

Ipsita Rajak

a polymath

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Articulating, questioning, and designing experiences around people’s needs, wants, and desires across physical and digital worlds through research and a focus on what alternate futures could be and what may those demand.

education

2020 - 25
National Institute of Design, Gandhinagar, Gujarat
M. Des | New Media Design

2012 - 17
Aayojan School of Architecture, Jaipur, Rajasthan
B. Arch | Architecture

experience

January 2025 – Present
Academic Associate + Facilitator (Part-time) | The Design Village, Noida

November 2024 – October 2025 (Voluntarily Continuing)
Research Assistant (Part-time) | IIIT - Hyderabad, Telangana

September 2023 – December 2024
Learning Experience Designer | Brane Enterprises Pvt. Ltd, Hyderabad, Telangana

September 2022 – April 2023
Brand Experience Design Trainee | Asian Paints Ltd, Mumbai, Maharashtra

February 2020 – August 2020
Architect | Kamath Design Studio, New Delhi, India

May 2019 – January 2020
Project Architect | Designer | Arjun Rathi Design, Mumbai, Maharashtra

September 2017 – April 2019
Freelance Architect | Artist

December 2015 – June 2016
Architectural Intern | Anupama Kundoo Architects, Auroville, Tamil Nadu

achievements / practice

Spatial Design and Curation for “**Hub of many Heart(h)s**” for Journey Across the Himalayas 2025 by Royal Enfield Social Mission

Interactive Art Installation - **Whispers in the Void** @RAW Collaborative X @Conscious Collective by Godrej Design Lab 2024

Collaborated in a masterclass with Architect and Design Researcher Gabriela Aquije Z. as part of the CONTAGION Exhibition at the Science Gallery Bengaluru on June 05 2022 showcasing the project done in the Open Elective 2021: Visualizing the Virus.

proficiency

Problem Identification and Solving
Field Research through Research Methodologies - Qualitative and Quantitative
Rapid prototyping and user testing | User Journeys | Storyboarding
Ethnographic Research - Open Coding

Staging Experience, Spatial and Interactive Installation Design
Concept Development | Visualization | Fabrication and Production

Critical and Speculative Design
Design Fiction

toolset

Adobe Suite : Photoshop, Indesign, Illustrator, After Effects, Premier Pro, Figma

2D : Autocad, Procreate

3D Modelling and Rendering : Maxon Cinema 4D, Redshift, Rhino6, Grasshopper, Blender, Keyshot, SketchUp, V - Ray

interests

Pedagogy Design | Futures Thinking | Technology | Sketching | Culture | Food