

Aishwarya Tadwalkar

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SUMMARY

Multidisciplinary designer working across UI/UX, 3D, and graphic design, with a strong interest in digital storytelling and thoughtful visual systems. I enjoy building clear, user-focused design solutions that balance concept, craft, and usability, whether that's a website, a brand system, or a 3D environment. While collaborating with cross-functional teams to deliver effective work.

WORK EXPERIENCE

UI/UX Designer & Brand Strategist | Ambody | July 2025 - Present | Nottingham, UK

- Designed and optimized a responsive B2B website, ensuring a consistent user experience and professional presentation to potential partners and collaborators.
- Conducted UX research by speaking with doctors and amputees to understand needs, challenges, and behaviors, using these insights to make the product and website more user-centered.
- Developed the brand strategy by defining tone, messaging, and visual direction so that the company could communicate who it is, what it does, and why it matters

Freelance 3D Generalist | Impromptu Software | June 2025 - July 2025 | Nottingham, UK

- Sculpted and Retopologized a prehistoric creature in ZBrush.
- Created hand-painted and PBR textures in Photoshop and Substance Painter, focusing on the painterly effect of the reference image.
- Set up a simple custom rig and weight painting so the creature could move naturally, and delivered a ready-to-animate model for an immersive showcase.

Workshop Facilitator | Nottingham Trent University (DEC)| Mar 2025 - May 2025| Nottingham, UK

- Conducted a game design workshop focusing on level design and mapping, fostering creative problem solving. Demonstrating strong communication and collaboration skills.
- Facilitated workshops for aspiring student entrepreneurs, guiding them through the process of brainstorming and developing creative business ideas.

Freelance Designer | Multiple Organisations | Apr 2022 - June 2023 | Remote

- Designed brand identities, developed Websites, and corporate collateral including creating presentations for clients like PNU Celsius, Catoplus, and Tech GM managing design projects.
- Produced campaign and marketing assets for Cancer Research Foundation UK and Kala Music Classes to support engagement and outreach.
- Designed Anuranjali, a culturally significant magazine for internal distribution within NPCIL, focusing on layout, typography, and visual storytelling to enhance reader engagement.

Animation Trainee | Vaanarsena Animation Bootcamp | Oct 2021 - Jan 2022 | Remote

- Intensive training focused on core animation principles, human movement, and studied skeletal anatomy to improve anatomical accuracy in character design.
- Learned 3D modelling in Blender under the mentorship of industry professionals.

Graphic Design Intern | Lokus Design | Jan 2021 - July 2021 | Remote

- Designed product packaging for a consumer electronics brand while ensuring alignment with brand guidelines and target audience needs. Worked under the guidance of senior designers.
- Created marketing and promotional materials across digital and print ads to support client engagement demonstrating strong graphic design and time management skills.

Graphic Design Intern | Indigo Consulting, Publicis Groupe | May 2020 - July 2020 | Remote

- Designed social media assets and infographics for ZEE5, supporting campaigns distributed to an audience of 1M+ followers on Instagram, while maintaining brand consistency.
- Contributed to advertising campaigns for Spotify, PharmEasy, and Bajaj while maintaining brand consistency in a fast-paced media industry environment.

EDUCATION

Graduate Enterprise Program | Nottingham Trent University (DEC)

Selected for the university's startup incubation program, developing skills in business planning, brand strategy, marketing, and early-stage venture development. Explored emerging technologies such as AI and Machine learning in Virtual Reality.

MA Animation | Nottingham Trent University

Course Focused on concept art, animation & VFX, motion graphics, and designing immersive 3D environments for virtual reality using Unreal Engine.

BDes Communication Design | Avantika University

Developed skills in various design disciplines beyond graphic design, including but not limited to UI/UX, design research and game design (Unity).

SKILLS

Technical Skills: Unreal Engine, Blender, Zbrush, Autodesk Maya, Gravity Sketch, Procreate, Figma.

Adobe Creative Suite: Adobe Photoshop, Adobe Illustrator, Adobe InDesign, Adobe Premiere Pro, Adobe After Effects, Lightroom, Adobe XD, Adobe Dimensions, Adobe Substance Painter.

Design Skills: UIUX, Website Design, Design Research, Graphic Design, Packaging Design, Publication Design, Prop Design, Motion Graphics, Animation, Illustrator, Character Design, Game Design, Environment Design, 3D Modelling, XR.

PUBLICATION & EXHIBITION

Article Featured in **Design & Technology Association Magazine UK**

VR Project Exhibited at **New Designers London**

VR Project Showcased at **Nottingham Contemporary**