

## work

- 15– **random international**, london  
research, concept visualisation, design, engineering, production (software, hardware, mechanical) & documentation.  
  
design direction & engineering for different artists; photography & graphic design for **coldcut**; web-design & development for charities. london.
- 14 **bookpad inc**, bangalore  
led design for a software startup till we got acquired by **yahoo**: identity & communication, product interaction & interface design, front-end development.
- 13 **codesign**, delhi  
identity & collateral, catalogue, exhibition, interface design.
- 12 **clarice technologies**, pune  
product interaction & interface design for screen-based software.
- 11 ethnographic research for **shurut mobility**; corporate identity & literature for **graphic communication concepts** and **j walter thompson**. bombay.
- 8–10 summer internships in graphic design at **graphic communication concepts** and **the leaf design**, bombay; short work experience at **institute for transportation & development policy**, ahmedabad.

## shobhan shah

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## education

- 16 **master of art** : information experience design  
royal college of art, london
- 11 **bachelor of design**  
indian institute of technology, guwahati

## ability

can work independently or collaboratively. can define projects and lead multi-disciplinary teams. can rapidly demonstrate ideas through sketches, software or tangible objects.

### general

*graphic manipulation*: illustrator, photoshop, fontlab, indesign, sketch, etc.  
*cad modelling & animation*: cinema4d, solidworks, after effects.  
*projection-mapping*: arena, with syphon/spout.

### physical computing

using *transducers* (sensors & actuators) with common *microcontrollers*.  
*electronics*; simple *electronics*; *pcb design*.

### code

*software*: processing, unity ; basic knowledge of max, c#, python, etc.  
*web*: html, css ; working knowledge of js, php, etc.  
*data*: collection, cleaning, translation, visualisation.  
*version control*: git, sourcetree.

### materials

*shaping* wood & metal: bench tools, laser-cutters, etc.  
*3d printing* for rapid prototyping.

### soft skills

public-speaking, presentation, writing & editorial work.

## presentations

- 17 exhibit: *the cost of war*  
at **artpanorama** and **splice festival**, london
- 17 talk: on data, information & conversation  
at **ha miffal**, jerusalem
- 17 talk: on participation & performance  
at **interfaces monthly**, organised by **the trampery** and **the barbican**, london
- 16 workshop: *data visceralisation*  
for information experience design students at the **royal college of art**, london
- 16 exhibit: *the cost of war*  
in the hockney gallery at **showrca** and in the **royal college of art's** courtyard galleries, london
- 15 exhibit: *onn/of*  
at **the cat is alive!** exhibition in the crypt gallery, london

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## noteworthy

- 11 quarter-finalist at the **national parliamentary debate** at the national university of juridical sciences, calcutta
- 10 founder-editor of the university's online news platform, **the ion service**
- 03 **mahindra scholarship** from arya vidya mandir juhu
- 03 silver medal, **dr homi bhabha science talent search examination**, bombay
- 02 national level presenter at **intel science talent discovery fair**, india
- 99, 01 gold medals (india) at **international assessments for schools**, university of new south wales e.t.c.
- 98 middle school state scholarship from **govt of maharashtra**
- 98 gold medal at **vijay information's** all-india painting competition