SREE LAKSHMI MOHAN



ACADEMIC DETAILS

Year	Degree / Board	Institute	GPA / Marks(%)
---	Master of Design in Industrial Design	Indian Institute of Technology Delhi	8.25
2025	Bachelors in Design	National Institute of Design, Andhra Pradesh	7.74
2021	CBSE	Delhi Public School Dommasandra, Bangalore	97%
2019	ICSE	Ebenezer International School Bangalore	92.4%

INTERNSHIPS

• **Terribly Tiny Tales, Remote work** (October 2023, to March 2024) :
Developed creative assets for social media campaigns and client-facing presentations and used Adobe Illustrator, Photoshop, and InDesign to produce high-quality visuals.

• **Become Hq, Remote work** (January 2025, to July 2025) :
- Worked on a 6 month long project on reviving a declining Goan typeface
- Worked on Multiple Branding and Visual Identity creation projects.
- Worked on creating the entire collateral range for a themed studio retreat

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• **NCAHT, IITD** (June 2026 to August 2026) :
-Wrote five Hindi-language audio scripts teaching pre-maths concepts, designed for low-resource classrooms.-Produced spatial audio using Reaper's binaural/ambisonic pipeline and the IEM Plugin Suite.

PROJECTS

• **Martian Chronicles** (April 2024 - July 2024) : 4-month animation exchange with Kunsthochschule für Medien Köln exploring "What if Martians landed on Earth today?" through sound design and animation.

• **'Maa Kaho Na'- Design Practicum** (February 2025 - June 2025):
Designed a sited **menstrual-health dialogue toolkit** for **women and girls in Bhalswa**, grounded in ethnographic research and tactile craft.Created a layered toolkit box with an illustrated Hindi storybook (Phoolo Phalo), prompt cards, and seed-paper pockets.

• **Aangan - ServDes 2026 Competition** (Role: Visual Communication & Research) (June 2026- July 2026):
Co-designed a community-embedded service helping urban Indian mothers navigate Empty Nest Syndrome through a 6-week digital literacy program hosted by RWAs.Conducted 15 qualitative interviews and stakeholder mapping to frame the problemDesigned brand identity, mascots, onboarding kits, and app UI; built working prototype.

EXTRA CURRICULAR ACTIVITIES

• **Grade 6** Trinity Rock and Pop Qualified Vocalist: Trinity music exams, offered by Trinity College London, provide a structured framework for assessing musical skills and knowledge, both practically and theoretically.

• **High School Achievers Program (2019), YLAC**: Week-long bootcamp on critical thinking, identity, and societal impact across philosophy, sociology, and political science

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• **Counter Speech Fellowship (2021)**- This was yet another bootcamp by YLAC for helping students leverage their skills in art, music, etc, to create meaningful changes and advocate for change in the society.

• **Roblox Game Jam- GAMES Lab, IIT Delhi** (in collaboration with Games for Change India & Roblox)
Built a Roblox game prototype in a two-day sprint raising awareness on online scams, learning the platform from scratch with a cross-disciplinary team.

AREAS OF INTEREST

• My areas of interest center on designing experiences, emotions, and spaces through storytelling- spanning Branding, Visual & Publication Design, and Spatial Audio, with an inclusive design sensibility. Weaving Narratives into my designs keep me going.

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IIT COURSE

Degree	Institute	CGPA
Master of Design in Industrial Design	Indian Institute of Technology Delhi	8.25

COURSES DONE

Design Foundation, Form And Structure, Interaction And Interfaces, Typography And Visual Language, Human Factors In Design - 1, Research/teaching Practicum