



Anoushka Shome

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Nice to meet you :)

I love to **craft holistic solutions** that are **fun** and tackle problems **at their core**.

Portfolio :

anoushka.shome.wixstudio.com/webfolio

Academic Projects

Tome: Libraries of Tomorrow | 3 weeks | 2024

UI/UX • Service design • Startup idea • Personal explorations

A community-first approach to envision a new way of finding libraries, accessing books and reading spaces while connecting with fellow readers.

Evaluating ChatGPT Mobile App | 1.5 weeks | 2024

Design Evaluation • Guided by Prof. Wricha M & Vidhya A

Testing the usability while questioning the notion of trust in AI.

Spaced Out | 3 weeks | 2025

Immersive Media (Team) • Guided by Prof. Jayesh Pillai

Designed and built a time-bound VR game using Unreal Engine to simulate task management challenges stemming from neurodivergence through a controlled scenario.

MR Exploration and Experience of Lonar Crater | Ongoing | 2025

Design Project - 2 (Individual) • Guided by Prof. Jayesh Pillai

Developing an immersive MR experience using Unity to investigate the impact of varying immersion levels on user comfort and content reception across diverse user groups. Project focused on demonstrating the medium's power to drive awareness for a pilot museum initiative.

Professional Experience

Adobe | Internship

2025 • 2.5 months • Internship • Bengaluru

Worked on a flagship project for Adobe Experience Cloud, rapidly prototyping a domain-specific, AI-driven tool to capture an untapped market segment. Conducted global primary user research (260+ data points) to design a creator-first workflow, reducing ideation-to-execution time from 180 days to minutes.

Atelier Birjis | Jr. Architect

2021-2023 • 2 years • Full-time • Bengaluru

Managed the full project lifecycle (ideation to execution), aligning diverse cross-partner (site, vendor, client) teams to ensure on-time deliverables. Increased firm visibility through developing the company website, branding, and implementing SEO/social media strategies.

Hunnarshala Foundation | Fellowship

2021 • 2 months • Full-time • Bhuj, Gujarat

Grassroots level documentation of 4 villages (team of 3) for MPTB rural tourism. Identified gaps with NGO partners to provide strategic solutions and contextual interventions.

Tropic Responses | Internship

2021 • 6 months • Full-time • Bengaluru

Explored and contributed to all stages from ideation to design to execution with documentation and curation for social media.

Education

Masters in Design, Interaction Design

IDC School of Design, IIT Bombay | Current

CGPA: 8.73/ 10 (3rd in Class)

Department General Secretary, Student Companion, Volunteering for conferences & fests.

Bachelors in Architecture

SOA, DSATM | 2016 - 2021

CGPA: 8.70/ 10 (First class with Distinction)

Ranked 6th under VTU, Karnataka; Design & Editorial team NASA 2020; Design head at Student Council 2019.

Achievements

Project selection at IndiaHCI 2025

Student Design Competition

C2C as Tangible Interface for Interaction, Navigation, and Control in Digital Systems: An Interaction Design Approach Using Cube as Interfaces.

ACADEMIC PROJECT

Guided by Jayesh Pillai & Venkatesh R

US Solar Decathlon Design Challenge 2025

Open Commercial Division

Project SEVA: A sustainable retrofit initiative to transform the poorly performing Palghar Community Healthcare Centre into a high-performing, energy-efficient facility that actively connects with and empowers its community.

TEAM SHUNYA | Part of the team as an Architect

Skills

Design

UX research, UI Design, Affinity Mapping, OOUX, Wireframing, Prototyping, Micro Interactions, Information Architecture, Thematic Analysis, Quantitative Research, Persona, Storytelling, VR Prototyping and Development, 3D Modelling.

Tools

