

# VISHNU S

## SUMMARY

A creative and enthusiastic design student. I am a quick learner I adapt to varying requirements through learning and experimenting with different ideas. I work efficiently, to help my environment grow and develop while ensuring that I too, go through the process of growth as a designer and a person. I bring with me fresh perspectives, out of the box and bold ideas and a positive work attitude.

## LANGUAGES

Malayalam	Native	●●●●●
English	Proficient	●●●●●
Japanese	Advanced	●●●●●
Hindi	Advanced	●●●●●
Kannada	Advanced	●●●●●

## SKILLS

Design · Design Research ·  
User Research · Branding · UX · UI ·  
Content Writing · Prototyping ·  
Communication · Team Player ·  
Critical Thinking · Adaptability

## INDUSTRY EXPERTISE

Industry experience in the field of Design

## VOLUNTEERING

### Global Volunteer (AIESEC UMP, Malaysia)

AIESEC

06/2017 - 07/2017

(SDG 4, Quality Education) - Helping underprivileged Rohingya children in Malyasia learn basic english for conversation and understanding.

## Design Researcher

+91 9742429033 @ Vishnu.sudeep36@gmail.com  
vishnussudeep.myportfolio.com Bangalore, India

## EXPERIENCE

Design Researcher 08/2023  
Lucid Illusions Bangalore

- Worked on business pitches, design solutions and branding for healthcare and banking clients.
- Storyboarding, Use case scenarios, User Personas, User Research

Design Intern 02/2022 - 06/2022  
Moonraft Innovation Labs Bangalore

- Worked on designer's convention, and as a part of it, worked on organising group events, designing games for designers, and presentation
- Worked on designing leaflet/ emailer and experience for a bank client in Botswana

Automobile Design Engineer 05/2020 - 11/2021  
Komatsu-Kaihatsu, Japan Kariya, Aichi, Japan

- Worked on Matlab and Simulink to simulate and test automobile sensors before manufacture.
- Work based on Artificial intelligence and Machine Learning.
- Completed N3 Level Japanese for work.

## KEY ACHIEVEMENTS

Project selected for India HCI'23, Dehradun  
Tax and finance education board game concept 'Pennywise' was selected to be presented in an international design conference India HCI'23 at UPES, Dehradun.

Paper on 'Assistive technology for elderly people' using Image Recognition and Artificial Intelligence published  
As a part of the final engineering project, a research paper on assistive technology for elderly people was published.

## EDUCATION

Bachelor's in Computer Science Engineering 08/2016 - 05/2020  
(GPA 8.14)

NMAM Institute of Technology, Nitte

Master's in Human Centered Design (GPA 9.4) 08/2022 - 05/2024  
Srishti Manipal Institute of Art, Design and Technology

## TRAINING / COURSES

User Experience Design  
Specialisation from Calarts via  
Coursera (2021)