Suhani Ashok

www.suhaniashok.com

Suhani is a

user experience designer
interaction designer
product designer

Interests

Product Thinking
Interaction Design
Visual Design

Focus

Human and empathy
centric design

Skills

Adobe Illustrator
Adobe After Effetcs
Adobe Photoshop
Adobe InDesign

Origami Studio
Adobe XD
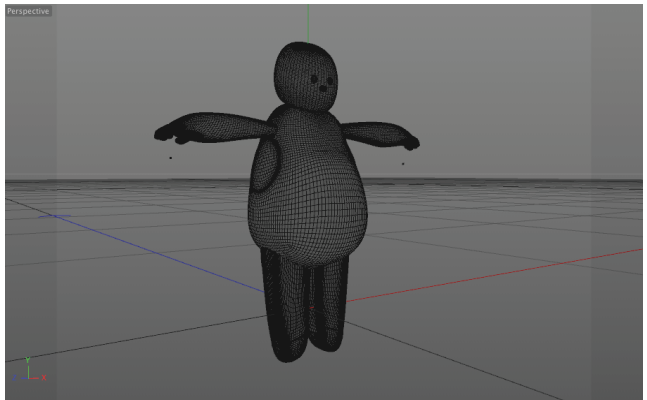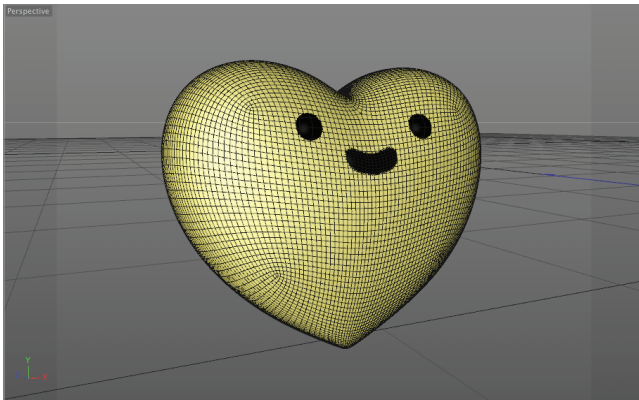Sketch

Unity
Vuforia

Cinema 4D
Autodesk Maya

p5.js
HTML, CSS

designer

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suhani.ashok@gmail.com

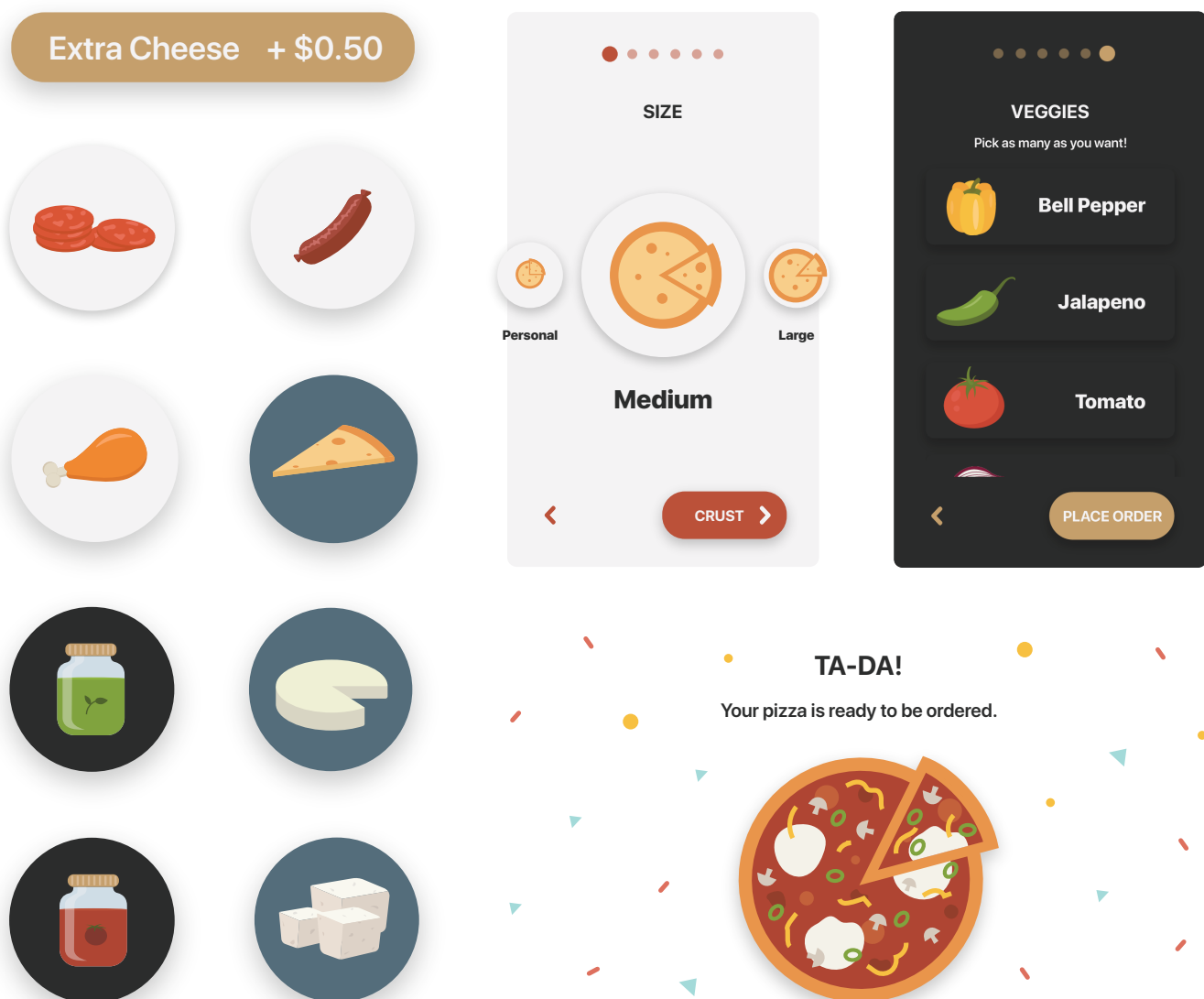# Break Room senior project

Break Room is a short Augmented Reality experience which transforms a physical space into a relaxing "break room". The experience incorporates interactive virtual elements and animations designed to immerse the user in the augmented space. The user is introduced to "Doe", a virtual character who will be a part of this experience. The user can explore the break room using an iPad and get lost in Doe's mindless activities and watch the mundane space come to life! This immersive augmented experience provides a relief from daily chaos and stress.

Pizza user interface design

Designed an iOS experience and interface for users between the ages of 18-24 years to simplify the process of ordering pizza through a mobile platform.
Personally dissatisfied with existing and outdated ordering applications and websites, I aimed to design an interface that was fun, clean, easy to understand and also saved time and effort.

Extra Cheese + $0.50

SIZE

Personal

Large

Medium

‹ CRUST ›

VEGGIES
Pick as many as you want!

Bell Pepper

Jalapeno

Tomato

‹ PLACE ORDER

TA-DA!

Your pizza is ready to be ordered.

Techniq iOS product design

TECHNIQ is an iOS app to that allows dancers to capture routines, edit footage, collaborate, communicate and share - all within one platform. It helps dancers and choreographers piece together their compositions and organize their creative thoughts more effectively.