

Rajnandini Chavan

UI/UX & VISUAL DESIGNER · 2D/3D GENERALIST

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PROFILE

UI/UX and visual designer who pairs an illustrator's eye with a structured, systems-first way of working. Designs product interfaces, icon sets and brand identities, builds the design systems behind them, and hands off clean, production-ready files. Brings 3D modelling, animation and tactile design to projects that need more than a screen.

FEATURED PROJECT

The Last Jewel of Peshwa

MURDER MYSTERY GAME · FOR THE TIEBREAKERS CLUB

Designed the complete visual graphics, thematic illustrations and game assets for a murder mystery game hosted by The Tiebreakers Club in Pune. Watch the film

EXPERIENCE

The Tiebreakers Club · Pune

SEP 2026 – OCT 2026

Freelance Designer

The Last Jewel of Peshwa (murder mystery game)

- Designed and executed the complete visual graphics for a murder mystery game hosted by The Tiebreakers Club, a Pune-based gaming community.
- Developed thematic illustrations and graphic assets to establish the mystery narrative and deepen the immersive gameplay.
- Kept the game graphics and supporting materials visually consistent, creating one cohesive identity for the event.

Giant Media Pvt. Ltd. · Pune

DEC 2025 – JUL 2026

Freelance Designer

Bamzee

- Designed a custom illustration-style icon set for featured sections, giving the brand a distinctive visual language.
- Contributed to the landing page redesign, strengthening visual hierarchy and overall presentation.
- Helped build and refine the design system to keep components and interfaces consistent across the product.

Ruskin ChemPharma

- Created custom illustrations and iconography aligned with the pharmaceutical brand's identity.
- Delivered exhibition booth graphics end to end, keeping every element visually consistent.
- Produced supporting collateral (visiting cards, banners, brochures and promotional material) for one cohesive brand across print and exhibition.

HD Trade Platform

- Redesigned a MetaTrader-based financial trading platform, focusing on interface clarity, usability and overall user experience.
- Built a full design system of reusable components, styles and guidelines for consistent implementation and smooth developer handoff.
- Designed the platform's logo and visual identity across the product interface and supporting digital assets.

Cimpress · Remote

MAY 2025 – JUL 2025

Graphic Designer / Clothing Designer

- Worked in the mass clothing customisation team as a product assistant, turning customer briefs into production-ready designs.
- Prepared technically sound files and setups so orders could move straight into production and roll out to clients.
- Delivered polished artwork across top-wear and bottom-wear, specialising in hoodies and jackets.
- Learned StitchX quickly, scoring 95% in the one-month training and topping the batch.

Aira The Way of Life

MAY 2024 – JUN 2025

Freelance UI Designer

Website design

- Worked with stakeholders to align the website with the brand's vision and objectives.
- Designed and delivered, with the team, a visually rich website that strengthened Aira's online presence and user engagement.

Initiative Seva Foundation · Pune

MAY 2024 – JAN 2025

Freelance Designer

Tactile storytelling for visually impaired children

- Designed tactile 3D wooden panels of The Hare and the Tortoise for a multisensory hallway, so visually impaired children can explore the story through touch.
- Prototyped a trial rabbit panel, testing hair textures and tactile contrast to sharpen sensory engagement.
- Produced six final story panels with distinct shapes and spatial depth, laying the groundwork for future panels on Indian civilisation and cultural heritage.

Creative drawing and digital art course

- Designed a foundational art syllabus for children aged 8 to 16, covering traditional drawing and digital tools.
- The programme's success led to its adoption across multiple orphanages in Pune and Bengaluru.

Creator's Media Entertainment Pvt. Ltd.

AUG 2024 – NOV 2024

UI/UX Design Intern

- Assisted in designing intuitive interfaces for digital platforms, improving usability and user satisfaction.

3D modelling and animation

- Produced a 3D animation communicating biodiversity conservation for a mobile exhibition van initiated by the Maharashtra State Biodiversity Board.

EDUCATION

Bachelor of Fine Arts (Applied Arts), Bharati Vidyapeeth — 2021 – 2025 · CGPA 8.2

Higher Secondary (12th), Sri Krishna College, Gunjoti — 2020 – 2021 · 95%

Secondary School (10th), Mahatma Basaveshwar Vidyalaya, Omerga — 2018 – 2019 · 97.8%

ACHIEVEMENTS

IndiaSkills national competitor, Graphic Design Technology. Won the district, state and regional rounds, and received the Medallion of Excellence at the national competition in Delhi.

SKILLS

UI/UX

Interface design · Design systems · Landing pages · Usability · Developer handoff

VISUAL & BRAND

Iconography · Illustration · Logo & identity · Exhibition graphics · Print collateral

3D & MOTION

3D modelling · Sculpting & retopology · Texturing · Animation · Tactile & physical design

DESIGN TOOLS

CREATIVE & 3D TOOLS

Figma · Adobe Photoshop · Adobe Illustrator

Blender · ZBrush · Autodesk Maya · Substance Painter · StitchX