



ahkshara sankar

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about me

an inclusive product designer
eager to design experiences
for every single person.

skills

soft + hard

User Experience Design, User Research, Product Design, Prototyping, Wireframing, Storyboarding, Design Thinking, Problem Solving, Emcee-ing, Public Speaking, Collaborating, Designing for AR/VR.

tools

Figma, Sketch, Adobe XD, Rhino 3D, Framer Studio, Miro, Adobe Illustrator, Procreate, Unity 3D, Python, C#, Java, C++, Android Studio.

extra curricular

2018 - 2021

emcee club

By hosting 10+ events around Singapore, I have developed strong communication and interpersonal skills which come in handy during client pitches and collaborations.

2021

codeathonx

Conducted a Figma workshop on Rapid Prototyping with 40+ participants.

education

Bangalore | jul 2023 - present
Srishti Manipal Institute (SMI)
M.Des@Industrial Arts and Design Practices

Singapore | aug 2018 – dec 2021
Nanyang Technological University (NTU)

Graduated early with a Distinction in Bachelors of Engineering and a specialisation in Artificial Intelligence and Cybersecurity.

independent projects

forest warrior | game design & development

Designed a Virtual Reality (VR) Game for Google Cardboard, aiming to improve users' environmental literacy based on paper consumption and deforestation. This was also developed (back-end and front-end) from scratch using Unity 3D and C++. Out of 200+ submissions received, this project was selected for the final round as a Top 16 submission in TiMi Studio's Green Game Jam for Youth (GGJY).

languages

tamil
english
hindi

native
fluent
basic

prof. experience

jun 2024 - aug 2024

design intern, empathy design labs

Redesigned the entire branding and style guide within 2 weeks, transforming colour palette, typography, and logo. Crafted a compelling visual language through iconography and illustrations. Designed an interactive product (physical and digital) focused on enhancing mental well-being for pregnant women (NDA Signed).

sep 2021 - present

founder, artsyypixels

Drove revenue growth through tailored product selections for 7 pop-up stores, covering a wide range from recycled notebooks, bookmarks, art prints, to badges. Achieved sellouts on over 3 product types, within a year. Successfully directed end-to-end business operations, from inception and design to production, sales, and marketing, resulting in the sale of over 300 products and consistent business growth.

oct 2022 - feb 2023

associate ux designer, the economic times

Increased revenue by 12.5% by analysing user groups and designing tailor made visuals for the various festive promotions related to them.

Analysed performance of LinkedIn Ads along with the marketing team, designed visuals and increased click rate to 2.14% from 0%. Collaborated with a UX Writer and Strategist to identify the right CTAs and content for promotional activities for the newsletter.