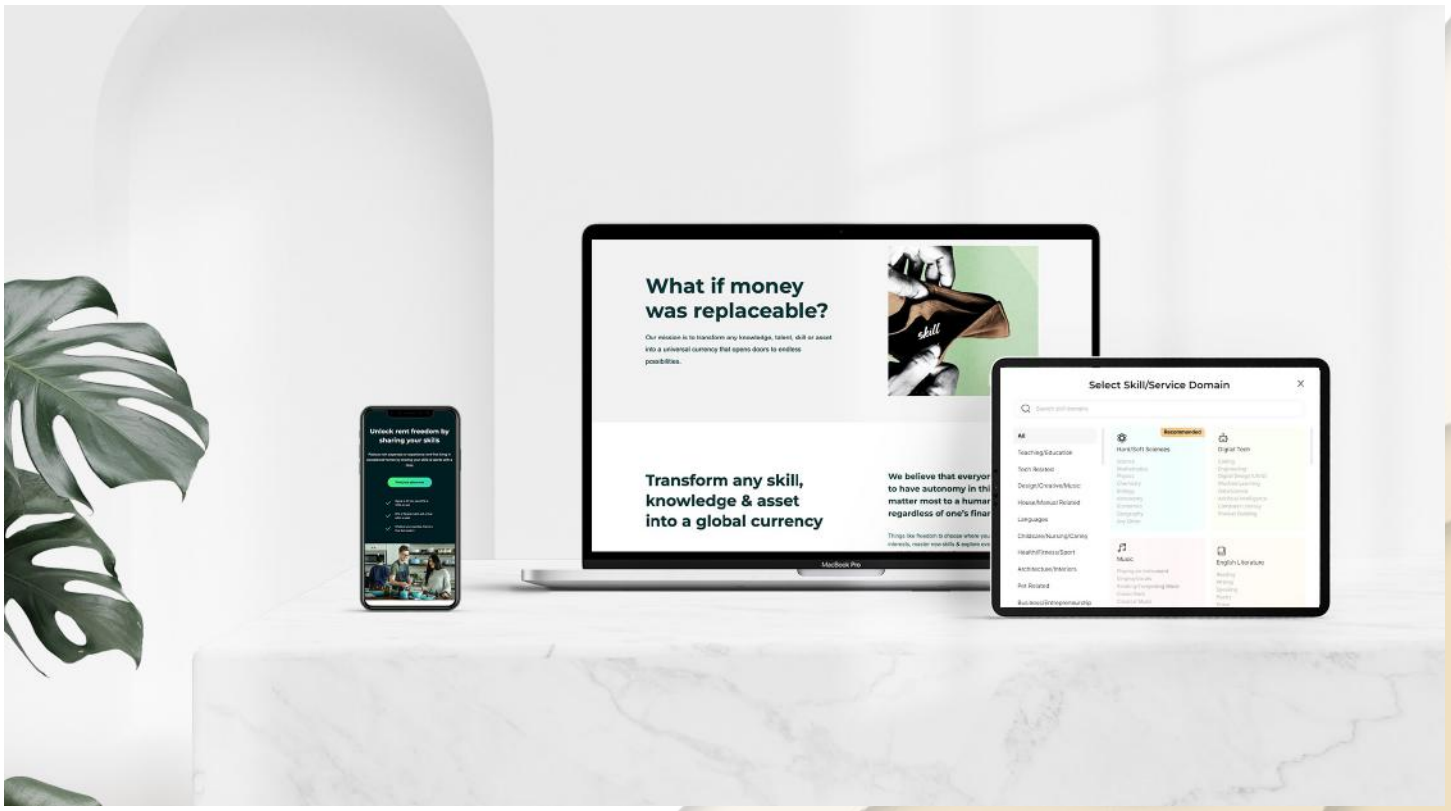


Aditi G Rao

A UX Designer with a science background that shapes how I think about people and problems. Photography, cooking, and poetry fuel my creativity, while empathy for both service providers and end users drives me to design experiences that are functional, intuitive, and beautiful.

Scan for full portfolio

KindRoom is a UK-based platform where hosts exchange spaces for skills or experiences instead of rent. As a UX designer, I built the service experience for Kitsara, its expansion into workspaces and outdoor spaces, designing an entirely new interaction model that made an unfamiliar concept feel intuitive and worth trying. Over three months, I designed the host onboarding flow, tenant skill listing system, and product language across approximately 200 screens, balancing usability with a fundamentally new service experience.



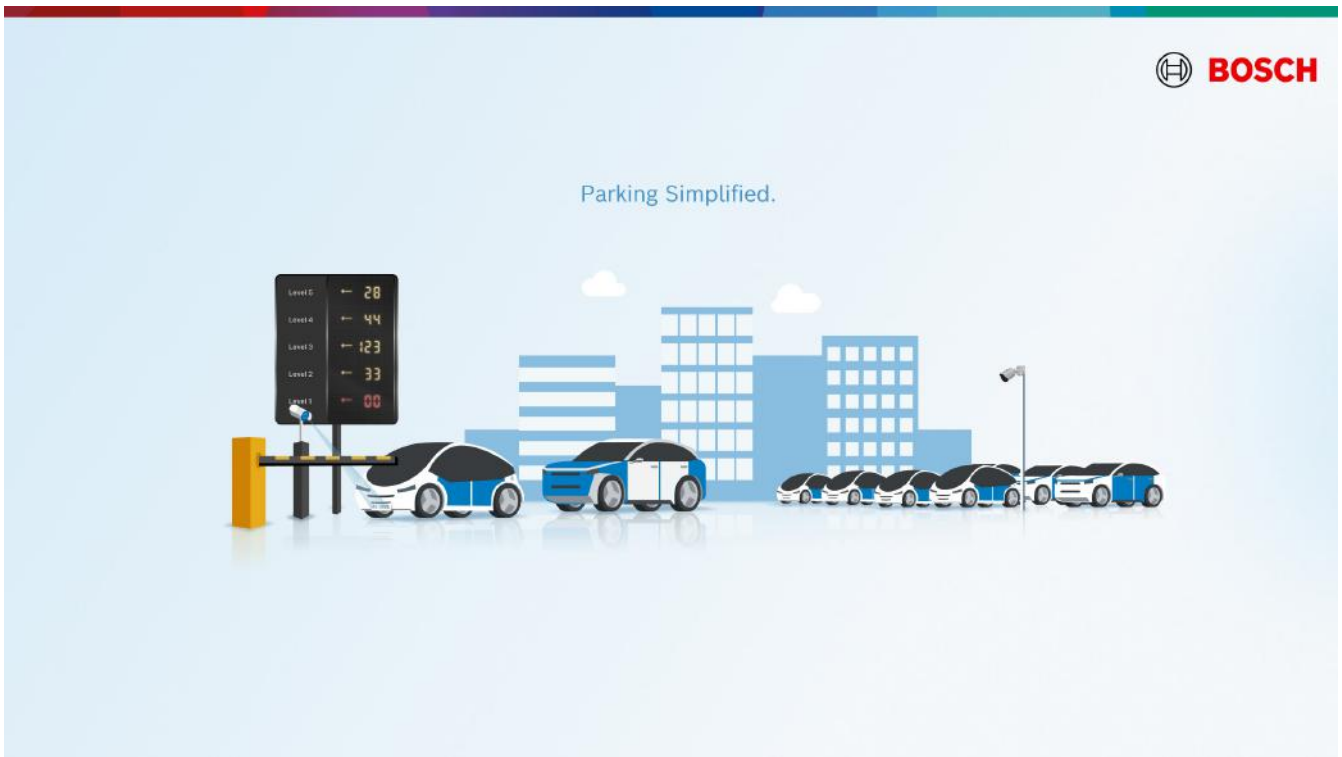


Aditya HR

a UX designer. Design, to me, is understanding the problem deeply and solving it simply. After three years of freelancing and a recent internship at Bosch, I'm back to freelancing, working as a UX design consultant to create meaningful digital experiences.

Scan for full portfolio

During my six-month internship at Bosch Mobility Platform and Solutions (MPS), I worked on UX research, service design, and systems thinking across projects in smart parking, urban mobility, logistics, and ports. My work ranged from conducting field studies, stakeholder interviews, and traffic analysis to creating service blueprints and identifying operational improvements for large-scale mobility ecosystems. One of the most valuable aspects of the internship was learning to look beyond interfaces and understand problems from business, operational, and infrastructural perspectives. Alongside research projects, I also collaborated with the marketing team on communication design deliverables. The experience exposed me to real-world challenges, interdisciplinary collaboration, and corporate workflows, while helping me develop a deeper appreciation for research-driven design. More importantly, it gave me clarity about the kind of designer I aspire to become and the environments in which I work best.



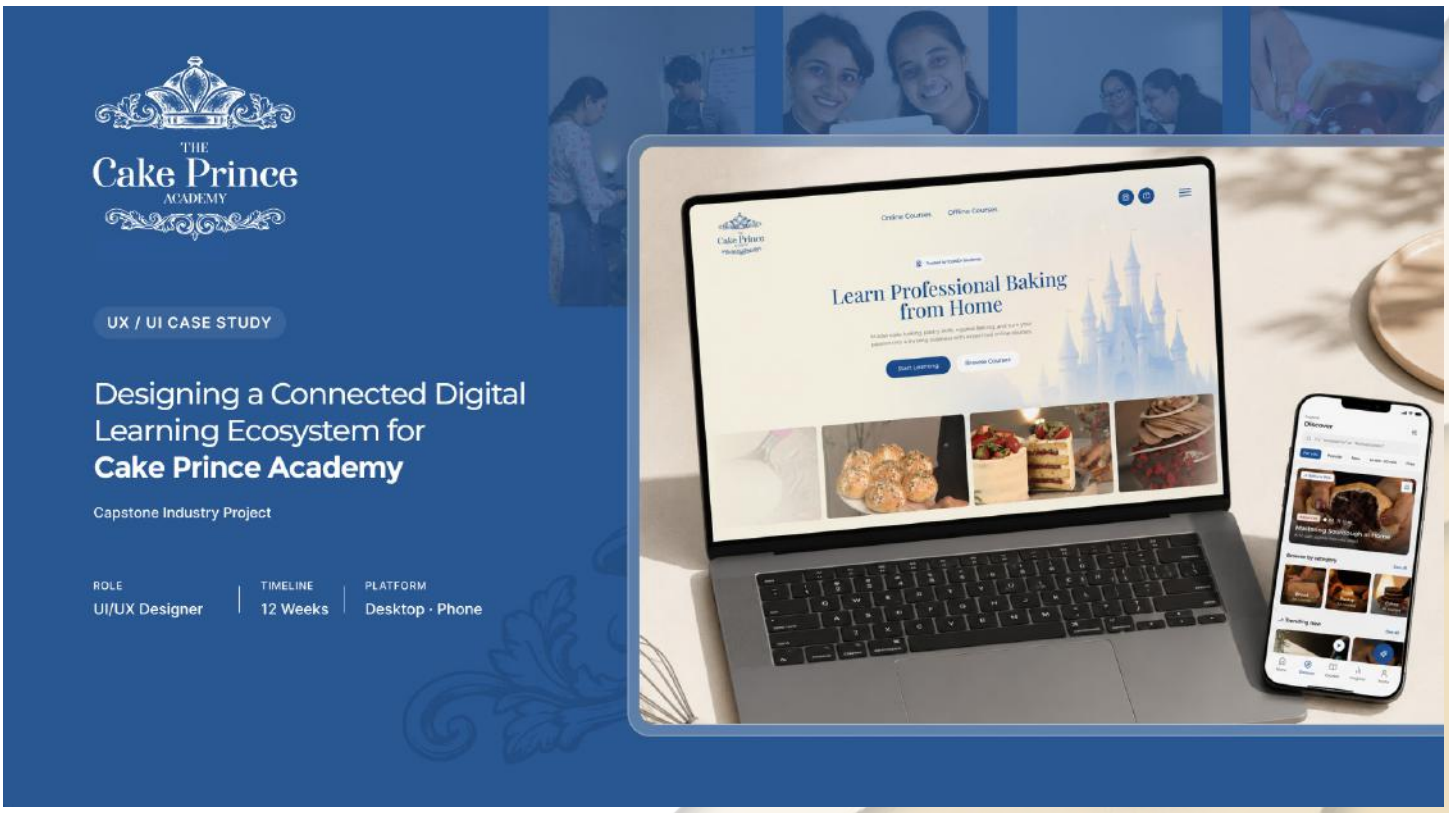


Akash Pai

Driven by curiosity, I see design as a way to explore and solve problems from different perspectives, combining storytelling, interaction, and visual thinking. I love experimenting with new tools, while photography and 3D serve as creative outlets that expand my way of seeing and creating.

Scan for full portfolio

Designing a connected digital learning ecosystem for Cake Prince Academy, India's #1 online baking academy, focused on creating a seamless and engaging learning experience for aspiring bakers. The project aims to integrate course discovery, live classes, progress tracking, community interaction, certifications, and personalised learning into one unified platform, thereby improving accessibility, student engagement, and the overall digital education journey.





Akshata Avadhani

A UI/UX designer passionate about creating intuitive and visually engaging digital experiences. My work focuses on productivity, user-centered design, and simplifying complex tasks through clean and functional interfaces.

Scan for full portfolio

Planera

This project is an AI-powered time management and productivity platform designed to help users organize tasks, reduce cognitive overload, and improve daily planning. It simplifies productivity management through intelligent scheduling, personalised recommendations, habit tracking, and adaptive planning. Developed through research, ideation, prototyping, and interface design, the platform combines minimal UI with AI-assisted features to create a calm, user-friendly experience that promotes efficiency, consistency, and reduced stress.





Ameya Warriar

UI/UX designer with strong skills in visual storytelling, critical thinking, and user-centered design. Passionate about transforming complex challenges into seamless and engaging user experiences through creative problem-solving. With a solid UX foundation and growing portfolio, I am eager to contribute innovative design solutions and collaborate within a dynamic design team.

Scan for full portfolio

This capstone project is based on my six-month internship as a UI/UX Design Intern at Biocon Foundation, where I contributed to digital projects supporting healthcare, education, sanitation, and livelihood initiatives. Through user research, information architecture, wireframing, content structuring, and usability-focused design, the project reflects my practical learning journey and demonstrates how thoughtful, accessible, and ethical design can support meaningful social impact and digital transformation within the nonprofit sector.

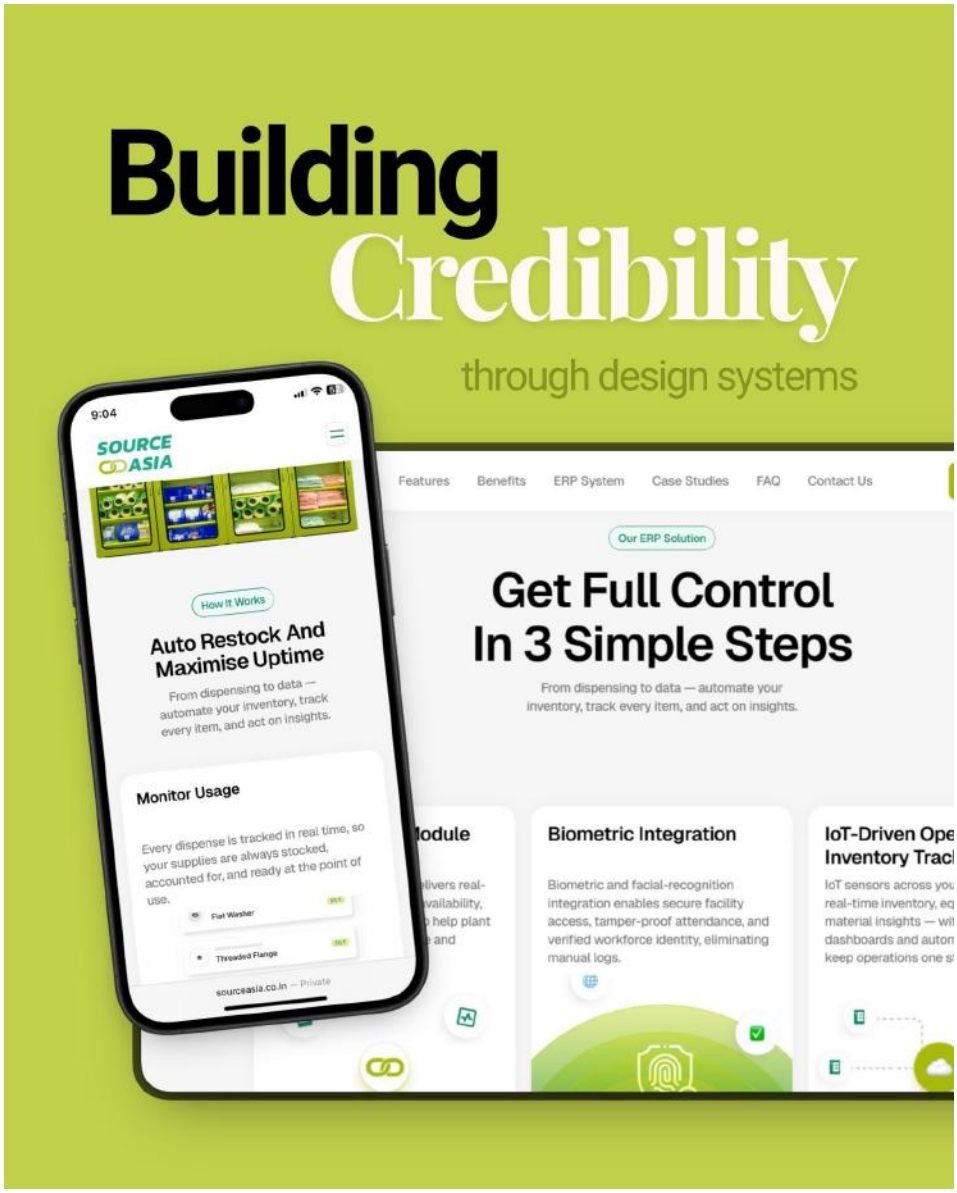




Anoushka Kundu

A User Experience Designer who dabbles in 3D design, immersive tech, and graphic design. I care about creating things that make people's lives easier and finding ways to bring a little delight into the ordinary through micro interactions and play.

During my Industry Capstone at Source Asia, a Bangalore based supply chain startup, I worked as their UX design intern, responsible for building and unifying the company's visual presence across digital and physical touchpoints. This meant building the company website from scratch, realigning the company's in house ERP interface to match it, and extending the brand into physical collateral like machine signage, hardware labels, and letterheads. Every decision had to feel cohesive across the product ecosystem. I worked with considerable autonomy, balancing real constraints like content availability, technical feasibility, and timeline that come with a startup while making design decisions that served both the business and it's clients. The work contributed to a 68% increase in brand credibility within three months.





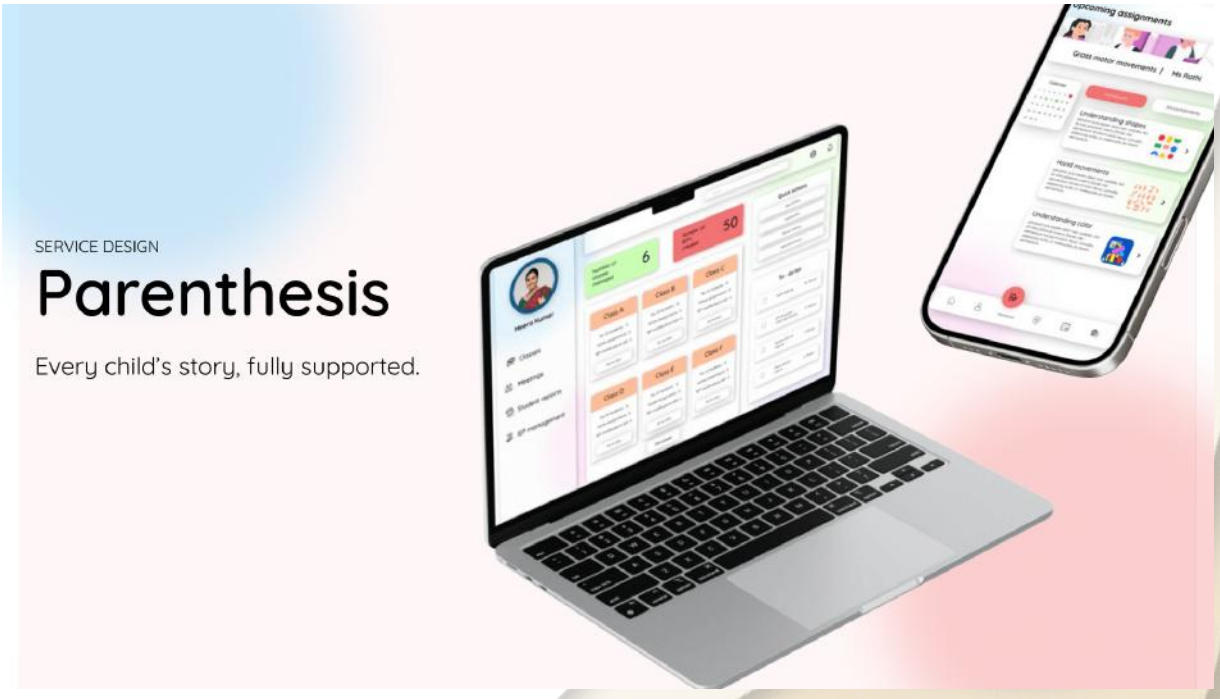
Ashwini Ramachandran

Designer by passion, experience maker by choice. I enjoy turning ideas into thoughtful experiences that people love and remember. Beyond design, I enjoy crocheting, singing, and finding inspiration in everyday moments, because creativity doesn't stop at the screen.

Scan for full portfolio

Parenthesis

is a service design project that bridges the communication gap between parents, teachers, and psychologists to better support children aged 8–14 with neurodivergent conditions such as ADHD and Autism Spectrum Disorder (ASD). The project addresses fragmented communication systems, inconsistent learning support at home, and limited access to reliable guidance for caregivers. The proposed solution consists of a parent-facing mobile application and a teacher dashboard that streamline assignment tracking, progress monitoring, event updates, and personalized educational support. It also provides AI-assisted accessibility features, medical guidance, emergency support, and curated information from trusted psychological resources to help parents make informed decisions. By creating a connected support ecosystem, Parenthesis empowers caregivers and educators to collaborate effectively, enabling consistent learning experiences and improved developmental outcomes for every child.





Atharv Singh

A multi-disciplinary Product Designer at Zomato, leveraging hands-on experience as a former Blinkit picker to build deeply empathetic, high-conversion digital products.

Scan for full portfolio

I contributed to the "Advancing India" referral program by designing a Lead Attribution Engine and milestone-based payout logic to accelerate fleet growth and reactivate dormant accounts. I also developed a scalable, multilingual Townhall framework across six languages to align partners in 30+ cities with core product goals. Additionally, I designed the end-to-end UX for Zomato's first national partner appreciation feature and optimized the onboarding journey to bridge backend product logic with the lived experience of gig work.



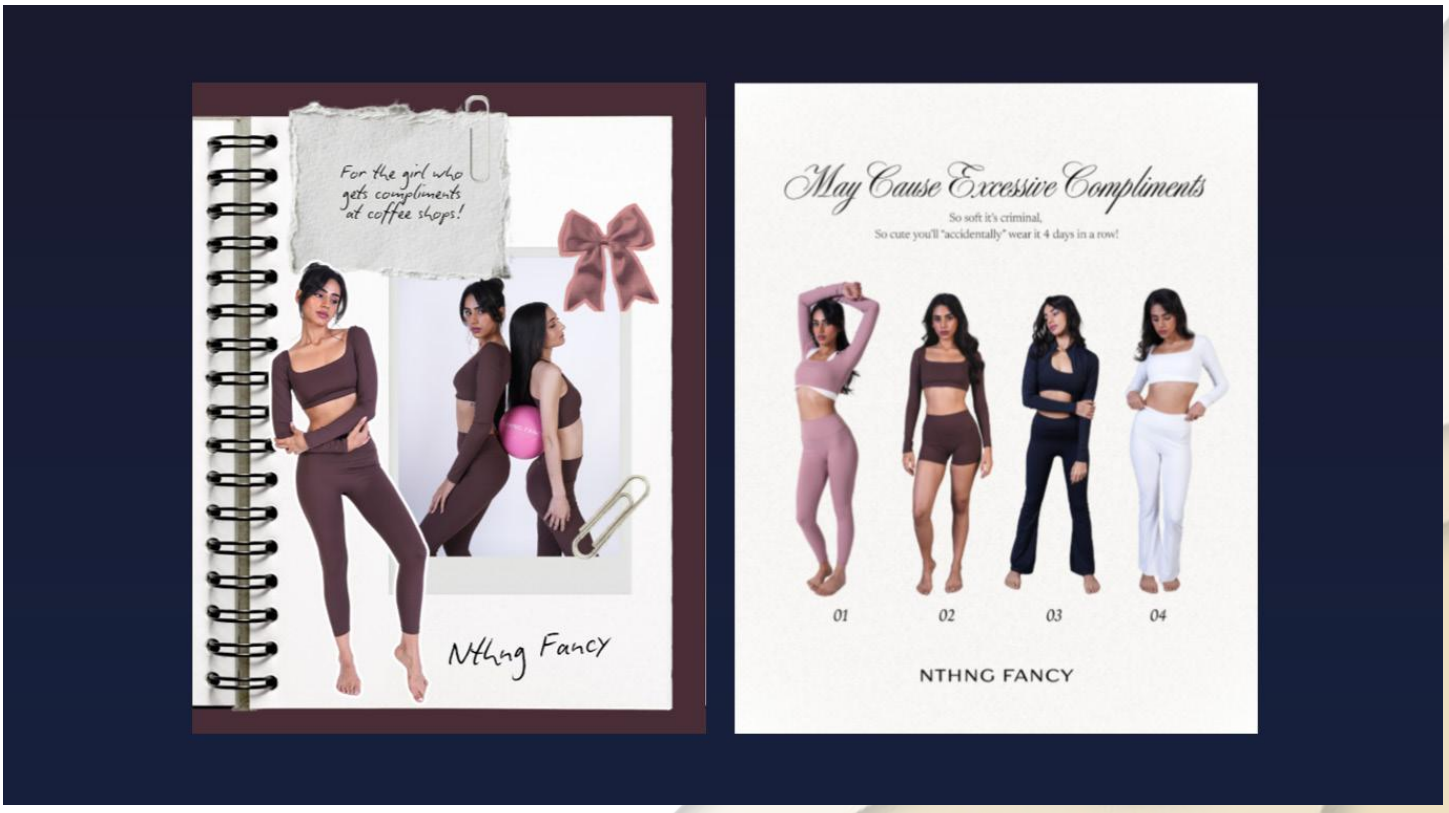


Dimple Gaonkar

I completed a Graphic Design Internship at ScalarTech Media Pvt. Ltd., Mumbai, where I worked on visual communication projects for over 20 brands across fitness, wellness, lifestyle, fashion, skincare, and real estate sectors. My experience included social media design, branding, packaging, and digital marketing creatives.

Scan for full portfolio

This capstone project documents my Graphic Design Internship at Scalar Tech Media Pvt. Ltd., Mumbai, where I developed branding and digital marketing creatives for over 20 brands across multiple industries. The report focuses on three selected brands – Body Sculptor, Nthng Fancy, and ProBlaze – to examine visual communication, audience engagement, and brand positioning while demonstrating the application of graphic design principles in real-world marketing.





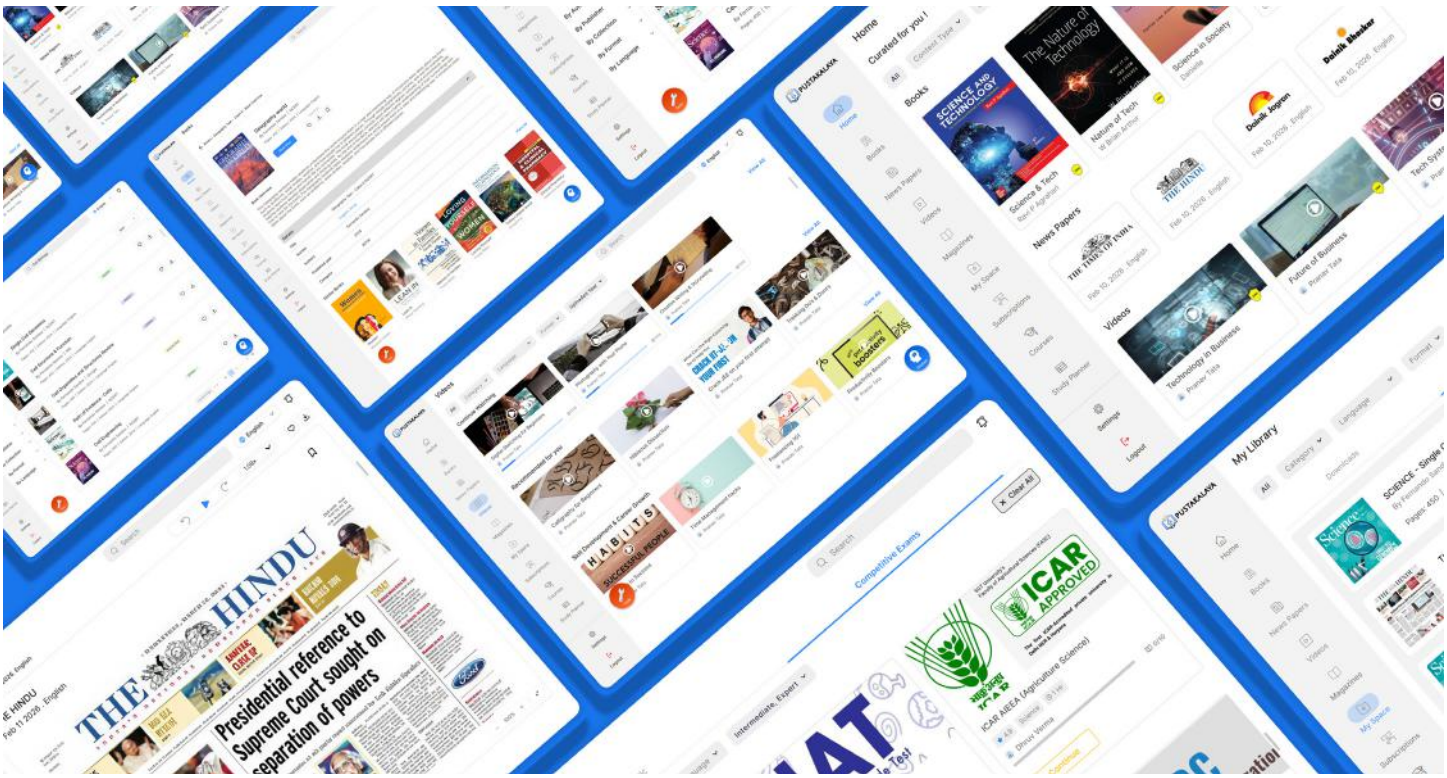
Diya Joby

I am a UI/UX Designer with internship experience at Schneider Electric and AIONEQ, working on HMI dashboards, AI-powered learning platforms, and digital library systems for Gram Panchayats. Skilled in user research, wireframing, prototyping, and creating clean, user- centered interfaces focused on accessibility, usability, and scalable digital experiences.

Scan for full portfolio

Pustakalaya

This project is a digital library and learning platform designed to improve access to educational resources for Gram Panchayats and community learning environments. It brings together diverse educational content within a centralised ecosystem. My contribution included designing user flows, information architecture, content management systems, personalisation features, moderation workflows, and scalable dashboards, with a focus on accessibility, content discoverability, and user-centered design.

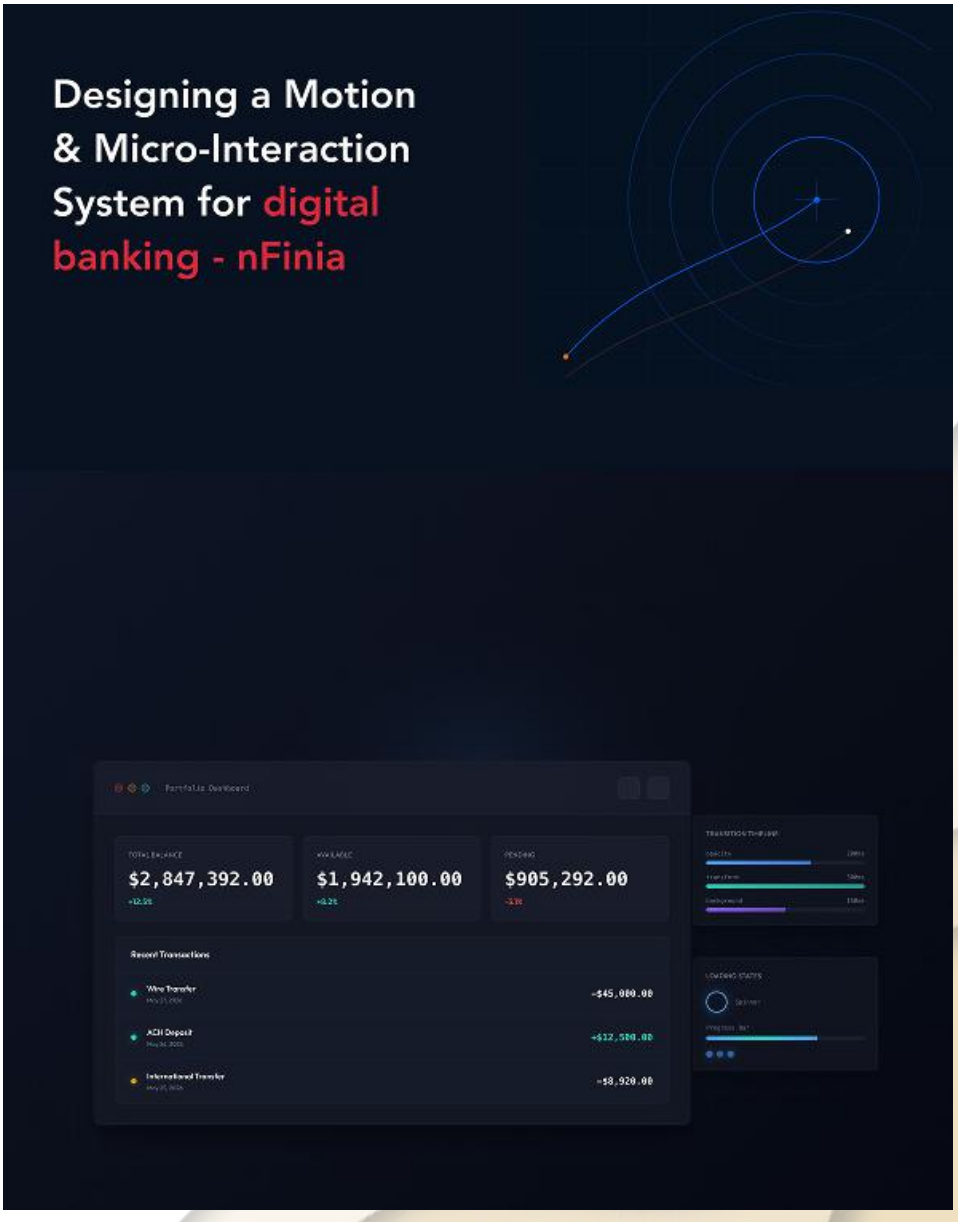




Gitanjali Narayan

I am a UI/UX design student interested in designing seamless digital experiences through motion design, interaction, and systems thinking. My work focuses on improving usability and consistency,particularly in complex platforms where clarity and user trust are essential.

Scan for full portfolio



Enterprise fintech platforms often prioritize functionality over motion consistency, interaction feedback, and responsive system behavior, resulting in fragmented user experiences. This capstone project explores how structured motion systems can improve clarity, trust, and usability through UX audits, secondary research, interaction analysis, and iterative prototyping. The outcome is a scalable motion and interaction system that standardises animations, feedback, and component interactions while remaining accessible and production-aware. The project demonstrates how thoughtful motion design can create clearer, more intuitive, and trustworthy enterprise fintech experiences.



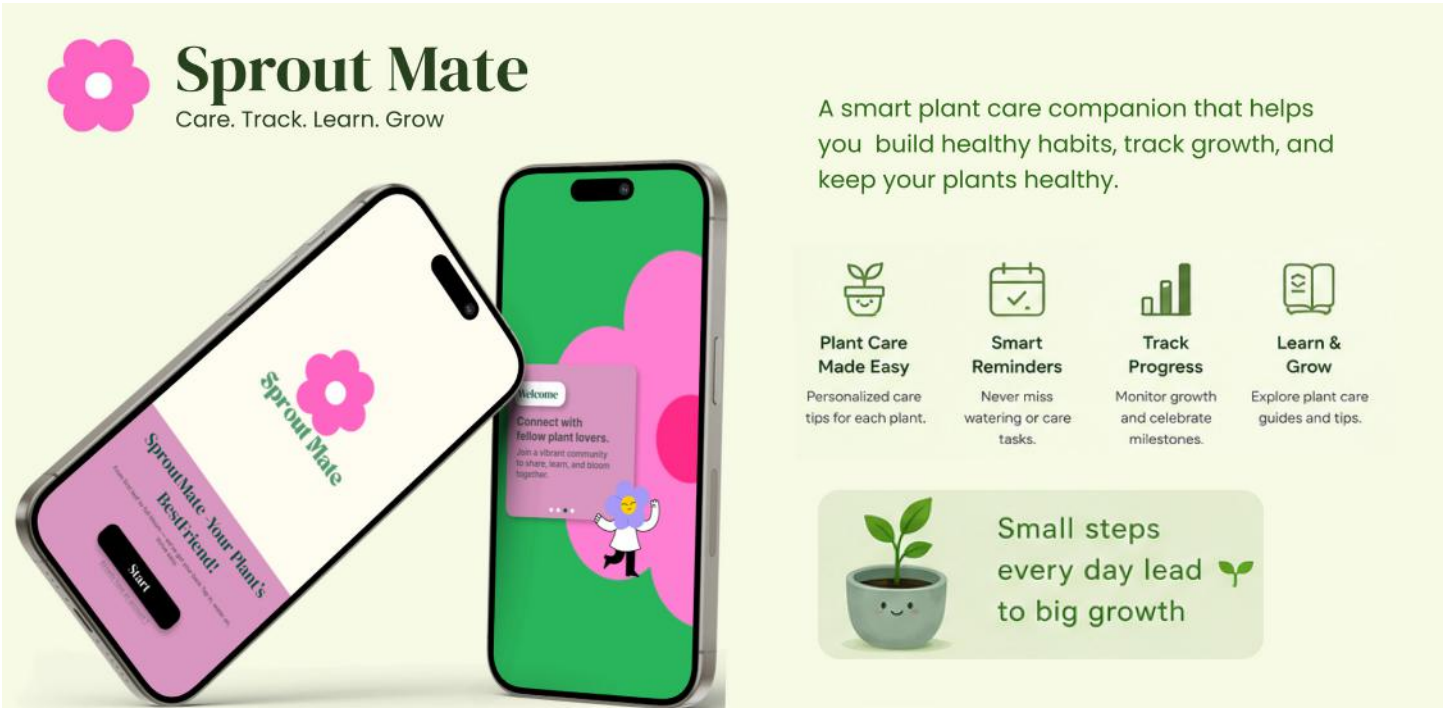
Harineetha Sudeep

I'm a UI/UX designer who loves turning ideas into experiences that feel simple, meaningful, and human. Every project is an opportunity for me to learn, empathize, and design solutions that make a real difference.

Scan for full portfolio

SproutMate

This project is a plant care platform designed to address common challenges faced by plant owners, including inconsistent care routines, limited knowledge, and lack of reliable guidance. It aims to make plant care more accessible through personalized reminders, plant health monitoring, educational content, community interaction, and marketplace integration. Developed through user research, persona development, competitor analysis, journey mapping, and service blueprinting, the platform supports both plant owners and businesses while promoting healthier plants, long-term care habits, and efficient service management.





Karthik Pottipati

I am a UI/UX designer who enjoys turning ideas into simple and easy-to-use digital experiences. I like understanding how people think and designing solutions that feel clear, helpful, and meaningful in everyday life.

This project focuses on designing a community-based digital platform that connects users with local farmers and producers to improve trust in organic food products. Through a research-driven UX approach, the solution promotes transparency with product traceability, farmer information, clear product details, and user reviews, creating a more reliable and meaningful organic shopping experience.





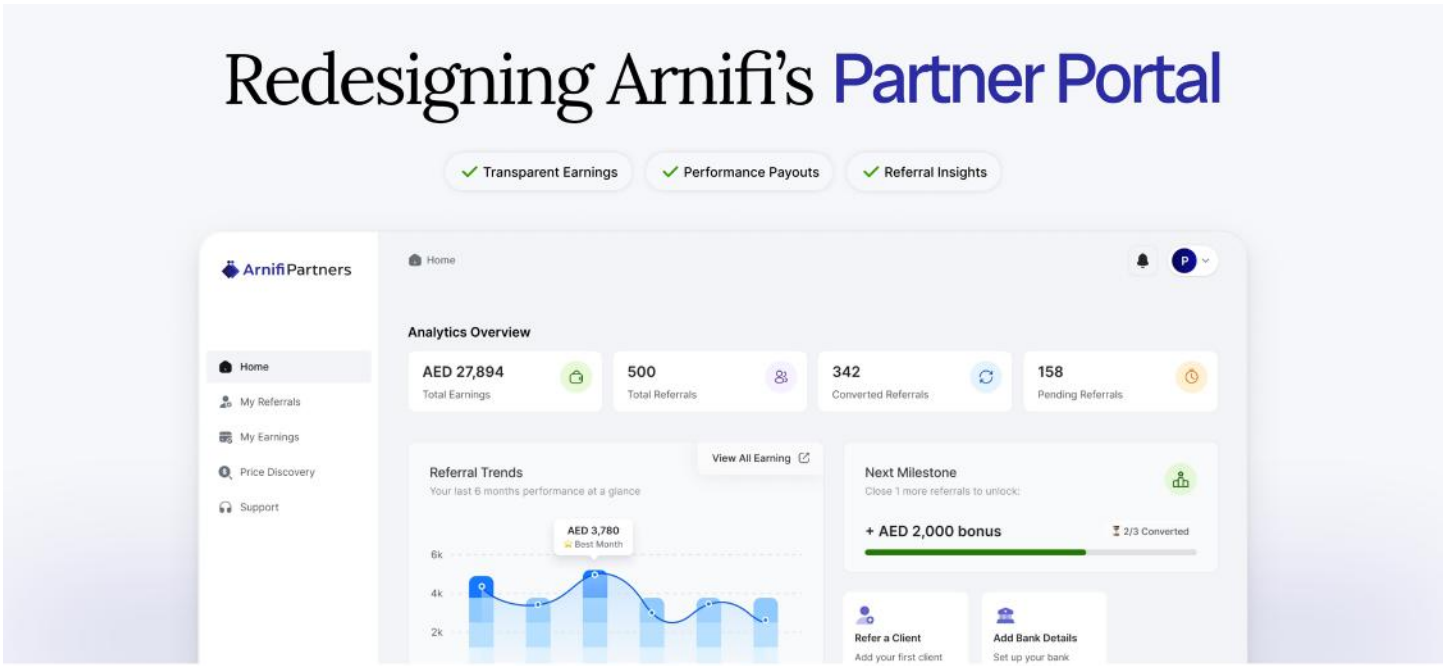
Keerthana G

I'm a UX designer who believes good design lives at the intersection of people, culture, and context. With experience spanning research, product design, and visual systems, I craft experiences for the moments people don't notice- because good design is invisible, but its absence never is.

Scan for full portfolio

Arnifi's Partner Portal

This project focuses on improving a partner-facing platform within a B2B business setup ecosystem. It explores how referrals, earnings, pricing visibility, and support can be organized into a clearer, more intuitive experience through improved information hierarchy and navigation. By addressing clutter, weak task separation, and limited progress visibility, the redesign creates a more structured platform that improves clarity, builds trust, and helps users navigate complex operational workflows with greater confidence.





Khushi Singhal

As a UX designer, I focus on the stories behind user experiences. I'm a firm believer that great design starts with listening andlearning from others. I enjoy tackling complex problems and am always eager to expand my skill set. Outside of design, my passion for travel fuels my curiosity and empathy, traits I bring into every project to create intuitive, human-centered solutions.

Scan for full portfolio

As a UI/UX Design Intern at Info Edge India (99acres), I contributed to research and design initiatives focused on improving property discovery. My work included analysing short-form content trends for 99 Shorts, supporting AI-driven storytelling features that highlighted property USPs, and designing mobile-first, AI-assisted experiences for a Gen Z-focused capstone project. Working within established design systems, I collaborated closely with cross-functional teams to deliver user-centered solutions.

Understand Every Home Before You Visit

Transforming complex property information into visual experiences that buyers can understand at a glance





Lahari Naveen

A final semester UX design student at RV University. Over the last three years I have gained experience in graphic design and visual storytelling along with working on UI redesign and UX evaluation projects recently. I enjoy experimenting with unconventional ideas to create thoughtful digital and non digital solutions backed by research, design strategy, and creative problem-solving.

Scan for full portfolio

This capstone project explores ways to improve clarity, efficiency, and trust within the interior design experience of Choppers, a personalized freelance interior design practice. The project focuses on understanding existing workflows, communication methods, and user experiences to identify areas for improvement. Through research and analysis, practical and user-centered solutions were developed to support smoother interactions, better organization, and more transparent project experiences for both the business owner and clients. The project emphasises creating lightweight and adaptable systems that enhance the overall experience while preserving the personalized nature and flexibility that define the business.





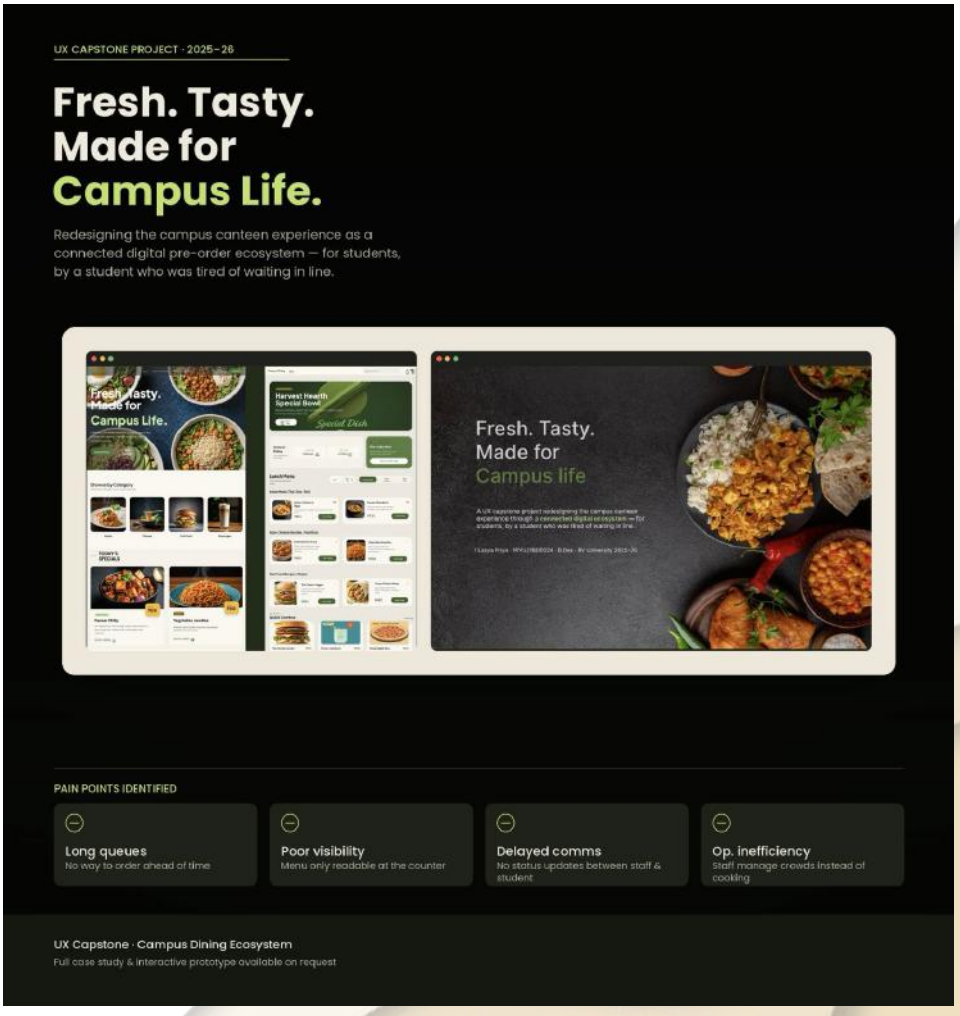
Lasya Priya I

Working toward building products that feel effortless to use. My capstone reimagines the campus canteen as a connected pre-order ecosystem. I care about solving real friction points with clean, research-backed, human-centered design.

Scan for full portfolio

On most college campuses, the canteen break follows the same pattern: a crowd bunched around one counter, no visibility into what's cooking or how long the wait will be, and staff stuck managing chaos instead of actually cooking. This capstone started by digging into 'why?' not just "queues are long," but the real breakdown underneath it. Students have zero visibility into the kitchen, and the kitchen has zero visibility into demand. That mismatch is the actual problem, not the symptom.

The redesign builds a two-sided system: students can pre-order and track their food in real time, while a staff-facing dashboard which is something most campus canteens lack entirely gives kitchens live order data to prepare for what's coming. It's less about a prettier menu and more about closing a communication loop that's broken by default, so a short break stops being spent standing in line.



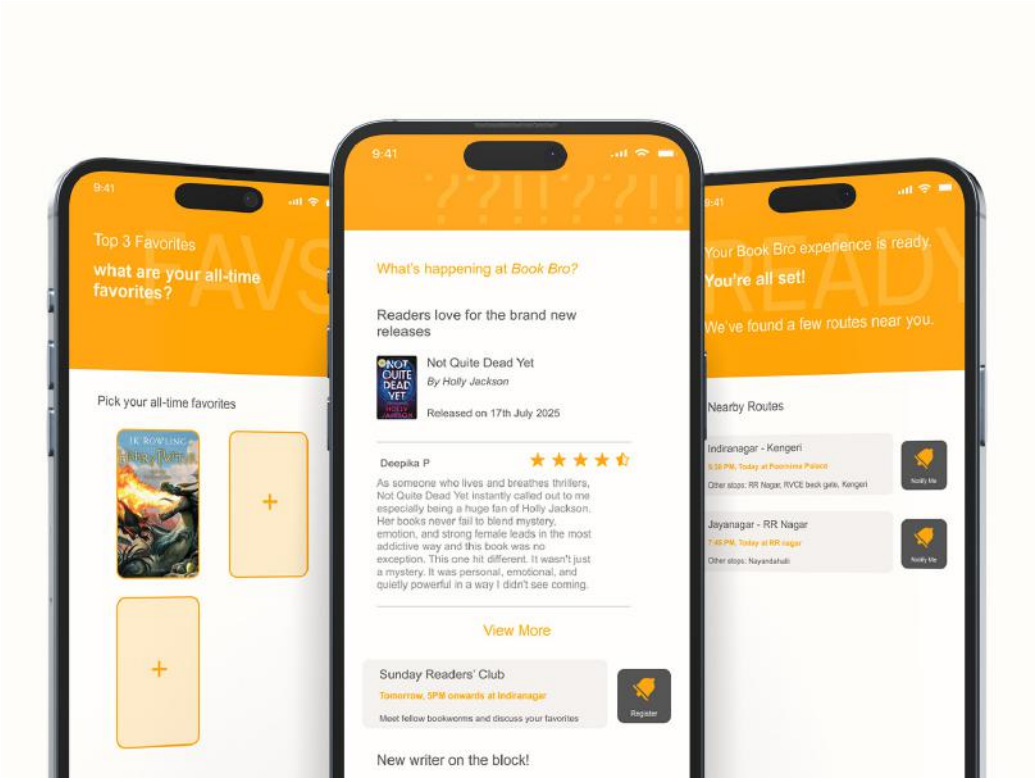


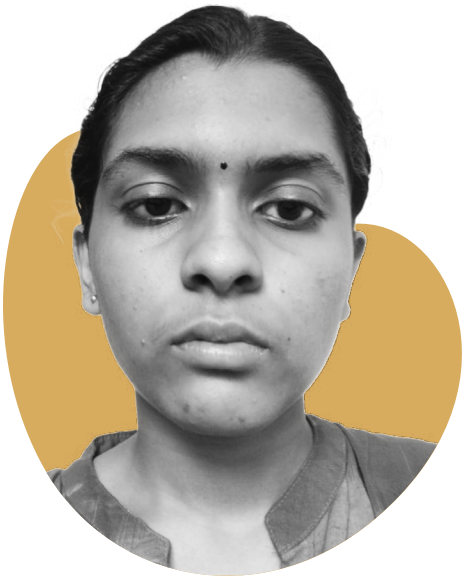
Pragnya Samji

A UI/UX designer based in Bengaluru who thinks in systems and feels in stories. I'm passionate about community, accessibility, and human-centered design, bringing both rigour and soul from the first sticky note to a finished, felt experience.

Scan for full portfolio

Book Bro explores how borrowing a book could be as easy as catching a bus. The project addresses the growing disconnect in the reading ecosystem, where library closures, expensive books, and fragmented services make reading less accessible. Using systems thinking and the Double Diamond framework, it examines how libraries, distribution networks, and reading communities fail readers collectively. The proposed solution combines mobile library vans, a membership app, and community-driven features to create a more affordable, accessible, and connected reading experience.





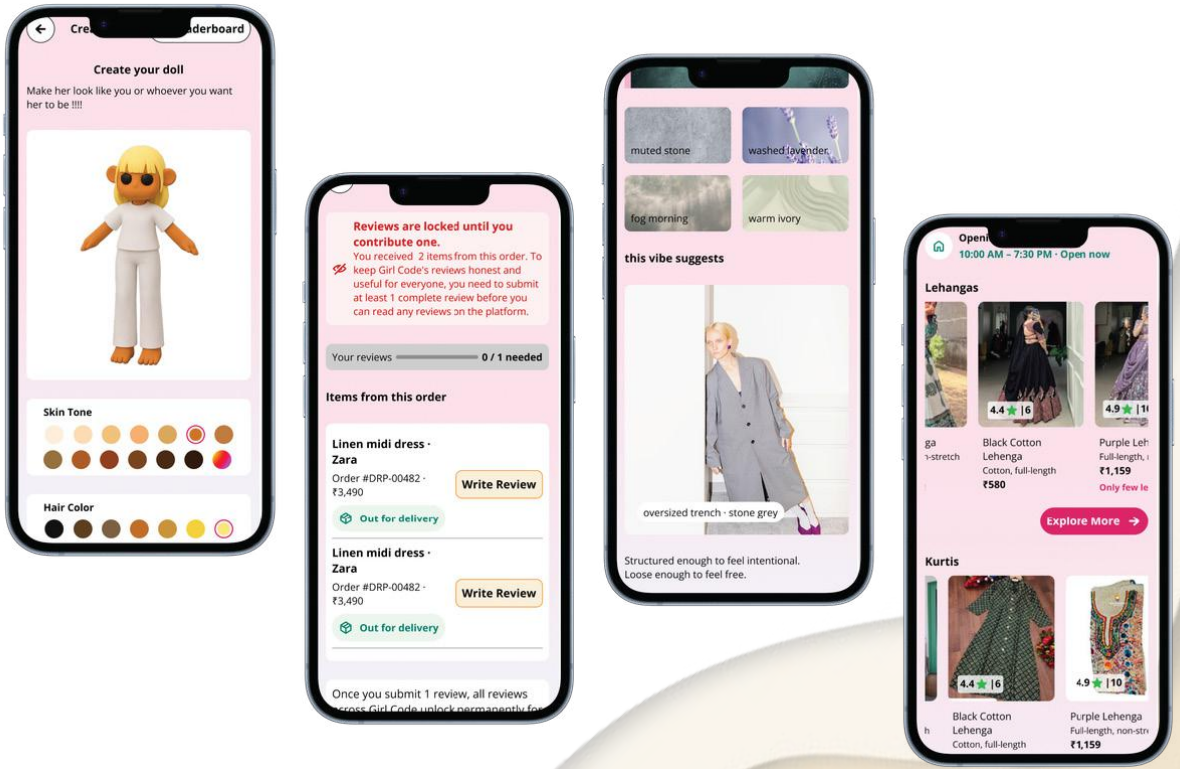
Prisha J

Final-year UI/UX designer passionate about crafting intuitive, user-centered digital experiences. Skilled in wireframing, prototyping, user research, and visual design using Figma and Adobe tools. Focused on blending creativity with problem solving to design seamless and meaningful products that improve everyday interactions.

Scan for full portfolio

Girl Code

Girl Code is a women-first fashion platform that combines shopping, style discovery, and community. It brings together brands, local boutiques, tailors, and peer-to-peer resale into one marketplace, while AI and human stylists offer personalised guidance. Features like a mood-based discovery feed, gamified avatar customization, a 5-minute shopping challenge, and mandatory reviews create a more engaging, trustworthy, and community-driven fashion experience.





Richa Kurian

I'm an experience design student at RV University interested in creating experiences that feel simple, thoughtful, and delightful. I'm curious about people, systems, and the small details that shape how we interact with the world. Outside of design, i'm usually reading, out on a run, or baking something sweet.

Scan for full portfolio

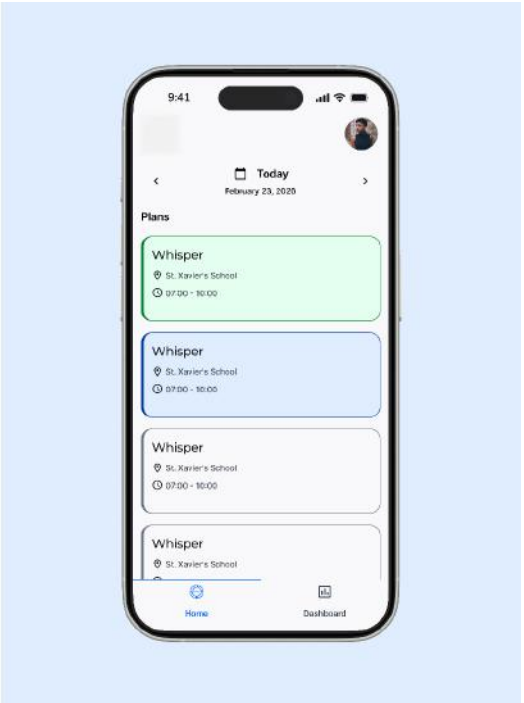
Unified FMCG

Trial Ecosystem is a GenAI-first enterprise platform that streamlines FMCG product trial operations through an integrated Admin Dashboard, Trial Consultant app, and Consumer Microsite. The project focused on translating complex requirements into scalable, implementation-ready experiences through workflow mapping, interface design, and AI-assisted solutions, while balancing user needs, business goals, and technical feasibility.

Gen-AI led Unified FMCG Trial Ecosystem

happiest minds
AI FIRST. AGILE ALWAYS.

Richa M. Kurian





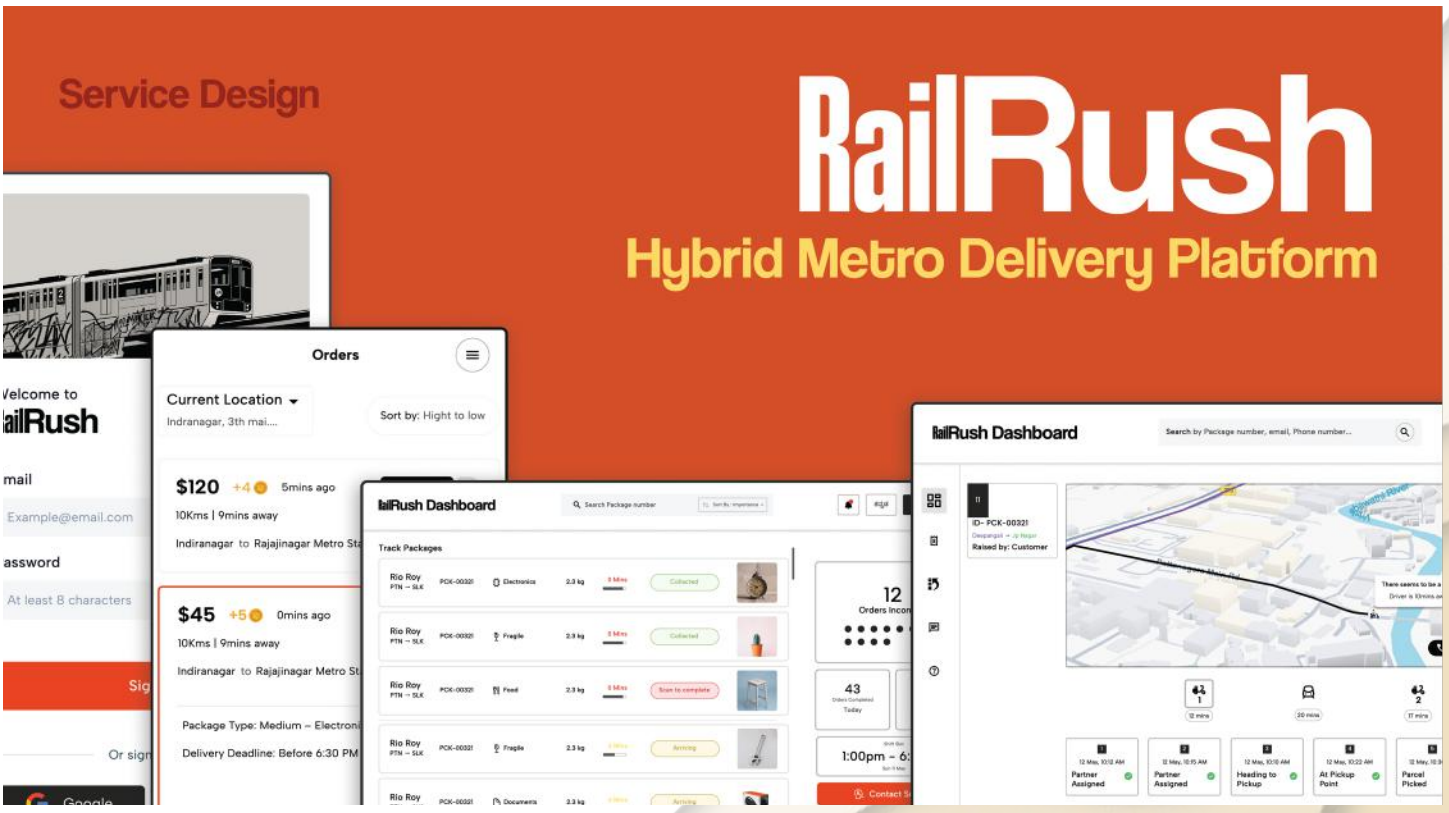
Rio Roy

A UI/UX designer focused on blending research with design to create meaningful digital and real-world experiences. His work spans UX research, service design, information architecture, and brand experience, with a growing interest in designing systems that extend beyond screens into physical environments.

Scan for full portfolio

RailRush

This service design project explores how underutilized metro infrastructure can create a faster, more sustainable urban delivery network. Through research and service design methods, it identifies opportunities to leverage vacant metro capacity and gig-worker networks. The proposed solution integrates metro transit with last-mile delivery to reduce traffic congestion, delivery costs, and environmental impact, demonstrating how existing urban infrastructure can improve the efficiency of city logistics.





Roshny Raphael Akkara

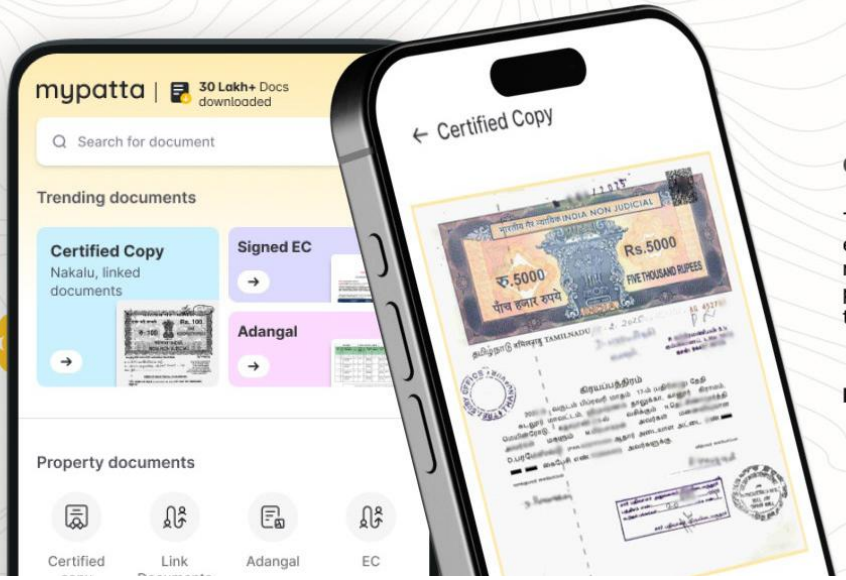
I'm a UI/UX designer interested in crafting digital experiences that blend aesthetics, functionality, and accessibility. I'm someone who's passionate about simplifying complex systems through thoughtful and user-centered design, with a focus on creating intuitive, impactful, and meaningful solutions that improve usability, build trust, and resonate with diverse audiences and real-world user needs.

Scan for full portfolio

My capstone project focuses on enhancing the user experience of MyPatta, a real-estate platform that provides property document verification and advisory services. The project explores how UI/UX design can simplify complex property-related processes and improve accessibility for users from tier 2 and tier 3 regions, including landowners and farmers with limited familiarity with digital platforms and legal terminology. Through iterative UI/UX improvements across the platform, the project aims to create a more intuitive, trustworthy, and user-friendly experience that reduces confusion and improves overall usability.

mypatta

Product: Mobile Application / Website | **Type:** Capstone Internship



OVERVIEW

This project focuses on improving the user experience of a real estate platform by making property-related information and processes more clear, guided, and trustworthy.

By: Roshny Raphael Akkara



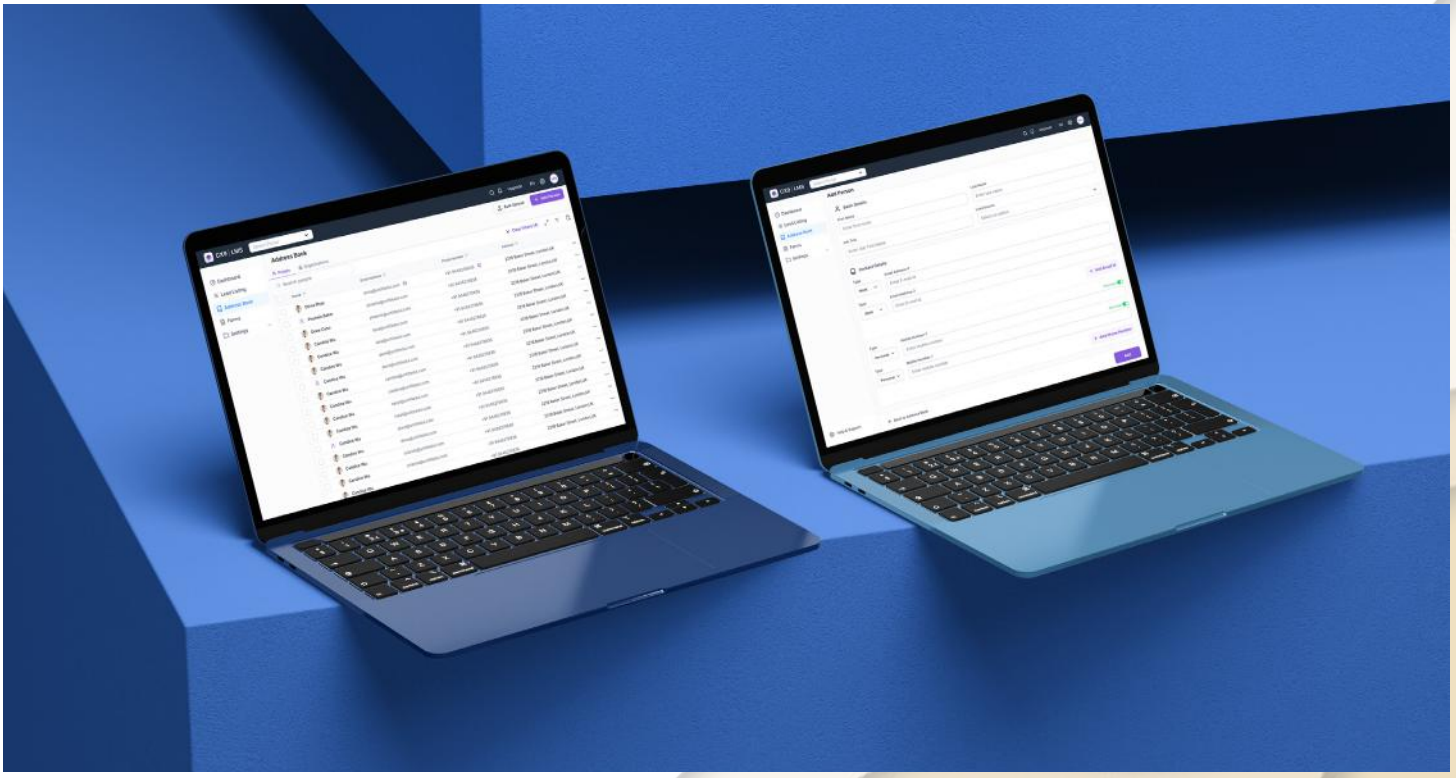
Samriddhi Sachan

A final-year User Experience Design student passionate about creating intuitive and meaningful digital experiences. I enjoy combining research, design, and creativity to solve real-world problems. In my free time, I love playing the guitar, painting, and playing Badminton, which inspire and enrich my creative journey.

Scan for full portfolio

Lead Management System

This project is a comprehensive digital platform designed to help businesses capture, organise, and track leads throughout the sales process. It streamlines lead management through a research-driven UX approach that improves collaboration, reduces manual effort, and minimizes missed opportunities. The platform emphasises clarity, efficiency, and ease of use, demonstrating how thoughtful UX design can simplify complex sales workflows and enhance productivity.



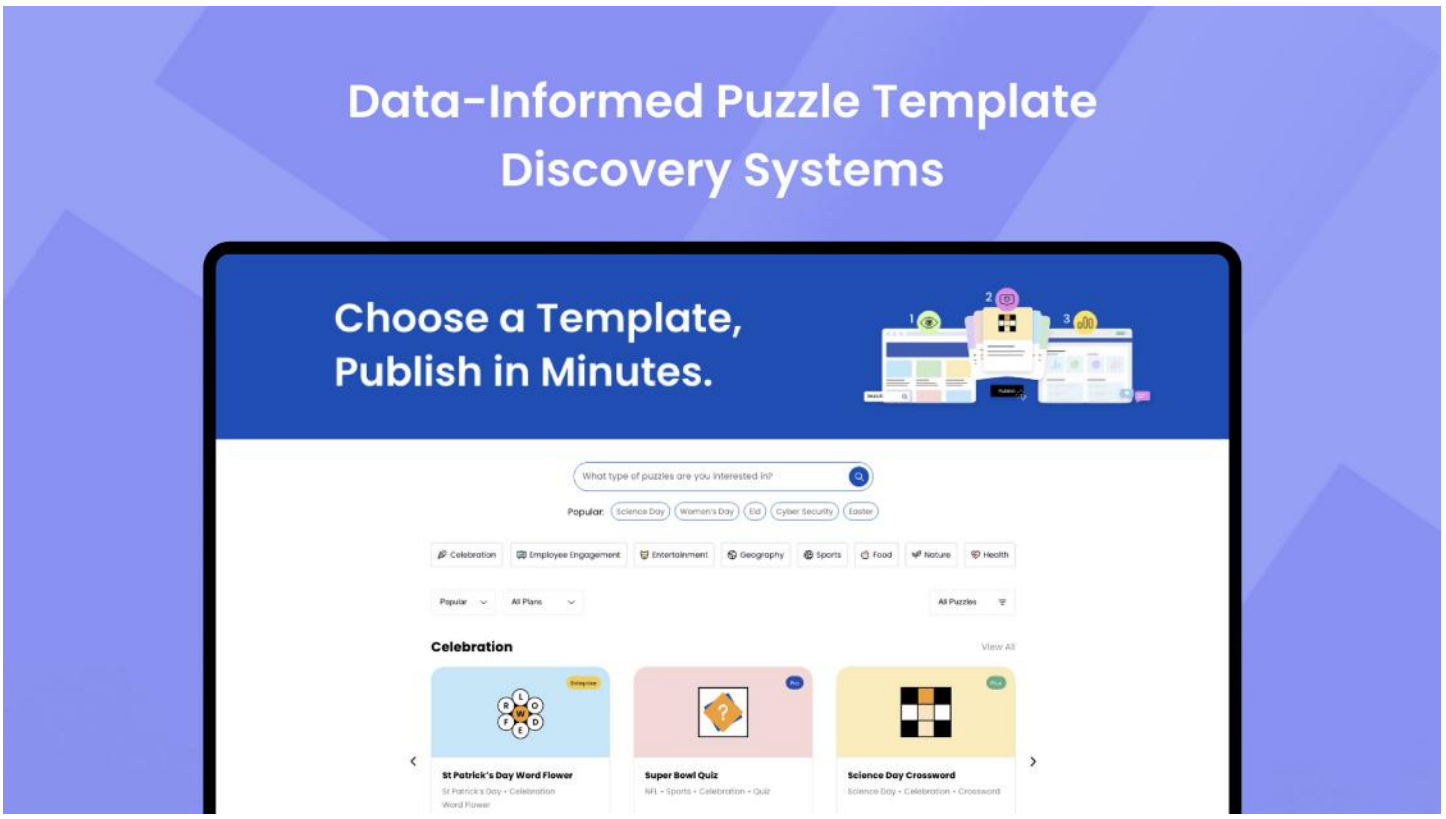


Sarayuu Reddy

Is a UX Design student at RV University with a strong interest in interaction design and research-driven digital experiences. Her work focuses on creating intuitive, user-centered systems by combining user behavior insights, visual storytelling, structured workflows, and thoughtful design to improve overall user experiences across digital platforms.

Scan for full portfolio

This project explores the design of a data-informed puzzle template discovery system for PuzzleMe, a platform developed by Amuse Labs for creating and publishing interactive puzzles. It focuses on improving how users discover, access, and customise puzzle templates through categorised and visually guided workflows. Based on daily puzzle creation reports, platform audits, and comparative analysis, the proposed solution introduces template browsing flows for the website and creator dashboard, making puzzle creation faster, more structured, and easier to navigate while supporting users with different levels of experience and content creation needs.



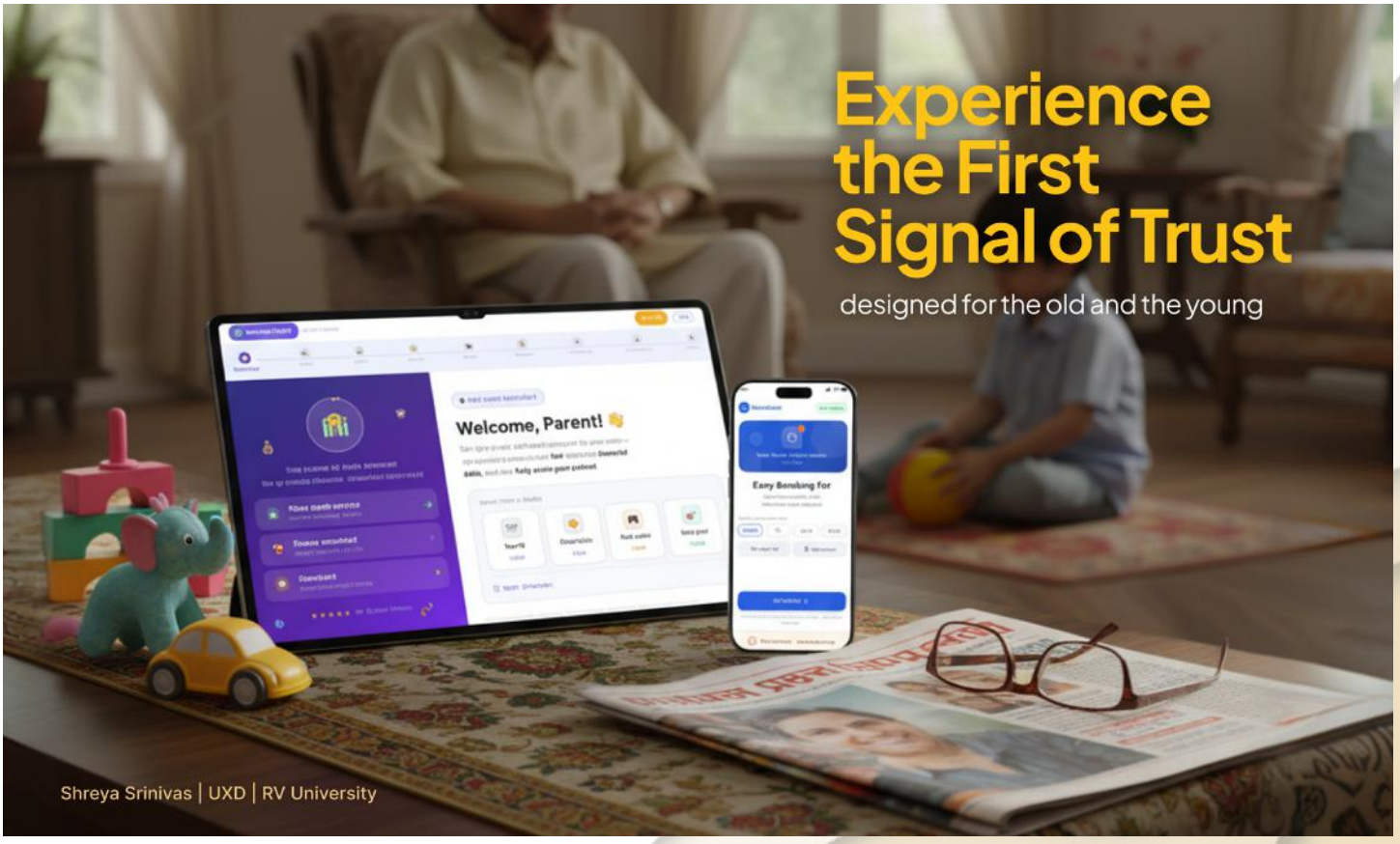


Shreya Srinivas

I craft experiences that place people at the core of exploration, using empathy as a guiding lens. By blending technology with storytelling, I translate complex ideas into clear, meaningful narratives. I strive to design solutions that are inclusive, intuitive, and engaging, ensuring they resonate with diverse users while remaining deeply human-centric.

Scan for full portfolio

This project is grounded in the idea that better banking experiences depend not just on the services offered, but on how clearly and intuitively users are introduced to them. It explores onboarding journeys within Indian banking, focusing on Senior Citizens and the Youth (Gen Z and Gen Alpha), to identify barriers affecting accessibility, trust, comprehension, and ease of use. By examining fragmented processes, unfamiliar interfaces, and lack of guidance, the project uncovers opportunities to design more inclusive, intuitive, and user-centered onboarding journeys that simplify access and build trust.

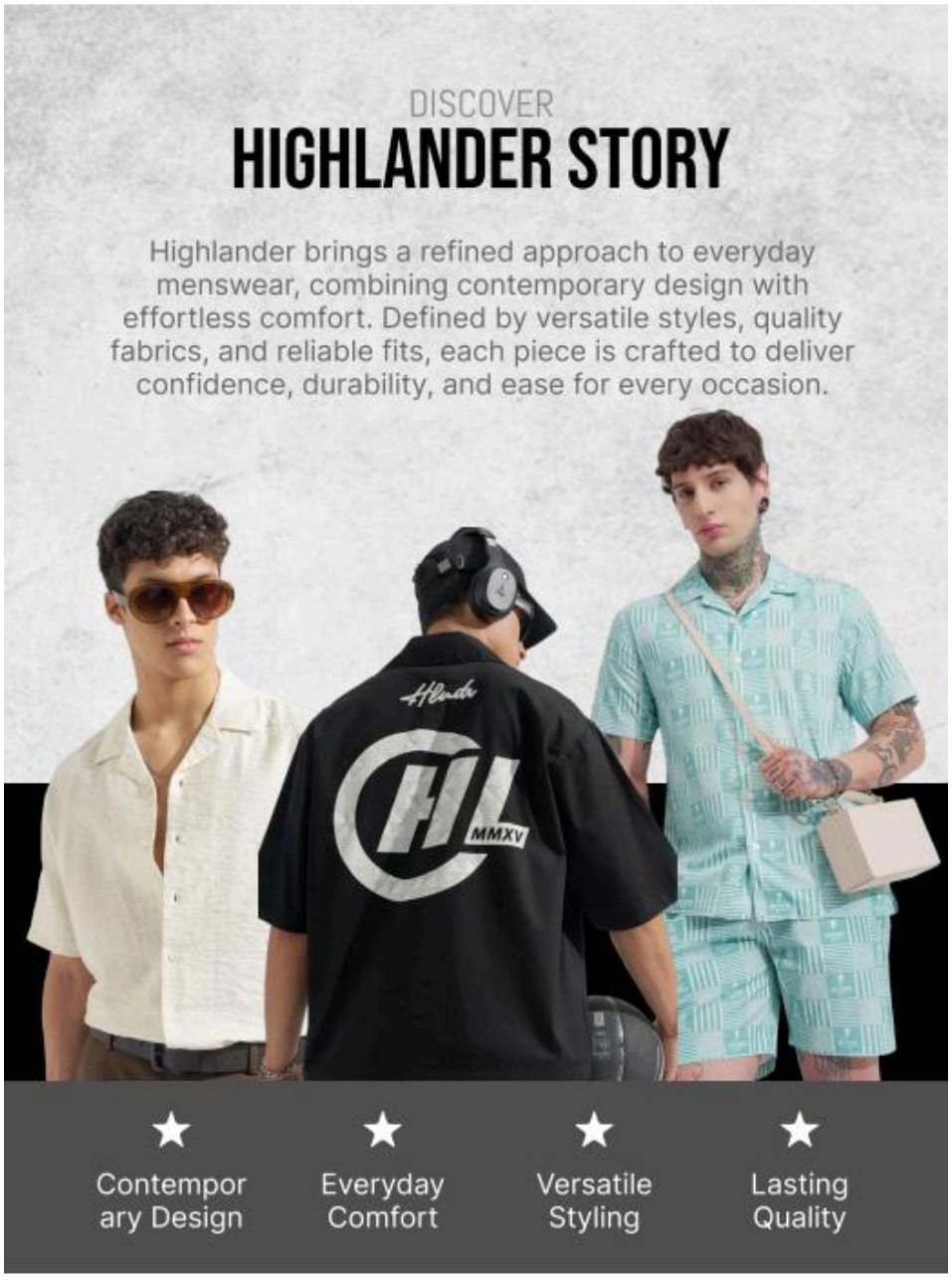




Shruti Vadlamani

A UI/UX designer passionate about creating intuitive and user-friendly digital experiences.

Scan for full portfolio



This capstone project focuses on improving the user experience of e-commerce platforms by addressing common usability issues such as cluttered layouts, confusing navigation, weak visual hierarchy, and difficulty in product discovery. Inspired by my internship at EQB (RedMatter – Marketing Agency), where I worked on multiple e-commerce websites, the project uses primary and secondary research to develop a research-driven solution combining simplified interface design, enhanced navigation, and guided user flow. The final outcome demonstrates a cleaner, more structured, and user-friendly shopping experience.



Sowmya Tenneti

Focused in the way people seek comfort through digital spaces. My work revolves around behavioural design, interaction patterns, and understanding how people think and respond within digital experiences.

Scan for full portfolio



SoftSteps

SoftSteps reimagines the walking app as something that works by disappearing. Before a walk, users log their mood. The app responds with grounding prompts drawn from sensory and somatic research calibrated to emotional state, not fitness goals. Mid-walk, a single haptic
pulse on the Apple Watch is the only point of interaction. No screen. No content. No response required. The prompt was set before leaving. The buzz is simply the signal. The phone remains untouched for the entire duration of the walk. Every design decision from haptic-first interaction to the absence of a post-walk summary was made in service of one principle: that the most effective intervention is the one the user barely notices.SoftSteps is not designed to be used. It is designed to be felt.



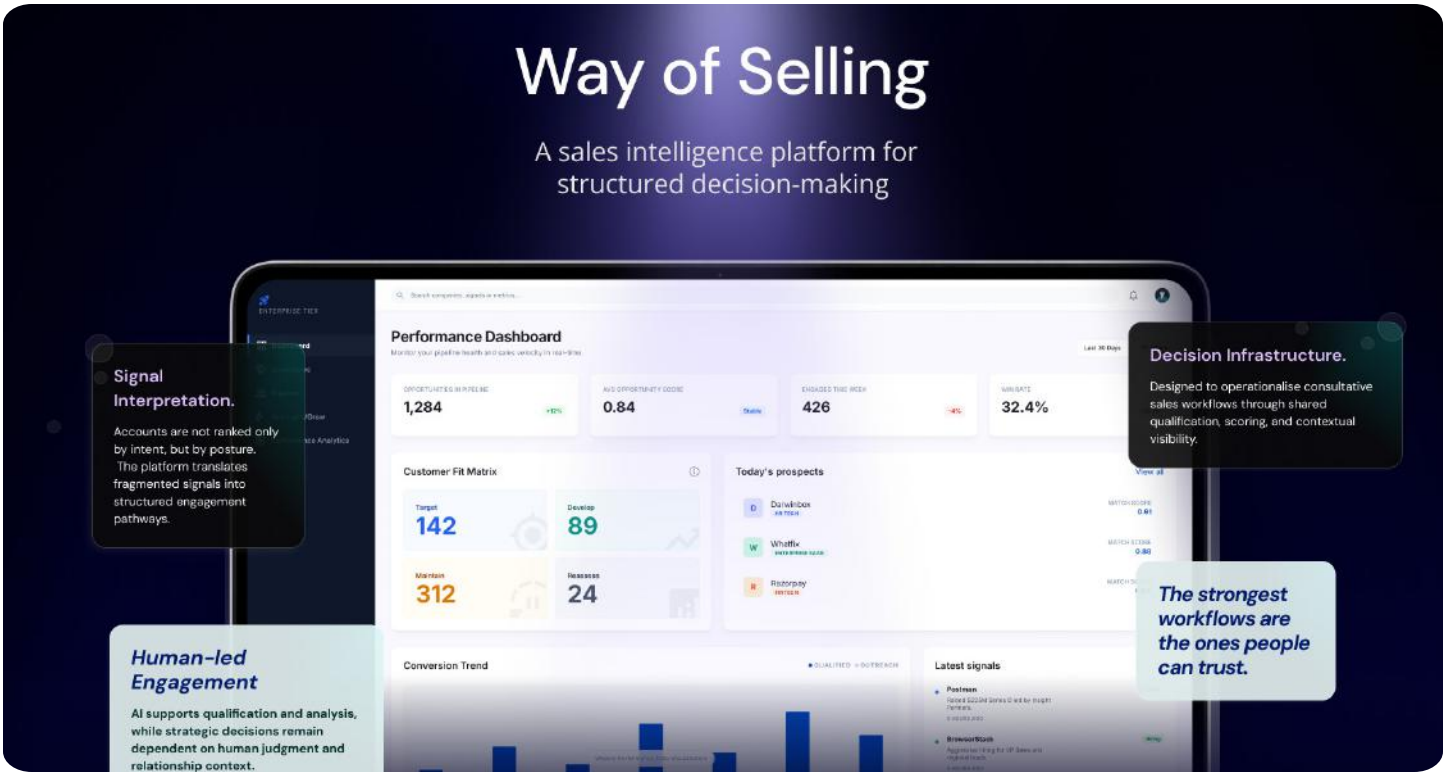
Sreepriya Subramaniam

In the process of turning overthinking, observation, and asking too many questions into a career
in UX design. Drawn to stories, people, and the little details others miss, I hope to create
experiences that feel human, intentional, and worth remembering long after the screen is gone.

Scan for full portfolio

Way of Selling

Way of Selling is a consultative B2B sales intelligence platform designed during an industry internship at Tarento Technologies. It began as an exploration of sales workflows and evolved into a system that operationalises decision-making within enterprise sales teams. Through research, observation, and systems analysis, the project identified that the core issue was not the absence of data, but the lack of a structured framework to transform scattered signals into actionable decisions. The platform translates Tarento's internal "Way of Selling" methodology into an operational workflow by combining AI-assisted qualification with human-led engagement, supporting more consistent, context-aware, and strategic sales decisions.





Srini Narendran

I am a person that aims at building on ideas to carve out & craft experiences anew, blending
curiosity, clarity, storytelling, strategy, and thoughtful problem-solving into meaningful, engaging,
and human-centered outcomes

Scan for full portfolio



Capstone Project

Reimagining the continuity of guest experience in Indian hospitality.

A Design study examining the cognitive and operational gaps between digital booking and physical arrival.

PRESENTED BY:	TIMELINE	CAPSTONE PROJECT TYPE
Srini Narendran	12 Weeks	Design Research

This project investigates the growing disconnect between digital hospitality systems and the lived experience of physical arrival.
It explores how communication gaps, expectation mismatches, and disconnected service touchpoints influence trust formation between reservation and stay through secondary research, stakeholder mapping, journey analysis, and qualitative interviews with guests and hospitality staff.
Rather than proposing a replacement platform, the project identifies opportunities to strengthen reassurance, contextual continuity, and emotional preparedness during the pre-arrival journey through a conceptual service intervention positioned at the intersection of hospitality operations, service design, and human-centered experience systems.

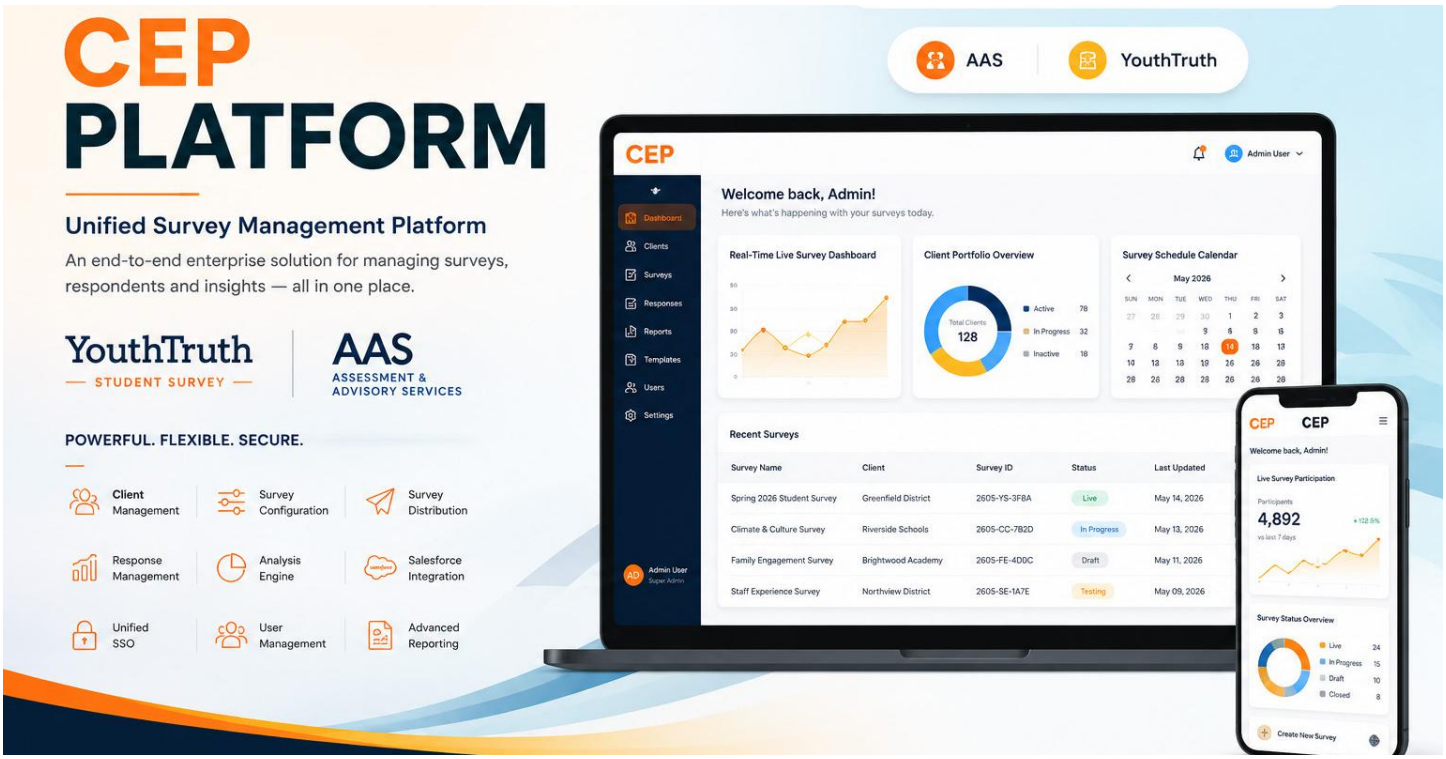


Srinithi Vijayakumar

UI/UX designer passionate about creating intuitive digital experiences that blend functionality with clean visual storytelling. Experienced in user research, UX flows, prototyping, and interface design using tools like Figma and Adobe Creative Suite. Strong interest in solving real-world problems through thoughtful, human-centered design.

CEP

is an enterprise SaaS solution designed to streamline the complete survey lifecycle across YouthTruth and Assessment & Advisory Services (AAS). The platform brings client management, survey creation and configuration, distribution, respondent management, response tracking, analytics, reporting, and user administration into one centralized system. The project focuses on intuitive and scalable experience that simplifies complex survey workflows while providing administrators with clear, actionable insights. Using a user-centered design and iterative approach, the project involved understanding functional requirements, mapping user flows, developing wireframes, and creating a high-fidelity interactive prototype in Figma. Key outcomes included a real-time dashboard, survey management wizard, scheduling interface, client portfolio views, and structured reporting workflows.

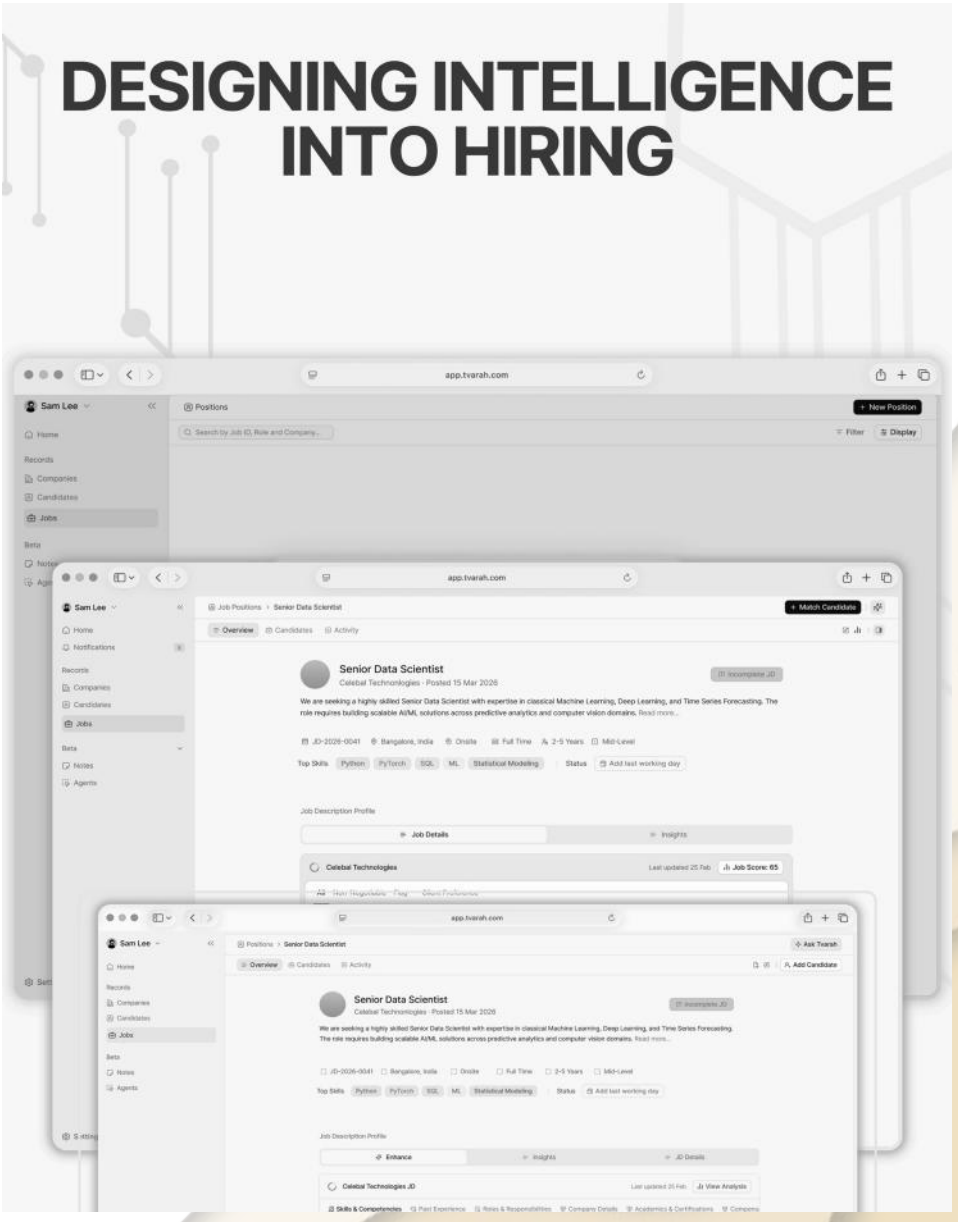




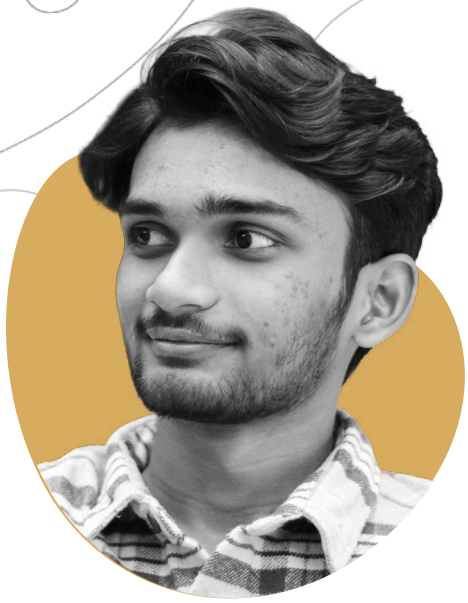
Subhiksha Senthil

A UX designer passionate about making AI genuinely useful in professional workflows. A B.Des student currently embedded at Tvarah Technologies, she designs for the space where human judgment and machine intelligence meet where trust, clarity, and control matter most.

Scan for full portfolio



This project documents the end-to-end UX design process behind three AI-integrated product surfaces built during an industry internship at Tvarah Technologies: a Jobs Flow, a Companies Page, and an AI Chatbot forming the intelligence backbone of an internal recruitment system.
The project began with embedded observation of Tvarah's recruitment team, uncovering workflow failures in job description intake, client health visibility, and AI accessibility. Every design decision was grounded in research findings. The final outcome is a high-fidelity Figma prototype built on a custom design system, guided by explainable AI principles, cognitive load theory, and usability testing. The core design philosophy throughout is augmentation, not automation-AI surfaces intelligence, humans make decisions.



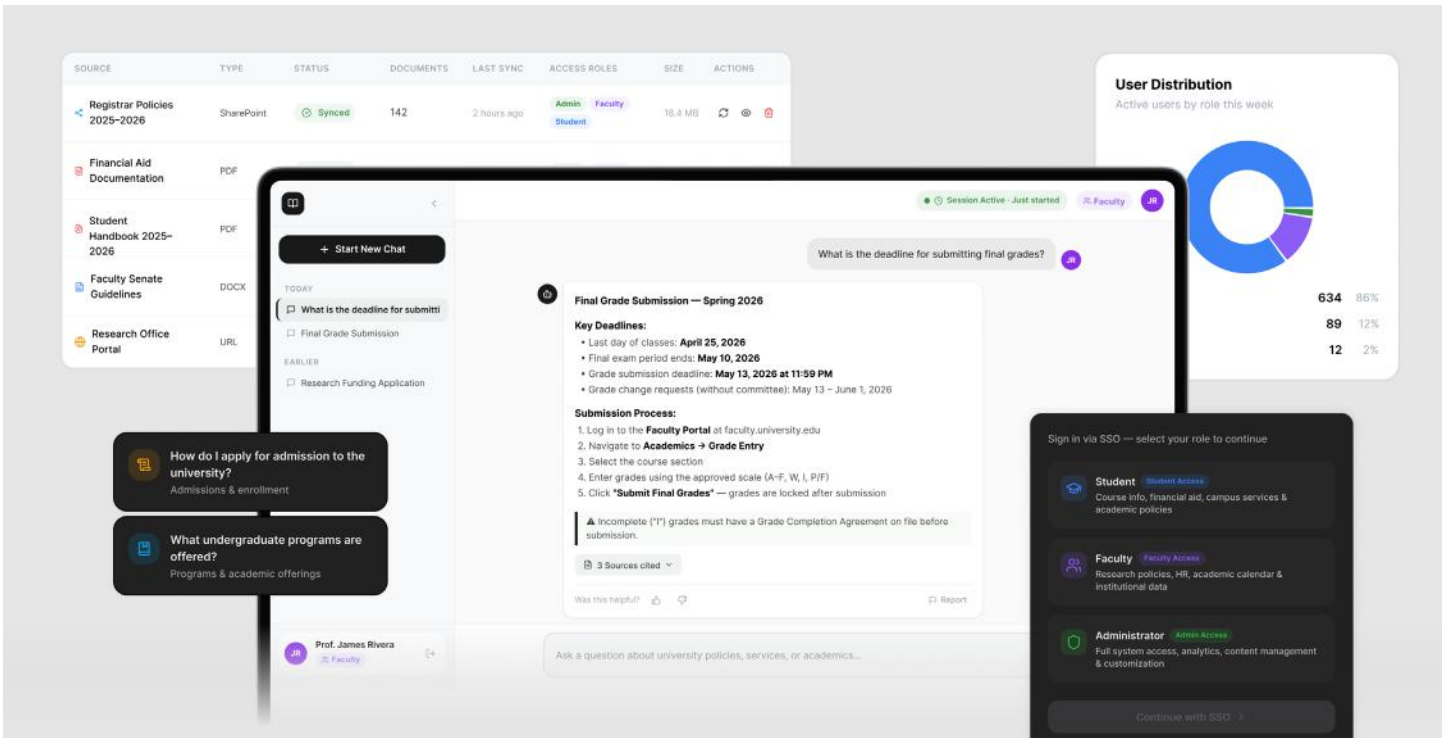
Tej Dudani

A designer who enjoys turning complex ideas into experiences that feel simple, intuitive, and visually engaging. I'm especially drawn towards interaction design, digital products, and systems that blend functionality with strong visual storytelling. I love exploring new technologies, experimenting with creative workflows, and building experiences that people genuinely enjoy using. Whether it's a sleek interface, a thoughtful interaction, or a larger product ecosystem, I'm always excited by the process of shaping ideas into something meaningful and impactful.

Scan for full portfolio

University in Box

This project is a scalable digital ecosystem designed to simplify interaction within university systems through AI-assisted workflows, conversational interfaces, and role-based dashboards. During my industry capstone internship at Happiest Minds Technologies, I worked as the sole designer on its first AI-powered chatbot, designing chatbot interfaces, dashboards, role-based interaction flows, and reusable UI patterns. The project focused on improving access to information and reducing navigation complexity through conversational UX and structured workflows.

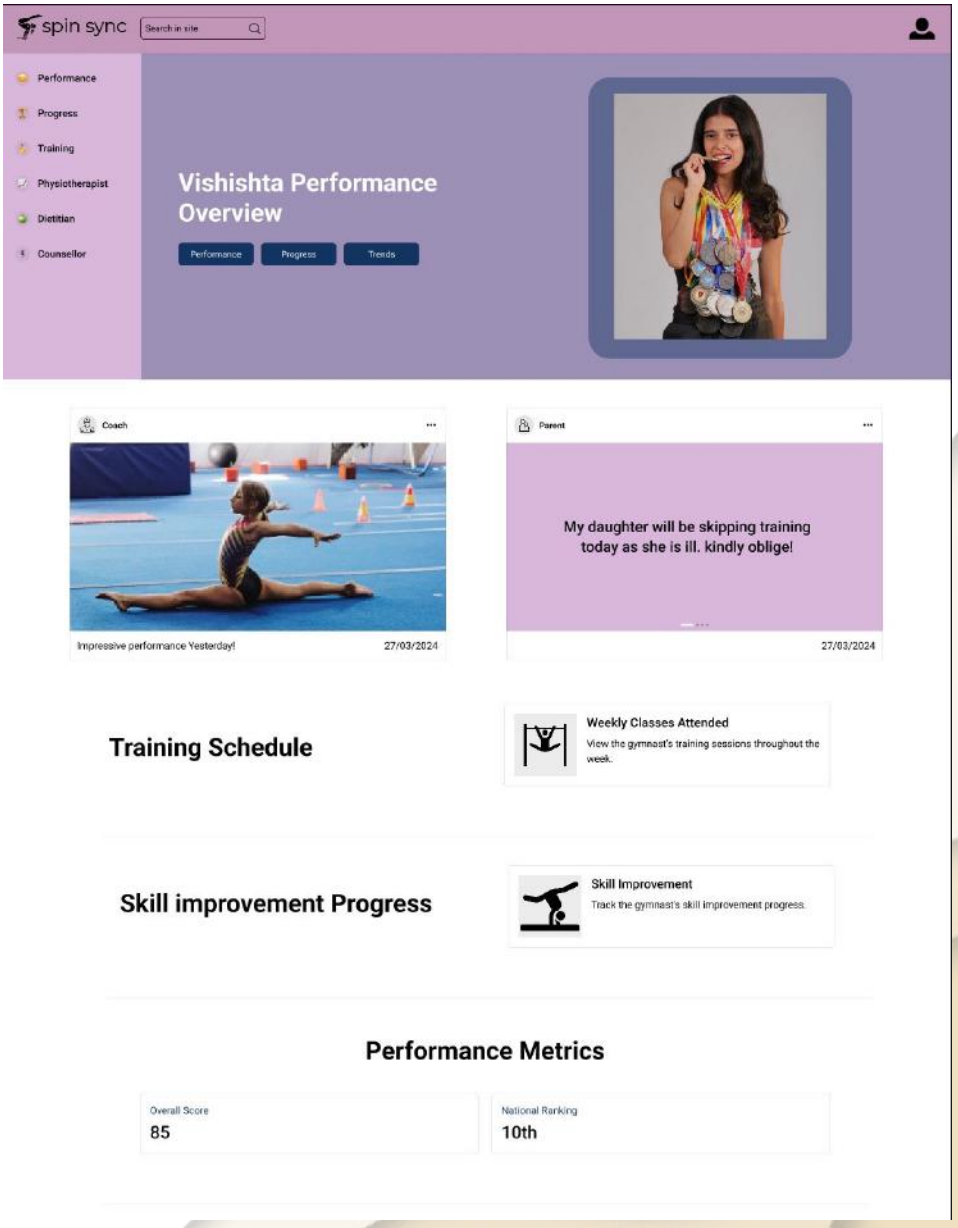




Vishishta Kiran

I'm a passionate UX designer focused on creating meaningful, user-centered digital experiences. With a background in athletics and design, I enjoy building intuitive products that solve real-world problems. Designed an app for holistic gymnast development, focusing on health, mental well being, training schedules, and a performance-tracking dashboard with key metrics and training data.

Scan for full portfolio



SpinSync

A suite of intuitive, visually appealing dashboards tailored for gymnastics. Provides Performance Analytics, Training Progress, Competition Results, Skill Proficiency, Injury Surveillance, and health tracking.



Yashas Shenoy

a UI/UX design student passionate about making digital products simple and visually striking. I bridge the gap between aesthetic design and functional user experience, creating smooth digital journeys that people enjoy using.

Scan for full portfolio

InTune

is a sleek music discovery ans sharing platform that lets usrers curate and post sings/playlists from various streaming platforms into one singular app. The platform addresses the fragmentation of the current musicv ecosystem by enabling users to discover, access, manage and share music seamlessly across platforms.







Master of Design
2024-2026





User Experience Design



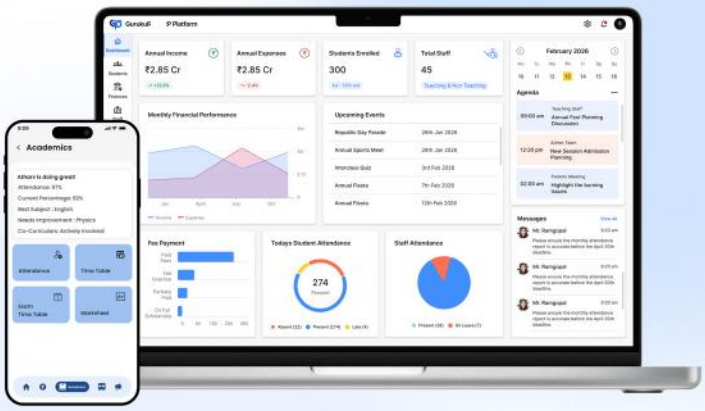
Amrita Manoharan

A UX designer focused on creating digital experiences that are not only functional but genuinely human. I believe thoughtful, empathetic design can simplify complexity, solve meaningful problems, and create intuitive interactions that make technology feel more accessible and natural.

Scan for full portfolio

GurukulPro is a school management UX project designed to improve the digital experience for school leadership, teachers, parents, students, and administrators. It addresses challenges in existing school ERP systems, including inefficient communication, complicated workflows, poor navigation, fragmented access to information, improper communication, and manual documentation. GurukulPro simplifies administrative tasks, enhances communication between stakeholders, and makes academic and operational information more accessible and actionable.
The project delivers a leadership-focused dashboard for school management and staff, along with a dedicated mobile app for teachers, administrative staff, transport staff, and parents. With role-specific functionality and seamless access to essential tools, GurukulPro creates a streamlined digital ecosystem that supports smoother school operations while improving overall usability and engagement across the educational experience.

GurukulPro



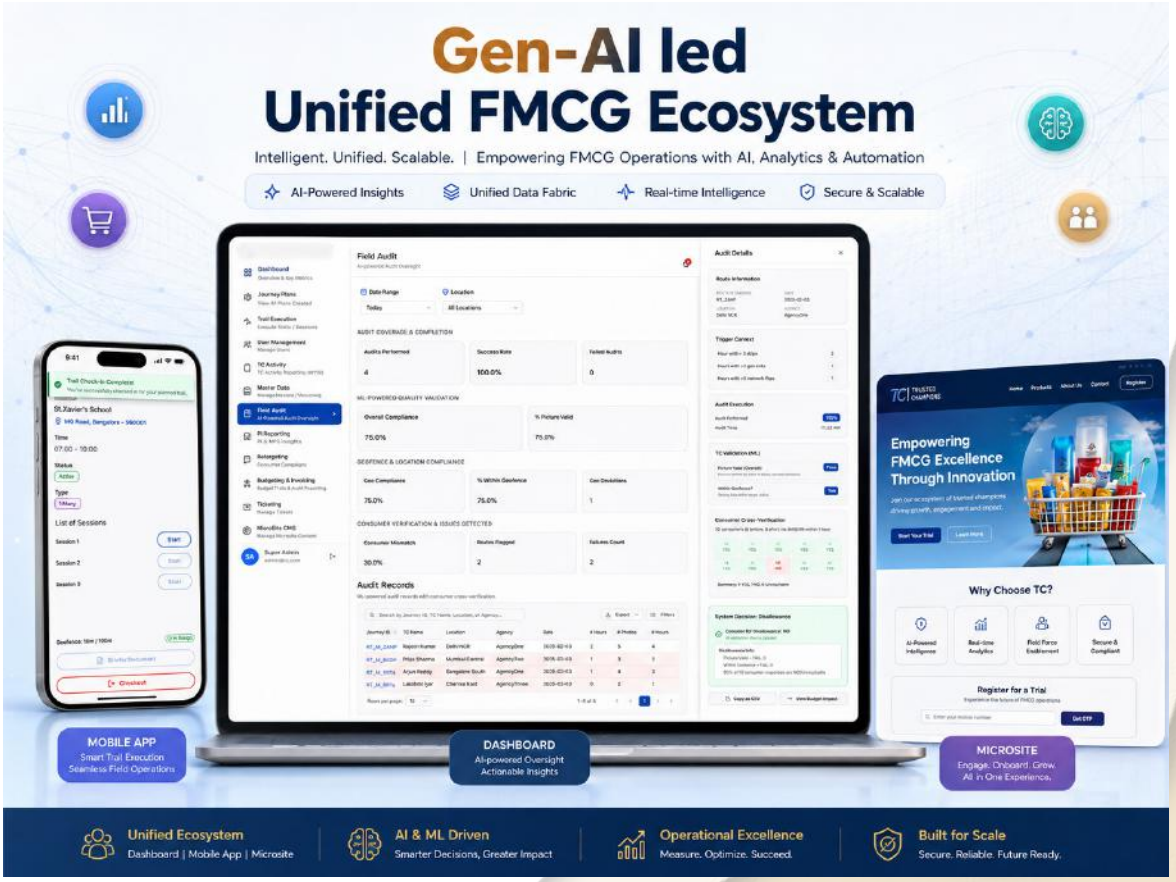


Anam Paul

A UI/UX designer with a background in Graphic Design. I like exploring creative and strategic ways to solve problems. Blending passion with projects, I enjoy learning, collaborating with people and creating meaningful experiences.

Scan for full portfolio

This capstone project reimagined the FMCG product trial process by designing a unified, GenAI-assisted ecosystem. It replaced fragmented, manual workflows with three integrated platforms: an Admin Dashboard for planning and oversight, a TC Mobile App for field execution, and a Consumer Microsite for feedback collection. Combining AI-driven exploration with human validation, the solution improved visibility, efficiency, and scalability across the entire trial lifecycle.



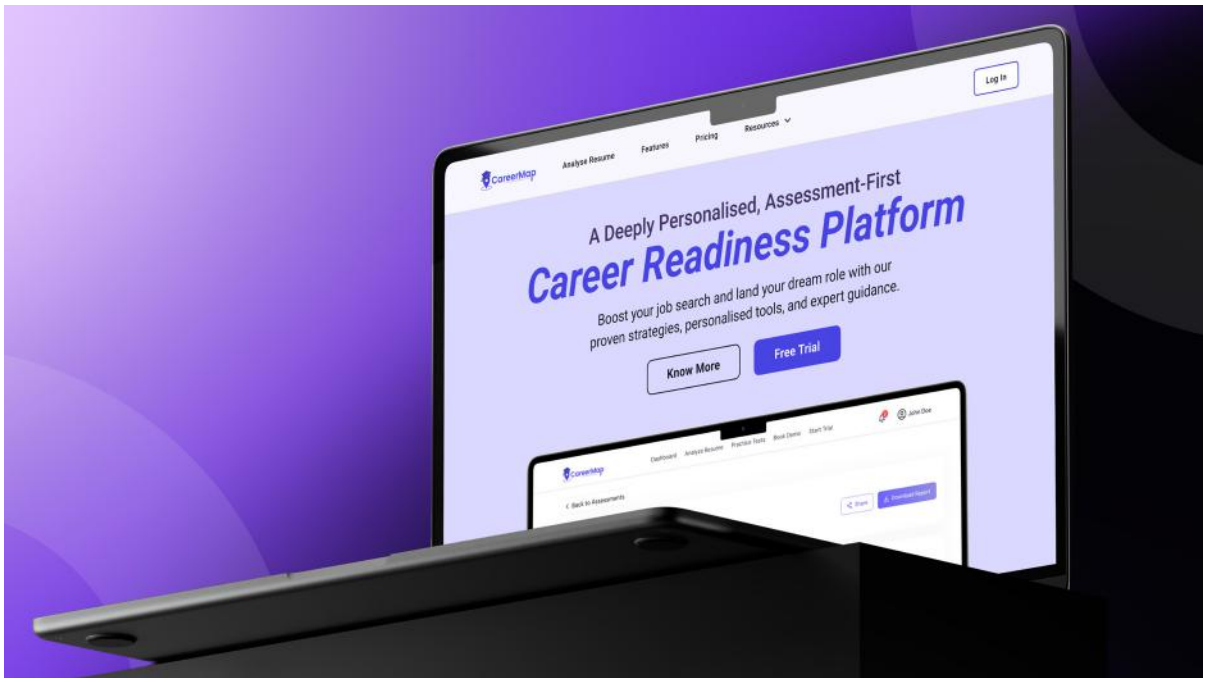


Aniruddha A Shanbhag

I'm a UX Designer with an Industrial Design background with interest in psychology who approaches design in a systemic and user- centered approach. With experience working in fast paced environments, collaborating with cross functional teams and producing design with given deadlines. Proven skills in creating design systems, user research, information architecture, user journey map, applying heuristic principles and conducting user testing.

Scan for full portfolio

CareerMap is a B2C Career Readiness Platform which provides access to resources to college graduates & early career professionals that provide highly personalised, AI Powered career readiness. It highlights skill gaps and provides the best matching job based on role. It focuses on user short and long term career paths. The goal of the project is to transform CareerMap into a platform that provides skill development through user centric design that focuses on optimised user flows, eliminating redundancies and providing transparency to the user. Additionally the outcome from this project focuses on providing Increased User Engagement, Improved Self-Awareness and Skill Development, Increased Trust through Data Transparency and providing Consistent and Accessible Design.

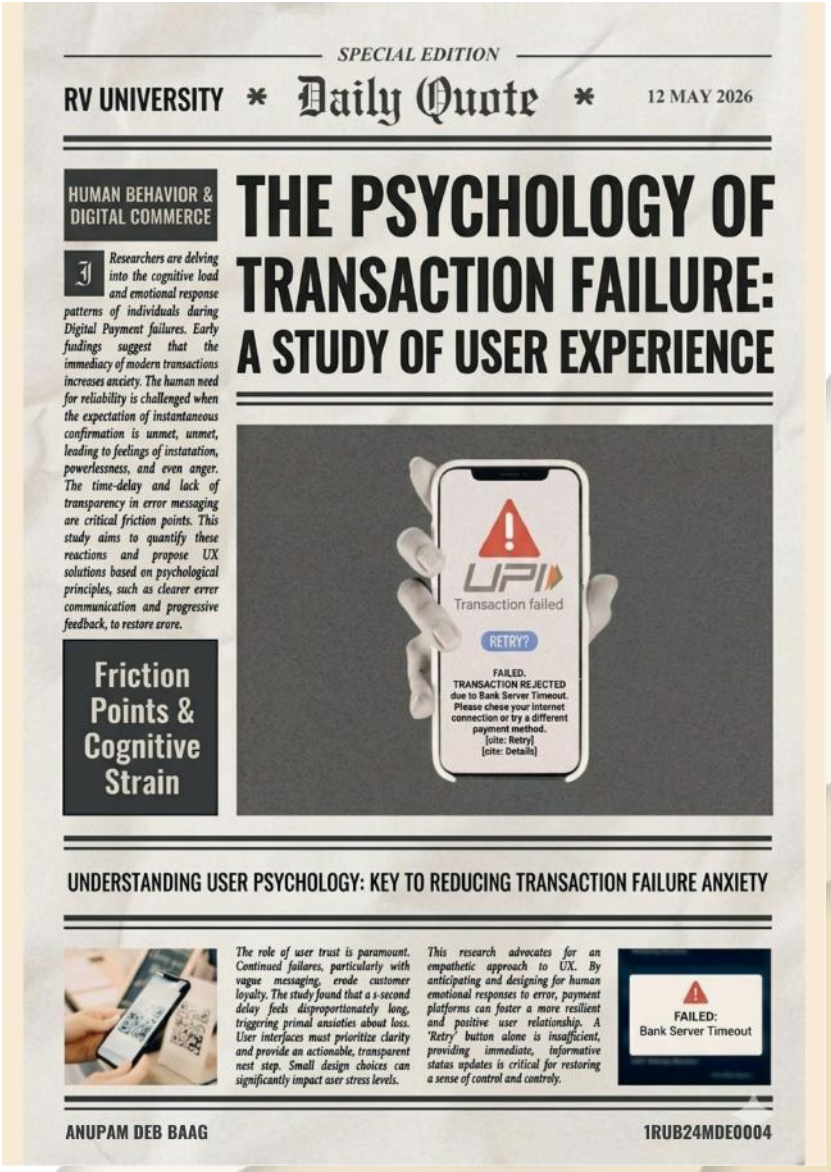




Anupam Deb Baag

A passionate UX Designer focused on simplifying everyday tasks through intuitive digital experiences. Skilled in UX Research, Wireframing, and Prototyping, with a strong foundation in Human-Centred Design.

Scan for full portfolio



This thesis explores how users experience uncertainty during unresolved UPI transactions and proposes trust-centered UX solutions for delayed payment states. Using a Design Science Research (DSR) approach, it combines literature review, behavioural analysis, and user interviews to identify gaps in existing payment experiences. The outcome is a set of UX interventions- including context-aware reassurance, intelligent processing states, and retry-risk prevention- to reduce anxiety, build trust, and improve the overall payment experience.



Durva Bora

I am a UX/UI designer focused on creating simple, user-friendly digital experiences. I enjoy understanding user needs, solving real problems, and designing intuitive interfaces. My work combines research, creativity, and usability to build products that are both meaningful and easy to use. architecture, user journey map, applying heuristic principles and conducting user testing.

Scan for full portfolio

This project focuses on designing a structured and easy-to-use Learning Management System for Birla Brainiacs, a hybrid schooling platform serving students aged 3 to 18 years. The aim is to create a centralised system that connects students, teachers and future mobile app for parents by organising assignments, learning activities, communication, and progress tracking in one place. The design is based on a task-centric approach, where users can clearly see what needs to be done, track their progress, and receive feedback without confusion. It simplifies learning management by reducing unnecessary complexity and improving usability across different age groups. The system supports students in completing tasks efficiently, helps teachers manage classes and assignments with less effort, and allows parents to stay informed about progress. The focus is on clarity, structure, and creating a seamless learning experience.

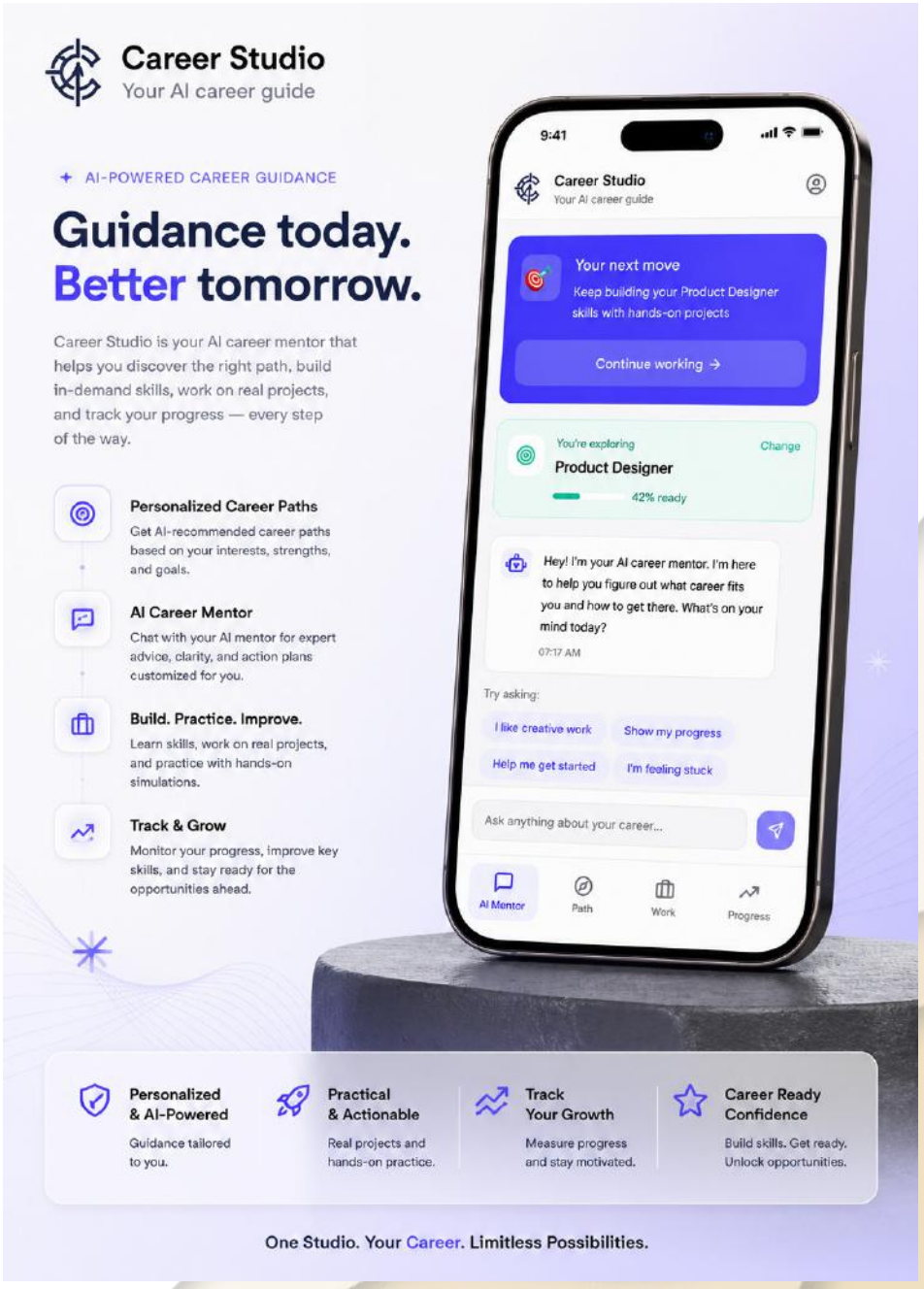




Choudeshwari D K

I am Choudeshwari D K, currently pursuing my Master's in UX Design at RV University, with a strong interest in research-driven product design, AI-native experiences, and systems thinking. I worked with MeterGauge.ai, contributing to the MVP for Career Studio, an AI-powered career intelligence platform, focusing on UX research, information architecture, and product design. I am currently working with XelerAIT, designing MVP solutions that improve healthcare experiences through technology and user-centered design.

Scan for full portfolio



Career Studio is an AI-powered career intelligence platform developed at MeterGauge.ai to help students and early-career professionals navigate their career journey. Through AI driven mentorship, personalized learning paths, real-world projects, and progress tracking, the platform addresses career uncertainty, skill gaps, and hiring challenges. Combining UX design with AI, Career Studio delivers a scalable, user-centered approach to continuous career guidance.

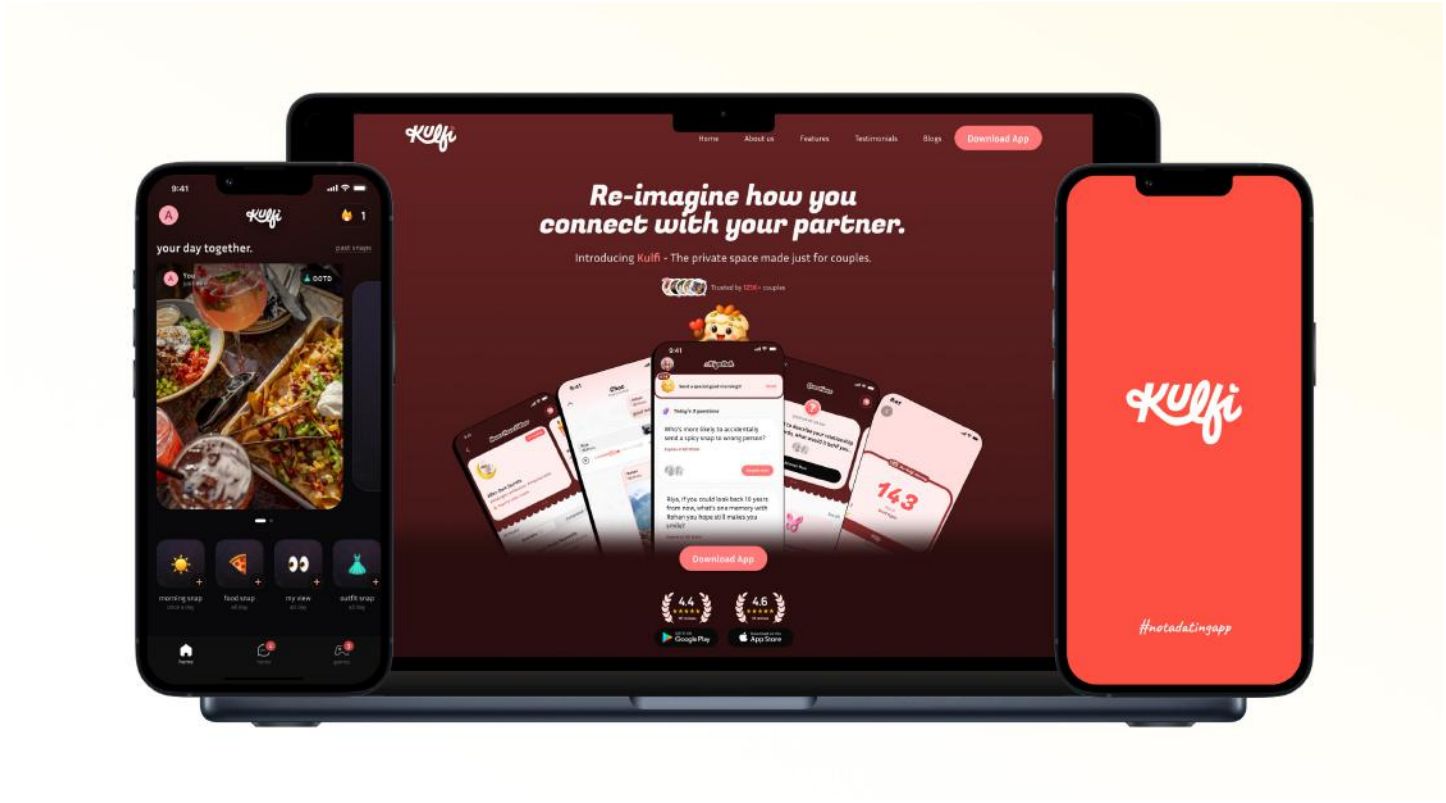


Drishty Srivastava

Hi, I am Drishty. I enjoy learning about human behavior and understanding why people do what they do. That curiosity naturally led me to UI/UX design, where I love creating experiences that feel simple, thoughtful, and easy for people to connect with in their everyday lives.

Scan for full portfolio

Kulfi is a relationship app designed to strengthen emotional connections through shared digital experiences, interactive games, and engagement-driven features. During my Product Design internship, I contributed to onboarding, homepage redesign, UX improvements, interaction systems, and the design of couple-focused games. I also conducted usability testing, heuristic evaluations, and user behavior research while collaborating closely with product managers, developers, founders, and the marketing team. The experience strengthened my skills in end-to-end product design, cross-functional collaboration, and user-centered design.





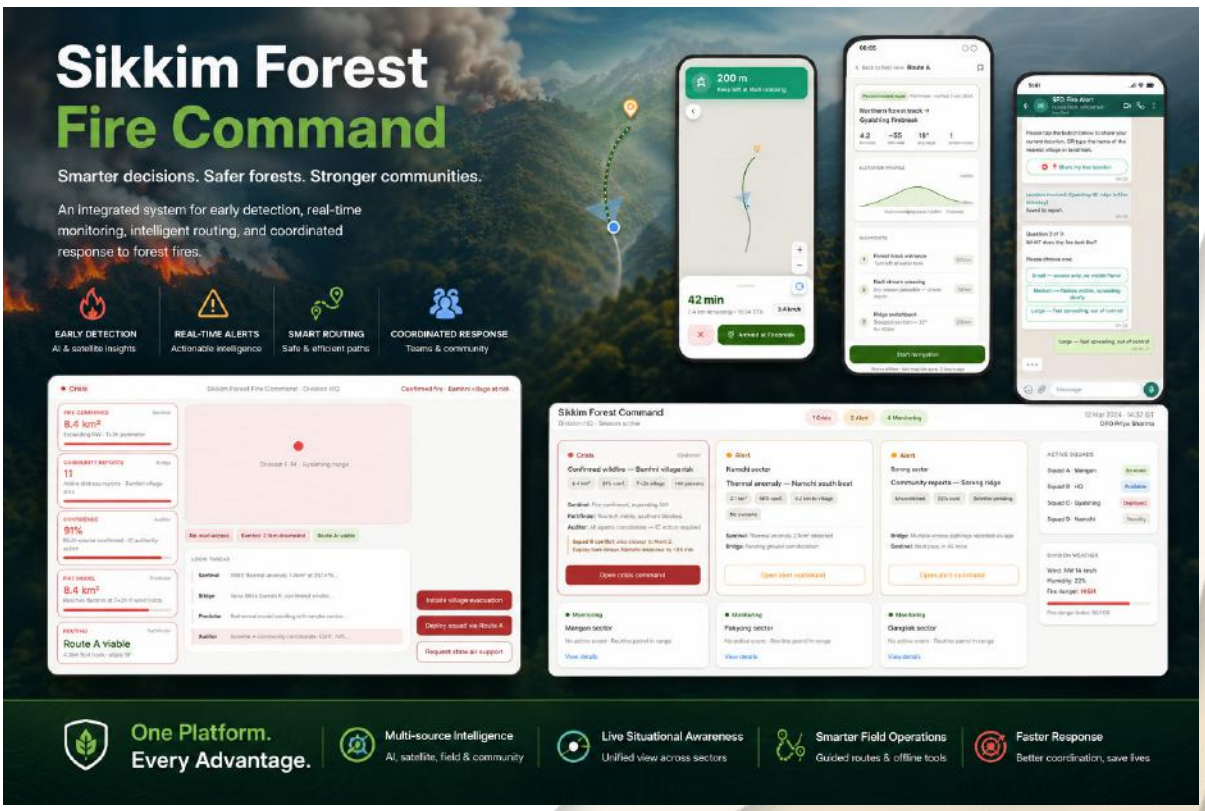
Kavana M

Kavana M is a multidisciplinary Experience Designer and Master's student in User Experience Design at RV University. With experience across healthcare, luxury fashion, branding, and HMI systems, she specialises in creating intuitive, human-centered digital experiences. Her work combines UX strategy, research, and emerging AI technologies to design accessible,transparent, and impactful interactions for real world problems.

Scan for full portfolio

Orchestrating Intelligence is an Agent Experience (AX) project that bridges CDAC's wildfire forecasting system with on-ground incident response in Sikkim's forests. The platform coordinates five specialized AI agents to transform satellite data, fire-spread predictions, community reports, and terrain analysis into clear, actionable insights for Incident Commanders.

Designed around state-based workflows, the interface progressively reveals information as threats escalate while making AI reasoning transparent through a Logic Thread and Deliberation Gate. The result is an auditable, human-centered decision system that improves situational awareness and reduces wildfire response time from 90 minutes to under 15 minutes.



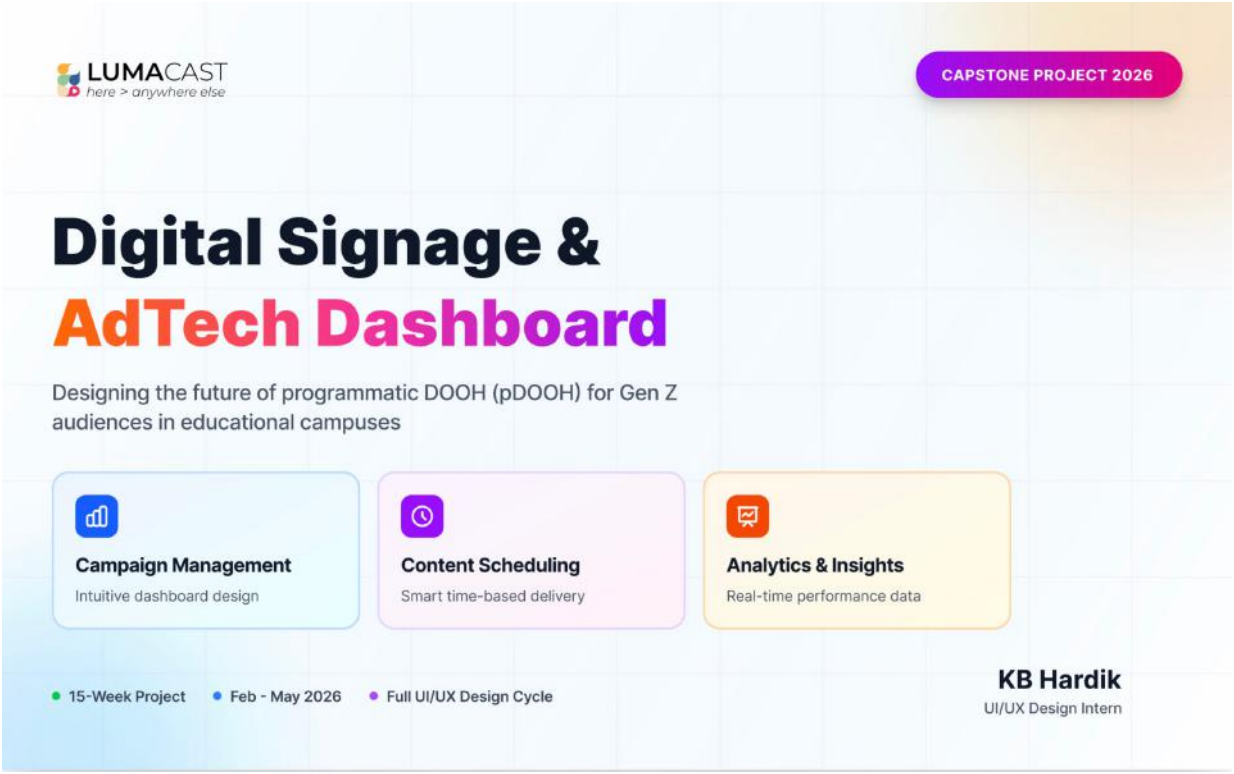


KB Hardik

Design digital experiences that feel like second nature. Currently specialising in UI/UX at RV University, I focus on simplifying the complex and making technology more human. My goal is to build products that are so intuitive, you forget you're even using them.

Scan for full portfolio

During this internship at LumaCast, I am contributing to the development of a cutting-edge AdTech and digital signage dashboard. The platform is specifically designed to engage Gen Z audiences within educational campuses. My role involves a comprehensive end-to-end UI/UX process, starting from user research and persona building to creating high-fidelity, interactive prototypes. Working in a remote, agile environment, I use tools like Figma and Miro to map user journeys and design over 20 polished screens. Key features of the project include a campaign management system, content scheduling tools, and advanced analytics visualisation. A major focus is placed on Gen Z aesthetics, incorporating vibrant branding and micro-animations, while ensuring the platform remains accessible and responsive. The final goal is to deliver a developer-ready design system and a complete portfolio case study.



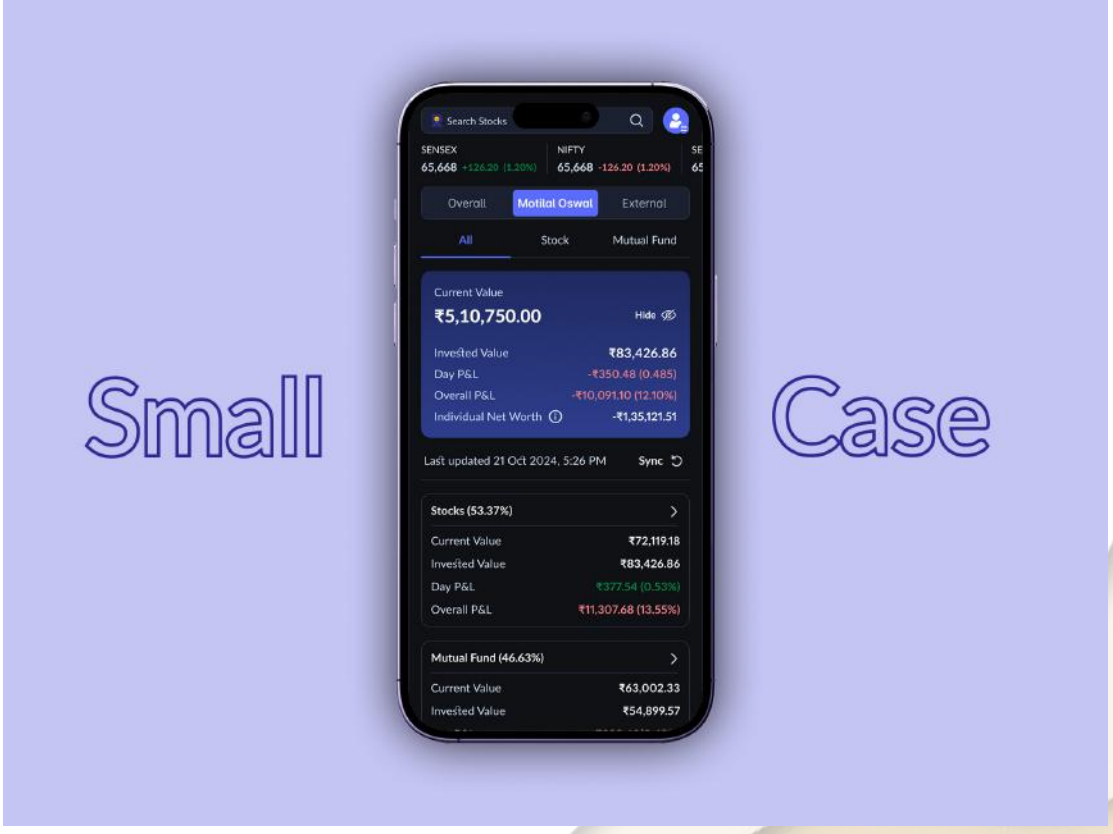


Komal Lalvani

I enjoy stepping into messy problems and turning them into clear, intuitive experiences. I adapt quickly to different project needs, focusing on thoughtful design, usability, and creating products that help people feel comfortable, confident, and genuinely connected while using them.

Scan for full portfolio

Smallcase integration in Research360 enables users to execute advisory Buy/Sell calls seamlessly through their preferred broker platform. Users can either link an existing broker or open a new Demat account, with authentication handled securely via Smallcase. Once connected, trades are redirected to the broker platform for execution, while users can also manage broker connections, switch brokers, and track trade history directly within the app. The integration is designed to provide a smoother multi-broker trading experience while keeping portfolio tracking and advisory actions connected in one ecosystem.



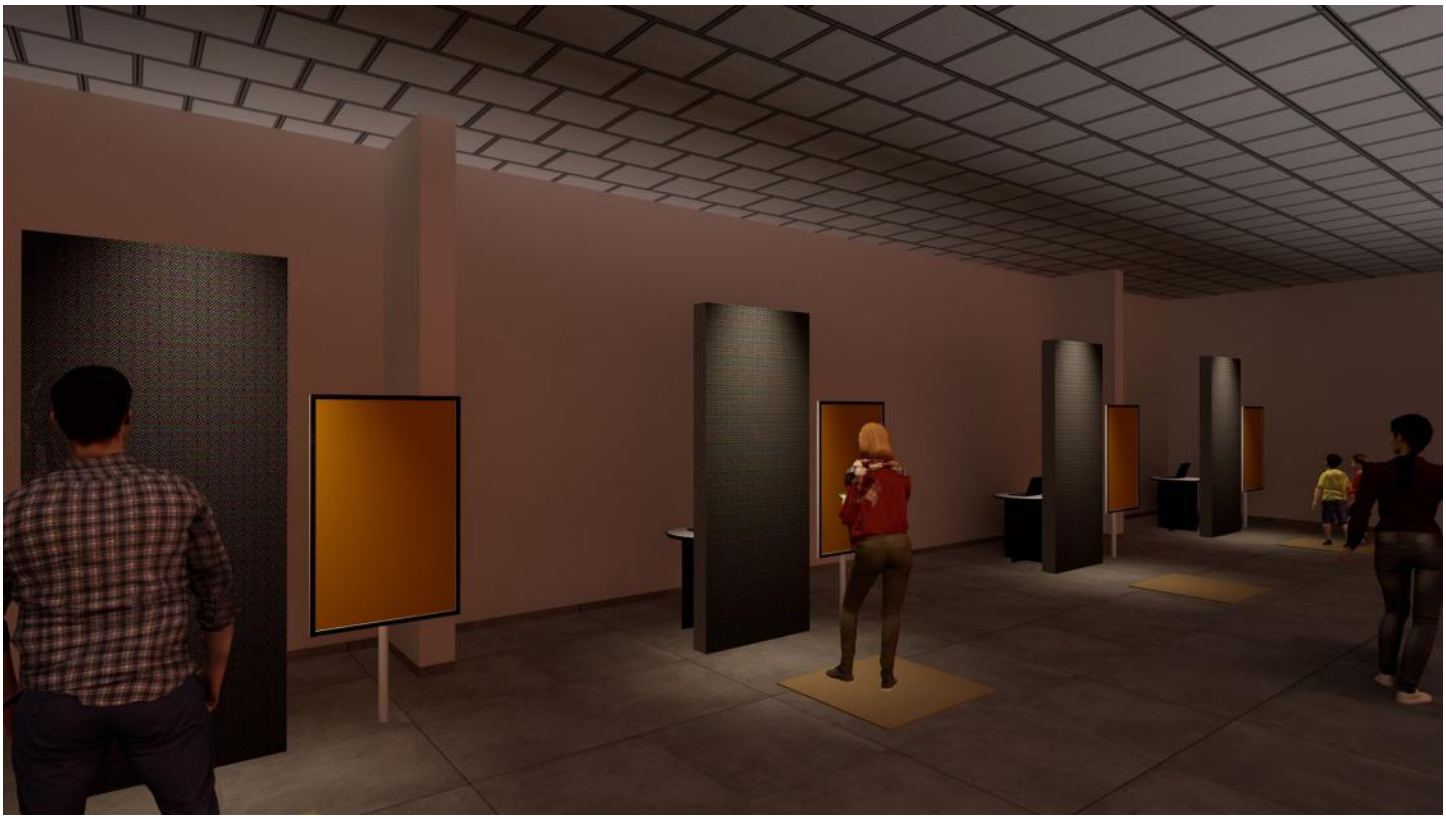


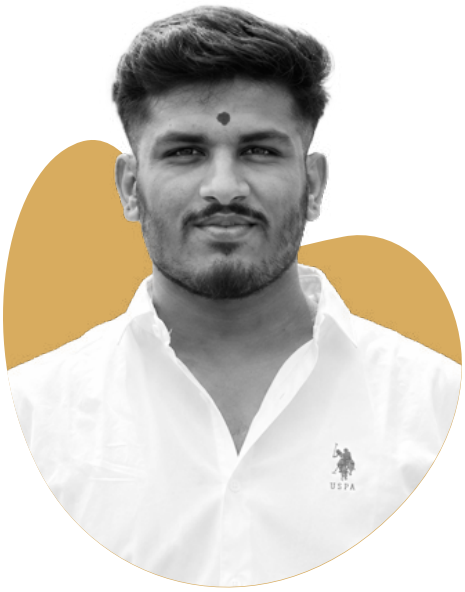
Kowsikan G

A designer who bridges business goals and user needs through design. I believe good design starts with asking the right questions and ends with clarity.

Scan for full portfolio

This project explores the design of interactive and immersive exhibition experiences inspired by the philosophy of Adi Shankaracharya. Developed during my internship at TACIT Design, it investigates how gesture, movement, and responsive visual systems can communicate abstract ideas through experiential interaction rather than text-based interpretation. The project involved research into immersive media, audience engagement, and experimentation with TouchDesigner. The final outcome is a conceptual exhibition for the Shankaragiri Building at Sringeri, featuring interactive experiences such as From Multiplicity to Unity, Tat Tvam Asi, and From One Leaf to Many, designed to encourage reflection and emotional engagement.





Likith Gowda D

I am a passionate UI/UX and Product Design student focused on creating intuitive automotive digital experiences. My work combines user research, interaction design, and modern visual systems to develop safe, minimal, and driver-friendly infotainment interfaces that enhance usability and reduce distraction during driving.

Scan for full portfolio

The Toyota Infotainment System project reimagines the in-car digital experience to make driving safer, faster, and more intuitive. Guided by user research, the redesign addresses challenges such as driver distraction, complex navigation, and hidden controls through a streamlined interface and improved interaction flows.
The project includes wireframes and high-fidelity UI designs for navigation, media, climate control, phone integration, and voice interaction. With a minimal visual language, accessible controls, and voice-first features, the final solution delivers a user-friendly infotainment experience that enhances safety and usability for modern SUV drivers.





Mohammed Rihan

I am a UX Designer and visual storyteller focused on creating research-driven digital experiences. My work combines strategy, systems thinking, and interface design to transform complex workflows into intuitive, scalable, and user-centered products.

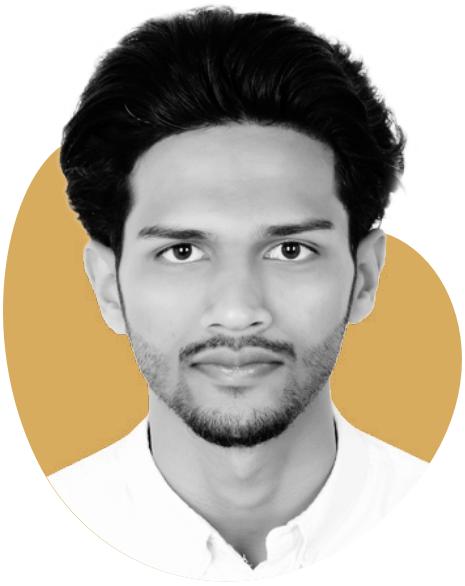
Currently pursuing an M.Des in UX Design at RV University, I am passionate about SaaS platforms, digital ecosystems, and human-centered design that balances user needs with business goals.

Scan for full portfolio

Falcon is an AI-driven Governance, Risk, and Compliance (GRC) platform that streamlines compliance, risk management, evidence tracking, and continuous monitoring through a centralized enterprise system. Developed during my internship at Cloud Native Compliance Maven (CNCM), I served as the sole UX Designer, researching and designing workflows across multiple enterprise modules.

The platform includes Risk Management, Evidence Management, Vendor Management, Treatment Planning, and Continuous Monitoring. By combining workflow clarity, reusable design systems, AI-assisted insights, and dashboard-driven visibility, Falcon delivers a scalable user experience that improves efficiency, decision-making, and continuous compliance.





Muhammed Nashid Abdul Razak

Muhammed Nashid is a Product and Brand Designer working at the intersection of user experience, visual communication, brand identity, and business strategy. He translates user needs and business objectives into practical, scalable, and measurable design solutions across digital products and brand systems. His work spans product design, UX/UI design, web design, and brand identity.

Scan for full portfolio



Maqamy is a UX systems design project that improves how families and trusted groups in the UAE coordinate shared finances and group investments. Designed as coordination infrastructure rather than a traditional fintech platform, it brings transparency, accountability, and clear organization to financial activities that are often managed through informal tools.
Developed through user research, interviews, system mapping, and iterative design, the final outcome is a mobile-first application with role-based access that enables transparent contribution tracking, investment coordination, and settlement management within trusted financial groups.

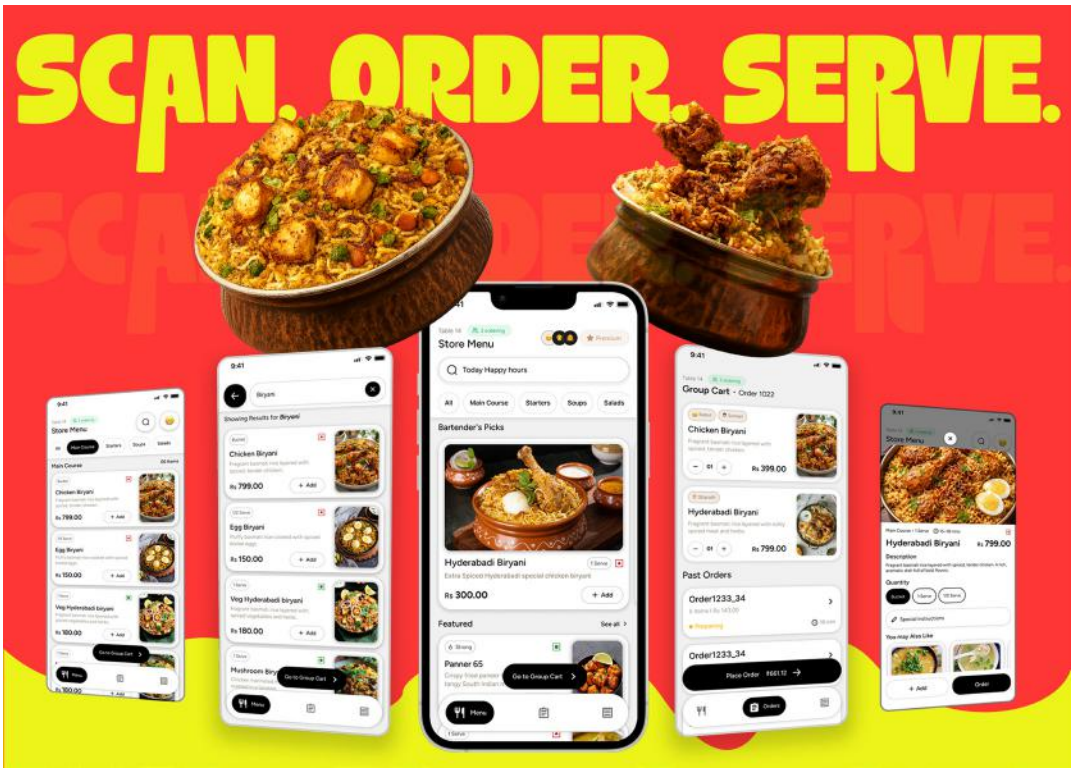


N Sumanswaroop

I am a UX designer and visual storyteller focused on UI/ UX and Visual Designer | M.Des in User Experience
I design digital products that are easy to use and hard to forget, combining research, visual craft, and strategic thinking to solve real user problems. Currently pursuing my Master's in User Experience, focused on the intersection of interface design, branding, and human behavior.

Scan for full portfolio

This QR-based café ordering system streamlines the dining experience from table identification to bill settlement through a mobile web application that requires no downloads. Customers can browse menus, place individual or group orders, track order status, and split bills with accurate per-person attribution.
Designed in both light and dark modes with a consistent interface, the system includes menu browsing, item customization, shared carts, real-time order tracking, and itemized bill splitting. The final solution reduces waiter dependency while providing an intuitive experience for first-time users.





Neha Sujeeth

Passionate and creative UX designer with a strong foundation in user-centered design principles, eager to apply my skills in a collaborative and innovative environment Seeking a position to leverage my design skills, problem-solving abilities, and enthusiasm for improving user experiences.

Scan for full portfolio

Capstone Project

THE AUTONOMY PARADOX

Designing Smarter Computer Interfaces that Help People with tremors Stay in Control



By-
Neha Sujeeth
MDes User experience Design
2025-2026

Mentor-
Neha Dubey

The Autonomy Paradox investigates how people with neurodegenerative motor tremors, such as Parkinson's disease, interact with digital interfaces. The research compares AI-driven input correction with interface adaptations to understand how design choices affect usability and users' sense of control.
The findings reveal a critical trade-off between speed and perceived control, showing that users preferred transparent, adjustable interface adaptations over hidden AI corrections. The project proposes a Hybrid-Context Model that prioritizes adapting the interface to the user—rather than correcting the user—supporting greater autonomy, accessibility, and digital agency.



Nisarga M D

Studies UX Design at RV University, Bengaluru, and enjoys simplifying digital experiences in ways that genuinely help people. Alongside UX, she is also interested in motion graphics across digital media platforms.

Scan for full portfolio

This project explores how digital advertisements can integrate more naturally within mobile, livestream, and gameplay environments without disrupting the viewing experience.The work focuses on adaptive advertising systems that function as part of the interface instead of appearing as isolated banner visuals.
Multiple advertising formats were explored across scrolling mobile interfaces, interstitial systems, livestream overlays, and fullscreen media environments using motion graphics and embedded visual approaches.
The project also investigates how placement, transparency, movement, and screen behavior influence user attention within active digital environments. Through practical experimentation and production workflows, the project studies the relationship between advertisements, user experience, and interface coexistence across contemporary digital media platforms.





Praisy Elsy E

UX designer turned experiential designer, crafting immersive event experiences through storytelling, spatial design, moodboards, and culturally rooted visual concepts that connect people, emotions, and environments.

Scan for full portfolio

This capstone project explores experiential wedding design through the creation of thematic moodboards for Haldi and Mehendi events at Iksha, the wedding design division of Laughing Water Productions. It examines how visual concepts are developed and translated into cohesive event experiences across décor, installations, entrances, pathways, ceilings, and backdrops.

The project investigates the role of moodboards as communication tools between designers and clients, translating cultural references and client preferences into immersive themes. The final outcome includes two Mehendi concepts—Van Cleef–inspired and The Palace of Illusions–inspired—developed through sketches, digital illustrations, and presentation boards, while addressing practical considerations such as budget, feasibility, and design consistency.





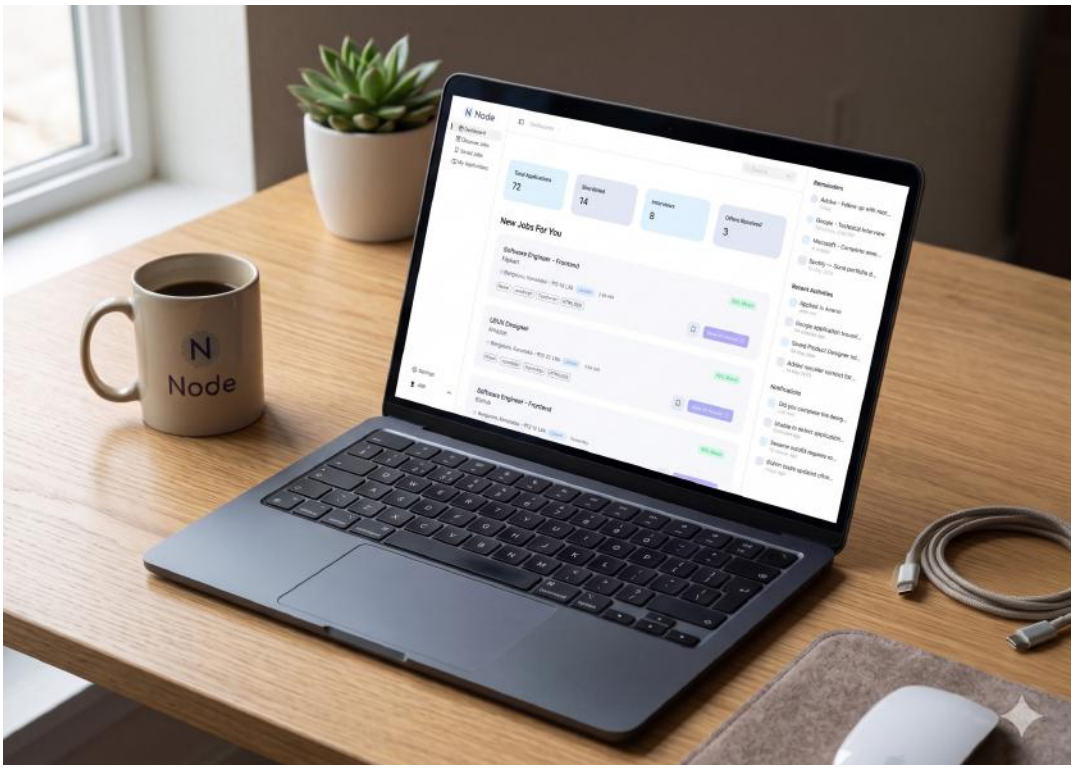
Prathibha Avaroor

Dedicated UX Design student with a background in Computer Science, passionate about applying user-centered design principles, research, and design thinking to craft intuitive digital experiences. Interested in UI/UX design, usability, interaction design, and creating meaningful solutions through structured and user-focused design processes.

Scan for full portfolio

Node is a web-based assistive job application management system designed to help users discover, apply to, and track job opportunities across multiple platforms within one centralized experience. The project addresses challenges related to fragmented workflows, repetitive applications, cognitive overload, and difficulties in maintaining continuity throughout the job search process.

The system combines a dashboard application with a lightweight browser extension to support workflows such as job discovery, autofill assistance, application tracking, reminders, and follow-up management. Rather than relying on excessive automation, the solution focuses on reducing repetitive effort while maintaining user control, clarity, and sustainable long-term interaction throughout the application journey.

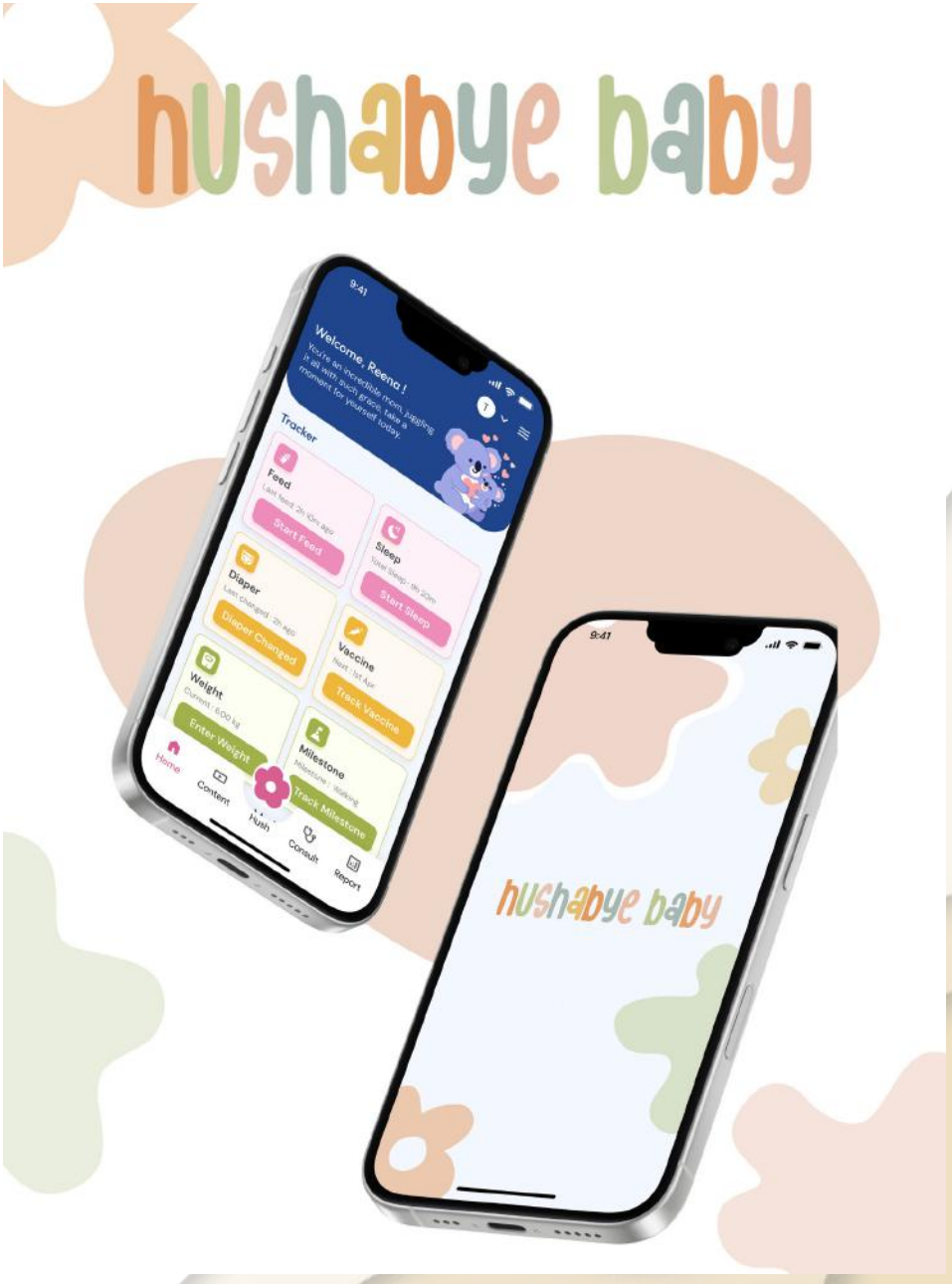




Pratishtha Mandal

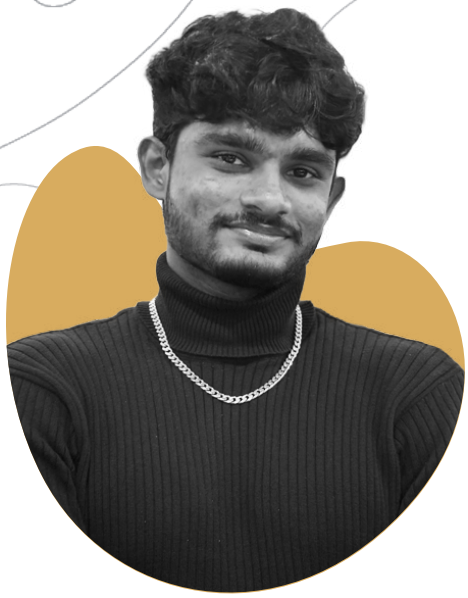
As a passionate UI/UX Designer and Graphic Designer, I specialize in crafting user-centered, intuitive, and problem-solving experiences that blend visual appeal with functionality, accessibility, and real impact. Currently pursuing my Master of Design (M.Des) in UX, I leverage hands-on projects and proficiency in Figma, Adobe Photoshop, Illustrator, InDesign, and After Effects to transform user needs into seamless UI/UX solutions, motion graphics, and web designs.

Scan for full portfolio



This capstone project focuses on Hushabye Baby, a baby-care app designed to help parents and caregivers manage daily routines with greater ease and confidence. Through user research, the project addresses the limitations of existing baby-care apps by creating a simple, intuitive experience that supports feeding, sleep, diaper tracking, reminders, and milestone monitoring.

The design emphasises usability, calm visual communication, and reduced mental load, providing both practical tracking tools and emotional reassurance. The final outcome is a user-centered mobile app that combines functionality with a supportive and accessible caregiving experience.

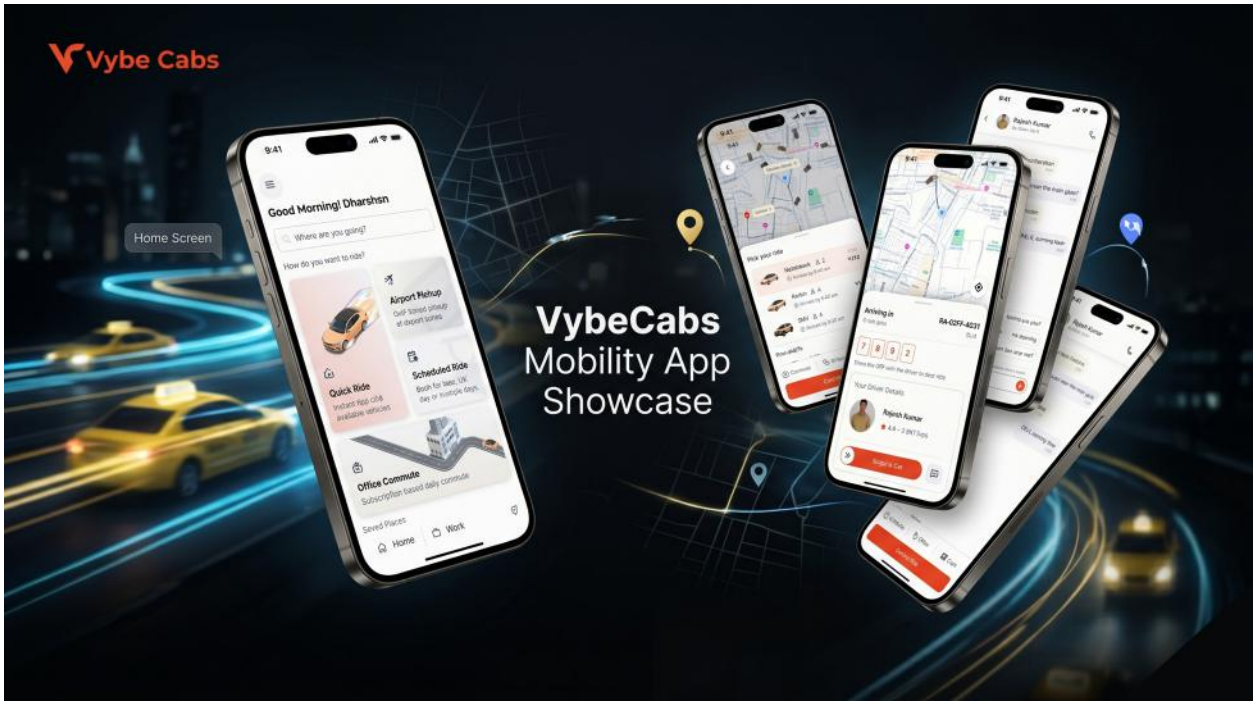


Putin Ponnana M P

Product Designer specialising in user-centered digital experiences, with expertise in UX research, interaction design, wireframing, prototyping, design systems, and high-fidelity UI design using Figma.
Passionate about solving complex UX challenges through research-driven, scalable solutions, with a strong interest in mobility, behavioural UX, and human-centered design.
Dedicated to creating intuitive, functional, and impactful digital products that balance user needs with business goals.

Scan for full portfolio

VybeCabs is a UX/UI project that enhances the ride-booking experience through behavior-driven design and clear communication. It addresses common challenges such as waiting anxiety, unclear ride states, and interface complexity by creating a more transparent and predictable user journey.
The platform covers the complete ride experience, including booking, driver assignment, ride tracking, payments, office commutes, and scheduled rides. Developed through user research, competitor analysis, prototyping, and high-fidelity interface design in Figma, the project delivers a streamlined mobility system focused on usability, interaction clarity, and seamless user experiences.





Rahul J

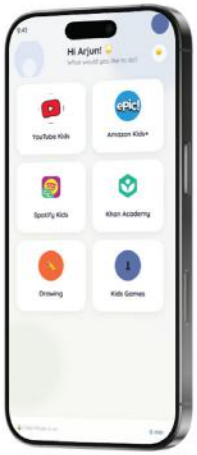
A Master of Design student at RV University, Bengaluru, specializing in User Experience Design. I'm interested in solving design problems that sit at the intersection of behaviour, technology, and everyday life. My approach focuses on creating thoughtful and meaningful experiences through small design decisions that can positively influence how people interact with products and services.

Scan for full portfolio

Lumi is a children's screen-time app for ages one to six that helps end digital play sessions without tantrums. Unlike most children's apps that maximize engagement, Lumi gradually reduces visual and interactive stimulation—through softer colours, slower animations, and simpler interactions—allowing children to naturally wind down without abrupt interruptions. The app adapts in real time using only on-device signals such as session duration and tap speed, ensuring no personal data is collected, stored, or shared. By prioritizing child well-being, privacy, and behavioral design, Lumi creates a calmer, more positive transition from screen time to everyday activities.

LUMI

A children's app that helps kids stop screen time on their own no arguments, no tantrums, no parent having to take the device away.









Sharath BV

I turn complex ideas into simple, usable digital experiences. With a background in architecture and UX design, I approach products through structure, clarity, and user behavior. I enjoy solving messy problems, simplifying workflows, and designing interfaces that feel natural instead of forced.

Scan for full portfolio

This capstone project focused on adapting Certiplate, a desktop-based digital assessment platform by Navriti Technologies, into a mobile-first Android experience. What began as a screen adaptation evolved into a UX redesign that addressed workflow complexity, navigation, information hierarchy, and mobile interaction challenges.

The project involved restructuring workflows, simplifying interactions, and developing a mobile-first navigation system while maintaining enterprise design standards. Through iterative collaboration with designers, developers, and managers, the final solution improved usability for high-focus assessment environments and explored future accessibility enhancements.





Sri Vignov Pandian

I'm Sri Vignov Pandian, a UI/UX Designer focused on creating intuitive, user-centered digital experiences. Skilled in Figma, wireframing, prototyping, design systems, and user research, I also work with AI tools like Google AI Studio, API integrations, and prompt-driven workflows to build smart and modern product experiences.

Scan for full portfolio

Legal Lens is an innovative capstone project developed to support Sustainable Development Goal 16 (SDG 16): Peace, Justice, and Strong Institutions. The project focuses on promoting legal literacy, cyber awareness, and social justice through education and technology. Legal Lens aims to simplify complex legal concepts and make legal information accessible to students, youth, and communities. By using digital platforms, Artificial Intelligence (AI), and Augmented Reality (AR), the project creates interactive learning experiences that help individuals understand their rights, responsibilities, and legal protections. The initiative also raises awareness about cyber safety, consumer rights, human rights, gender equality, and responsible digital behavior. Through workshops, awareness campaigns, and technology-driven learning methods, Legal Lens encourages responsible citizenship, peaceful conflict resolution,
and trust in legal and democratic institutions. The project contributes toward building a legally aware, informed, and inclusive society.





Srushti V

UI/UX Designer pursuing a Master's in UX with experience across enterprise SaaS, e-commerce, and operational dashboards. Specialises in research-driven information architecture and interaction design, crafting intuitive, scalable interfaces that simplify complex workflows and elevate user experience across digital ecosystems.

Scan for full portfolio

This project applies User Experience and visual system thinking to strengthen communication practices within Manal Foundation, a social development organization. The study identified recurring inconsistencies in layouts, typography, and storytelling across social media posts, banners, certificates, reports, and print collaterals. Instead of redesigning individual artifacts, a structured visual communication framework was developed using grid systems, typographic hierarchy, modular layouts, and reusable templates.
The outcome was a scalable design system that enables the communications team to produce consistent, readable, and brand-aligned materials without depending entirely on a designer. By introducing documented templates and guidelines, the project improved efficiency, reduced redesign effort, and enhanced clarity in presenting impact stories and data. This work demonstrates how design systems can extend beyond digital interfaces to support operational workflows and sustainable communication in the social sector.



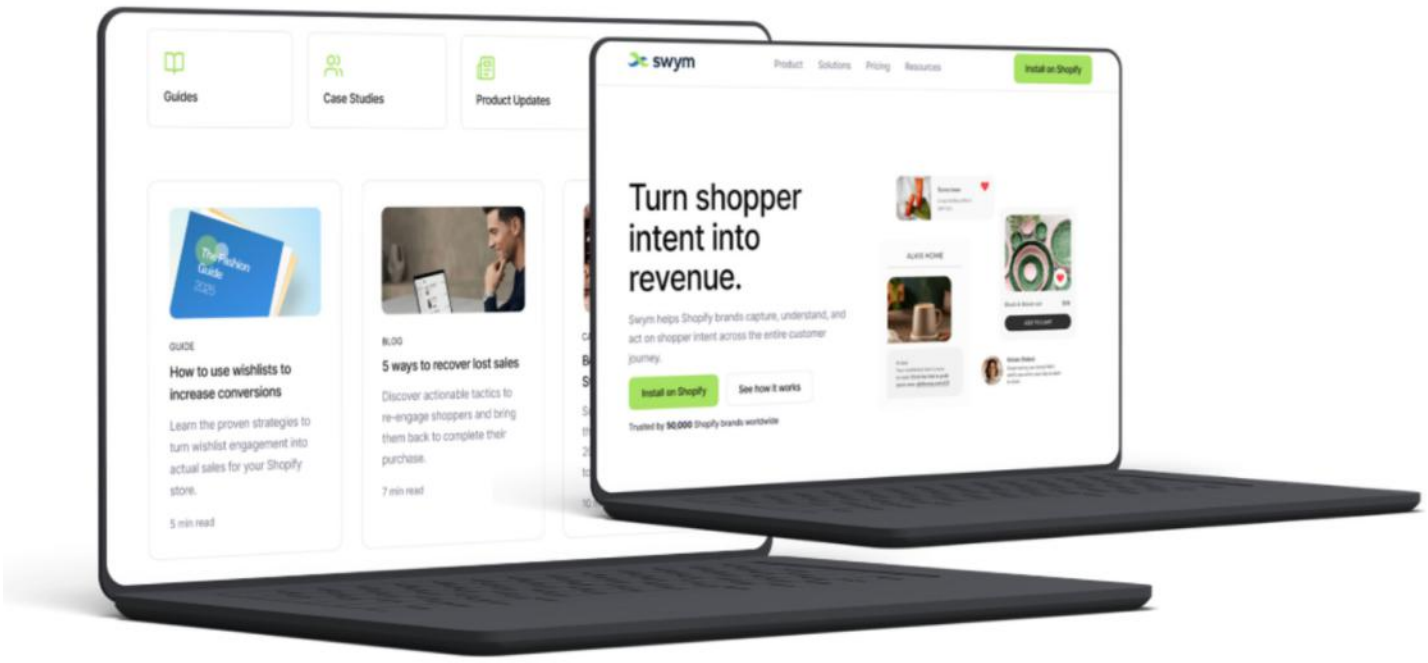


Subhashini Ramesh

I am a Master's student in Design with a strong interest in research, creativity, and problem-solving. I am passionate about crafting meaningful user experiences and continuously learning new skills. I value adaptability, innovation, and collaboration, and I strive to create impactful and thoughtful design solutions.

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During my capstone project at Swym, I focused on evaluating and improving the usability of the company's website, a key platform for communicating its customer engagement solutions to e-commerce brands. The project involved analyzing important pages such as the homepage and event pages to identify usability gaps and areas for enhancement. Using heuristic evaluation, competitor analysis, and UX best practices, I assessed how effectively the website guided users, communicated value, and encouraged conversions, particularly directing users to the Shopify App Store. As a company-based project, the study relied on secondary research and existing insights. Based on my findings, I proposed design improvements to enhance navigation, content structure, visual consistency, and call-to-action effectiveness, aiming to create a more intuitive and user-friendly experience.





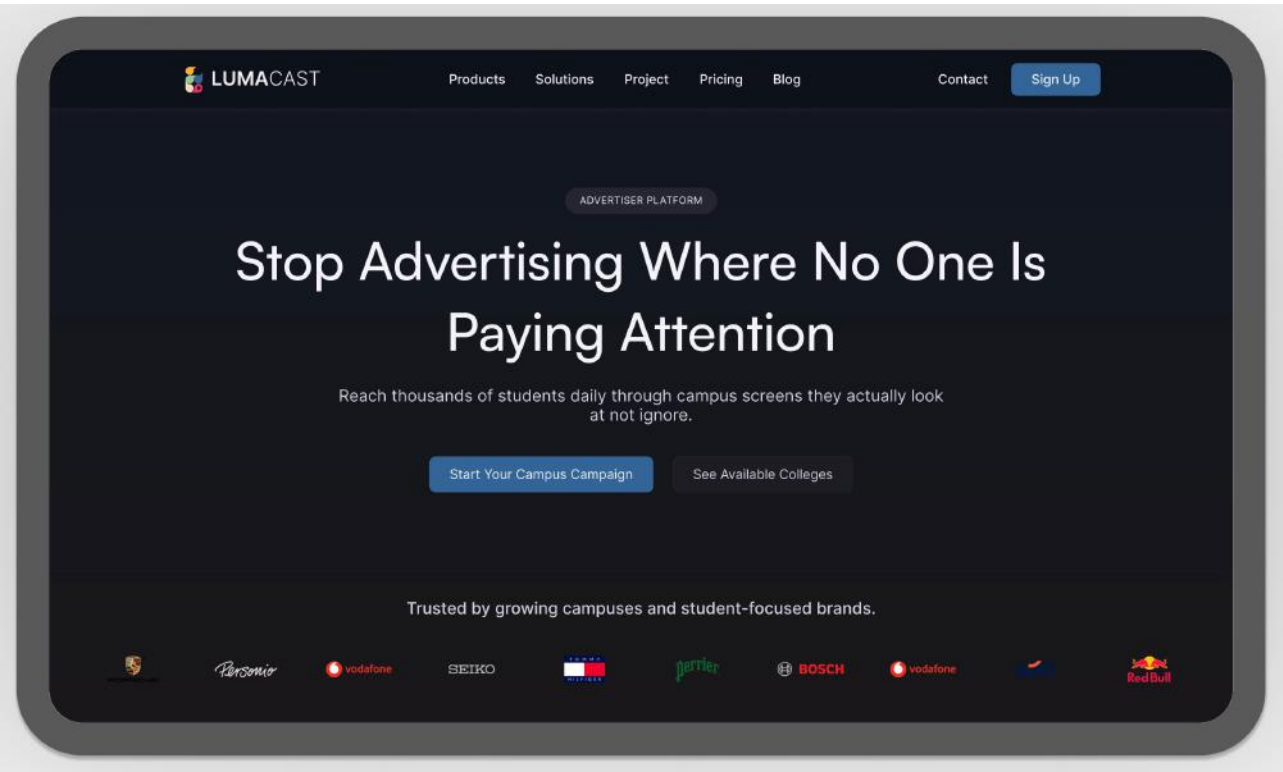
Sumit Raj

UI/UX Designer focused on creating clean, user-centered digital experiences through research, interaction design, and scalable design systems. Skilled in turning complex workflows into intuitive interfaces with strong attention to usability, visual hierarchy, and product thinking.

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LumaCast is a SaaS-based digital signage and AdTech platform that modernises campus communication and targeted advertising through centralized digital displays. The platform integrates content scheduling, campaign management, analytics, QR-based interactions, and multi-screen management into a unified system for colleges and advertisers.

During my internship, I designed the end-to-end user experience, including advertiser dashboards, college management panels, onboarding flows, analytics, and reusable design systems. Developed using the Double Diamond UX methodology, the project focused on improving usability, scalability, and workflow efficiency for colleges, advertisers, and students.





Tara Verma

Having completed my bachelors degree in product design and minors in graphic design, and now completing my Masters in UI/UX Design, I am creative and ready to take on any project. I love experimenting and challenging myself, constantly seeking new ways to refine my skills and evolve my creativity. I enjoy editing and illustrating.

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MÖBI is an experiential sculptural lighting installation inspired by the continuous geometry of the Möbius loop. The project explores how light, material, geometry, and movement can come together to create an immersive spatial experience rather than just a functional lighting object. The installation focuses on creating atmosphere through soft diffused lighting, layered shadows, flowing surfaces, and evolving visual perspectives. As users move around the structure, the interaction between light and form continuously changes, creating a dynamic and emotionally engaging environment.
Inspired by ideas of continuity, infinity, and movement, MÖBI aims to blur the boundaries between sculpture, lighting, spatial design, and user experience while exploring how physical environments can emotionally connect with people through sensory interaction and perception.



Thaanya KS

I'm an Experience Designer based in Bangalore, focused on crafting thoughtful, user-centered experiences. I combine research, systems thinking, and interaction design to create solutions that are clear, practical, and impactful, working closely with cross-functional teams to bring ideas to life.

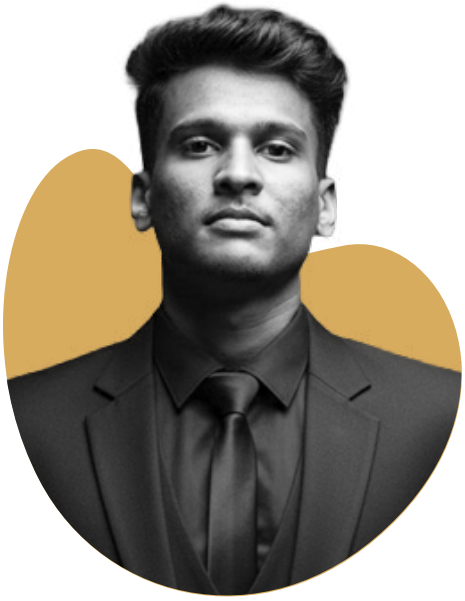
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This capstone project focuses on improving usability and designing scalable interfaces within Certiplate, a web-based assessment platform developed by Navriti Technologies. Conducted as part of a UI/UX internship, the project involves working within a live product environment across both candidate-facing and admin-facing systems.
The work spans multiple modules including assessment workflows, document verification, results interpretation, practical exams, and analytics dashboards. The objective is to simplify complex interactions, improve information clarity, and reduce cognitive load while ensuring consistency and scalability across the platform.
Through an iterative and user-centered design approach, the project addresses real-world constraints such as evolving requirements and technical feasibility. The outcome includes high-fidelity designs and developer-ready documentation that contribute directly to enhancing the overall user experience of the platform.

NAVRITI

Designing scalable, user-centered experiences for complex workflows within Certiplate, a web-based assessment platform.





Vaishnav C K

MDes UX student focused on creating user-centered digital experiences that also drive business growth and product value. Interested in UX strategy, problem solving, and designing scalable solutions that improve user satisfaction, engagement, and overall business impact.

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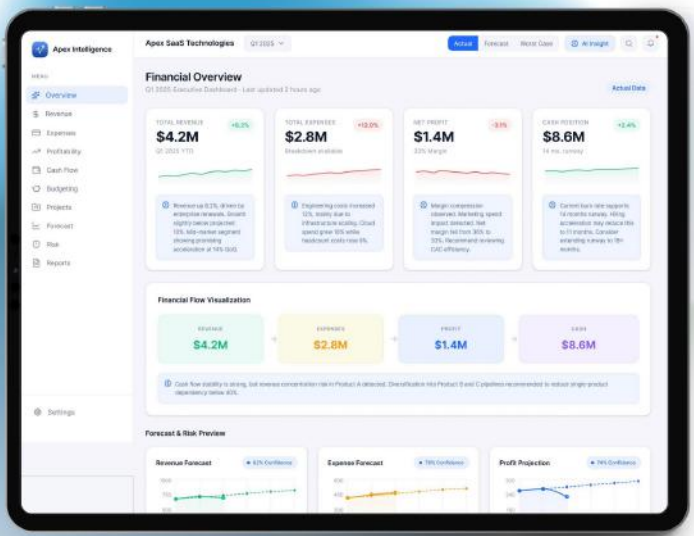
Apex Financial Intelligence System is a self-initiated UX capstone project that designs a smart financial intelligence platform for SaaS companies. It helps financial managers understand past performance, monitor current financial health, and forecast future outcomes through a unified dashboard and AI-powered insights. The project follows a complete UX process, including research, competitor analysis, user interviews, concept exploration, and high-fidelity prototyping, to simplify complex financial data and support faster, more confident decision making.

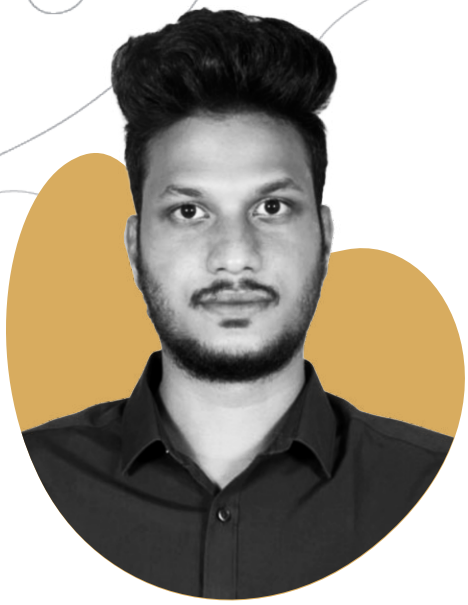
Apex Intelligence

Ai FinancialSystem for SaaS Companies

A connected enterprise dashboard that helps financial managers track revenue, expenses, cash flow, budgeting, forecasting, and AI-powered insights in one place.

View Interactive Prototype





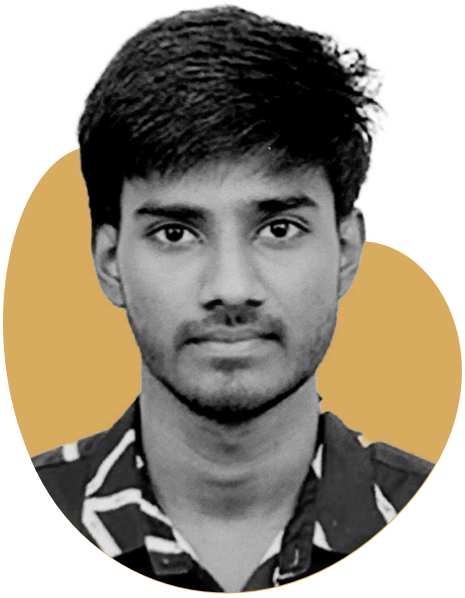
Venkata Sumanth Appari

Engineer turned designer. I spent two years building interfaces before I realized I was more interested in the people using them than the code behind them. Today I design experiences driven by the belief that the best interactions are the ones people feel, not just see.

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This self-initiated design research explores the role of vibrotactile feedback in controller-based gaming and its impact on player interaction, perception, and gameplay. Using gameplay sessions, questionnaires, and interviews, the study examines how vibration communicates in-game events and complements visual and auditory feedback.
The research positions haptic feedback as more than an immersive feature, highlighting its value in improving clarity, responsiveness, and user experience. It advocates for more intentional, user-centered approaches to haptic design in digital gaming.





Viswa

M.Des UX Design student at RV University with an interest in branding, visual communication, and advertisement design. His work focuses on creating clean and engaging digital promotional visuals through typography, composition, and modern branding aesthetics.

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Branding and Promotional Advertisement Design for Digital Media is a capstone internship project completed at Monk Creatives, focusing on creating branding and social media advertisements for digital platforms. The work involved research, concept development, typography, composition, visual hierarchy, and campaign execution across brands including Tommy Hilfiger, NARS, Aigner, Winnies, and New Year campaigns.
The project emphasises minimal, luxury-focused branding and professional digital communication, strengthening practical skills in branding, visual storytelling, and advertising workflows.







Yashaswini R K

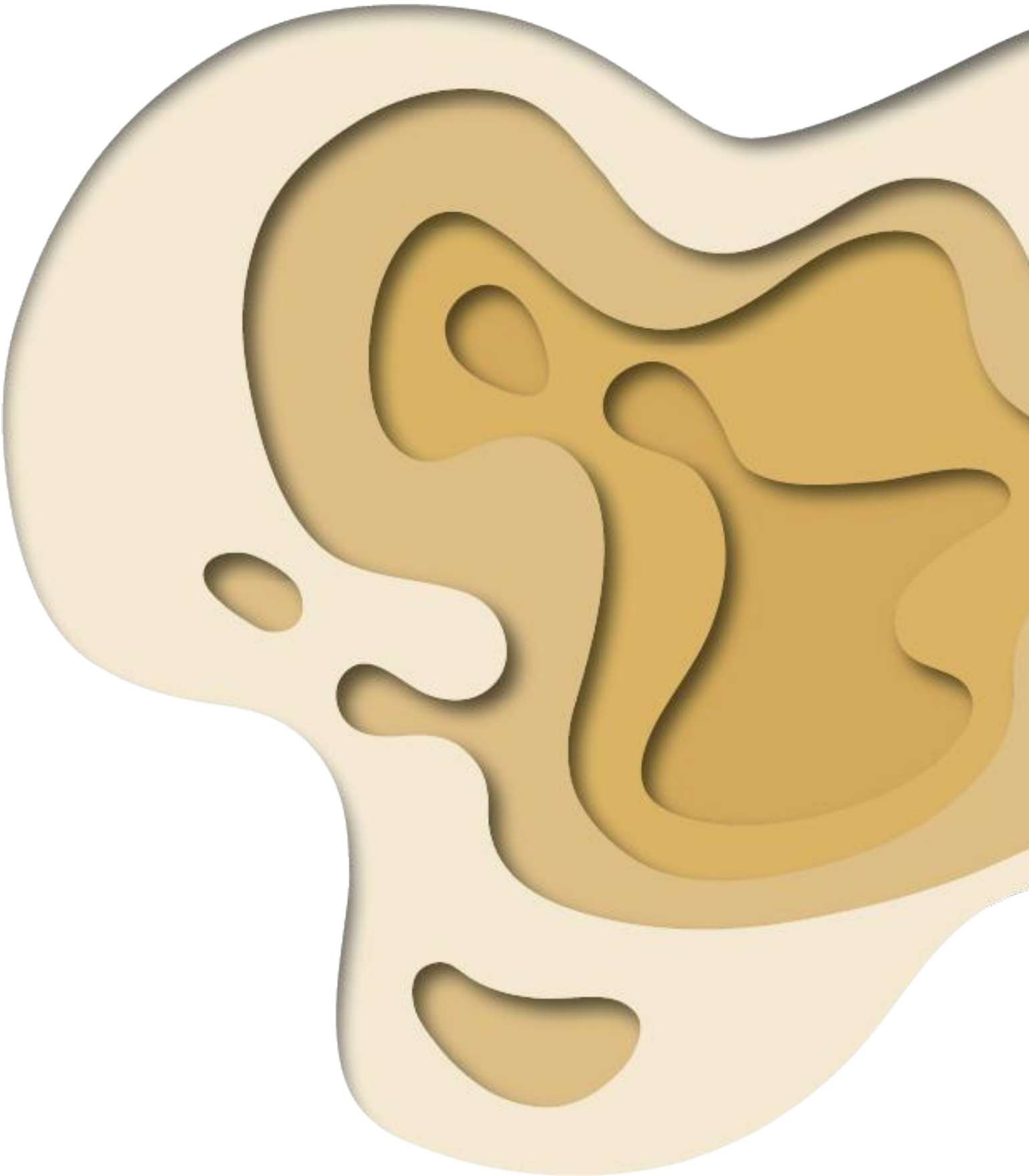
a UI/UX and Graphic Designer who bridges the gap between traditional artistry and digital innovation. Grounded in fine art and refined through graphic communication, my approach transforms complex workflows into intuitive, human-centered experiences. With experience conducting international UX e-commerce audits for Himalaya Wellness and designing visual systems for corporate fintech, I leverage Figma, user research, and front-end tools to build clear, balanced, and deeply empathetic digital solutions.

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This Capstone project, titled "Graphic Design & Visual Branding: High-Fidelity Asset Creation for Travel & Payments Consulting Services," focuses on driving B2B engagement through strategic visual storytelling. Acting as a Graphic Design Intern, the work involved translating dense, technical financial research into professional and accessible digital assets for a global audience.

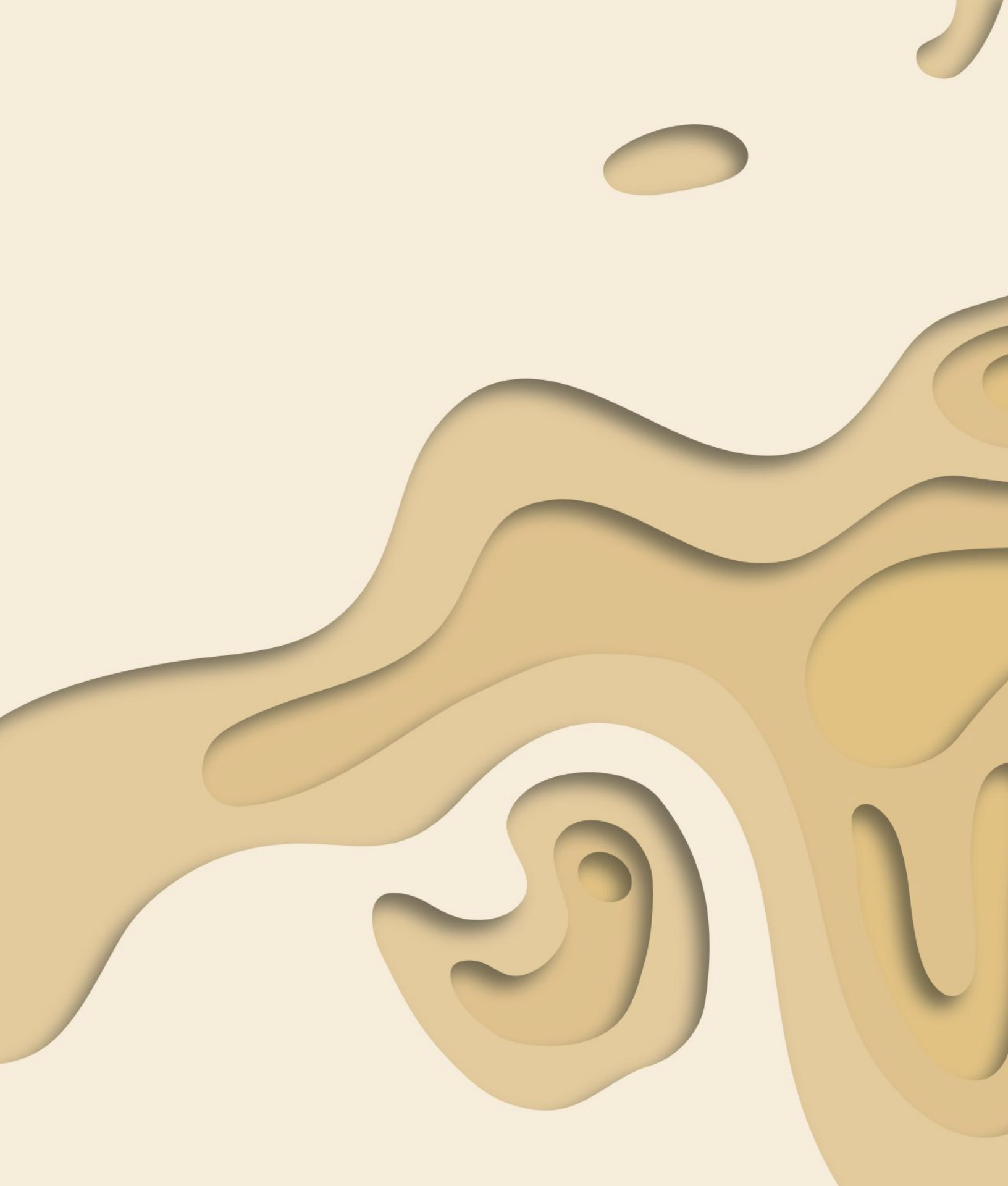
The workflow integrated domain research with high-fidelity execution using Figma and Canva, prioritizing visual hierarchy and clarity. Key deliverables included LinkedIn carousels, YouTube thumbnails, and industry newsletters, all unified under a "Fintech-premium" aesthetic characterised by dark themes, 3D icons, and realistic lighting. By applying design psychology and structured layouts, the project successfully simplified complex payment infrastructures, enhancing the organisation's brand authority and fostering a community of over 8,000 followers within the professional payments landscape.



Booklet Design Team
Logesh V, Assistant Professor
Bhaskara Lakshmi Sampreethika (3rd year, Product Design)
Hementh B (2nd year, Product Design)
Madhushree R A (3rd year, Product Design)
Poornasri S (3rd year, Product Design)
Srikrithi V V (3rd year, Product Design)
Sumanjali Garlapati (3rd year, Product Design)
Tanushree B M (3rd year, Product Design)

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SCHOOL OF DESIGN AND INNOVATION

For general enquiry enquiry@rvu.edu.in
Phone: **+919513673778**
Location: **RV Vidyanikethan Post**
8th mile, Mysuru Road, Bengaluru-560059