





ANAGHA SHUKLA

Human-Centred Design
Sustainable Design
Commercial Space Design

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EDUCATION

UNIVERSITY OF THE ARTS LONDON

Master of Arts

Ongoing

Design for Social Innovation and Sustainable Futures

MIT INSTITUTE OF DESIGN, PUNE

Bachelor of Design

2022

Specialisation in Commercial Space Design

CO-CURRICULARS

LOKUS DESIGN, PUNE

2020

Model and renders for Jain Museum

AR. AVINASH BHISE

2021

Research, user flow, user journey and renders for Museum of Indian Textiles

INDEPENDENT COURSES

YALE UNIVERSITY

Introduction to Psychology

EDS GLOBAL

Sustainable Interiors

TALENT AND HOBBIES

Summer Camp Volunteer

Activity head and photographer at VIBGYOR

Screening Organiser

Core member of 24FPS, the film club at MITID

EXPERIENCE SUMMARY

I am a **multidisciplinary London-based designer** from India with expertise in design research and consultancy. In my most recent role as a **Qualitative Design Researcher**, I worked at the intersection of **human-centered design**, AI and public health. I cross-coordinated with beneficiaries, ideated and collaborated with a diverse team, and synthesised realistic solutions that aligned with both, the client's and the user's needs.

WORK SUMMARY



QUICKSAND DESIGN STUDIO

Qualitative Design Researcher

October 2022 - March 2024

Designed research tools, conducted on-ground field visits and synthesised this research into behavioural profiles and factors. Worked closely with a multidisciplinary team, and designed realistic interventions around systemic and infrastructural restrictions.



THE ONE OFF, INDIA

Exhibition Design Consultant

August 2022 - September 2022

Lead the design and development of an exhibition stall, to promote the lush open air Alembic City Mall by PPZ. Using materials like rubber wood and eco-friendly paint, with live foliage we successfully brought the mall's outdoor experience to life.



Retail and Exhibition Design Intern

January 2022 - June 2022

Worked on a project with Lakme Salons to revamp their salon experience. The brief was around enhancing their customer experience while creating a sustainable and tech-forward space. I was part of a team that audited their salons, interviewed stakeholders, conceptualised design directions, assembled material boards, and created 3D visualisations as deliverables.

SKILLS SUMMARY

Research

Created research tools and guides to interview public hospital staff in public hospitals. Audited salon outlets and their competitors to prepare a brand matrix for analysis.

Ideation and Collaboration

Developed a behavioural profile matrix to identify key problem statements. Co-designed final visualisations and design drawings with in-house designers. Coordinated with vendors for thorough execution.

Solution Building

Strategised and designed bilingual teaching guides, help kits and stickers to educate and engage the end user. Developed zoning and layouts to improve the customer journey in the salons with multiple options of design drawings.

TECHNICAL COMPETENCE

Graphic Visualisation



Video and Audio Editing



3D Modelling



3D Visualisation

