# Aishwarya Narvekar

### Service Designer | Design Researcher

3+ years of experience in driving people-first innovation in education and social innovation space in India. A key focus of my practice is making design tangible and participatory to create simple, joyful experiences for all. Moving forward I aim to expand my practice to financial services, mobility and the public sector.

aishwaryanarvekar.07@gmail.com +44 7443104246 <u>aishwaryanarvekar.com</u> London, UK

#### **EDUCATION**

#### **Royal College of Art**

MA Service Design  $\cdot$  September 2022- August 2023  $\cdot$  London

- Academic project with Catch 22
   Enhancing the newly piloted Finance, Benefit and Debt (FBD) service for people on probation in UK
- EY Seren Partner Project
   Speculative project-EY Seren & leading Financial Services client
- Imperial Innovation Challenge with IB MBA program
   Application of deep-tech to user-centred viable business ideas

#### **National Institute of Design**

Bachelor of Design (B.Des) - July 2015 - March 2020 - India

 Specialistion in Product Design with a focus on design led problem-solving for local communities across topics like education, special needs, juvenile reforms and social innovation as a designer, researcher and facilitator

#### **WORK EXPERIENCE**

### Senior Lead, Design & Research at Treemouse Design Oct 2021-July 2022

- Managed a social impact project, utilising game design to empower girls with lifeskills education across 4 Indian states
- Led design research exploring the adoption of emerging technologies within the Indian healthcare domain

#### **Design Researcher (Contract)** at Surgo Ventures April 2021-September 2021

 Collaborated with an international research & development team to conduct design research in India, with a focus on technology's role in improving TB medication adherence

#### **Design Consultant** at Museum of Solutions (MuSo) November 2019 - March 2021

- Designed interactive concepts for visitor journey in the museum
- Created a participatory process to make children & educators active co-creators in the MuSo design journey
- Developed pop-up museum showcased at TFI National Summits

#### Design Intern · January 2019 - August 2019

• Developed engagement strategy through generative design research to create and facilitate programs for children at MuSo

#### Product Design Intern at Desmania Design

May 2017 - June 2017

#### **SKILLS**

#### **Design Skills**

- Service Design
- Human-Centred Design
- · Generative Design Research
- · Participatory Design
- Product & Experience Design (UX)
- · Rapid Prototyping
- · Design workshops facilitation
- Storytelling

#### **Technical Skills**

- Figma
- Adobe Creative Suite (Ps, Ai, Id, XD, Lr, Pr, Ae)
- · Online collaboration tools
- 3D Rendering (Rhinoceros, Keyshot)

#### **ACCOLADES**

Media Feature: RCA Final Project

Fintech Finance News · 2023

#### **Conference Paper presentation**

Designing for Children with a focus on Play & Learn · 2021 · IIT Bombay

#### **International Finalist**

Taiwan International Student Design Competition · 2020

#### **Published Research**

#### **DR4C Symposium**

Design Museum, London · 2019

Co-author

'Creative Interventions in Juvenile Justice System in India: A systemic inquiry'

## Relating Systems Thinking and Design (RSD8) Symposium

Institute of Design, IIT Chicago · 2019

Co-author

'Design as a tool for reformation in the Juvenile Justice System through Participatory Approach'