





I am Ananth Nayak,

graduate student pursuing my Master's in Design at University of California, Berkeley. I believe a lot of problems can be solved using simple designs that are human-centered and inclusive. I like to question the status quo to try and come up with new solutions and ideas. Design, for me, is not all about the looks and the feels. It's about how the end product works and the impact it has on the real world.

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- in Ananth Nayak

Education

Masters of Design (MDes)

University of California - Berkeley, CA, US 2022 - Present

B.Tech in Mechanical Engineering

Manipal Institute of Technology, KA, India 2018 - 2022

Experience

Jacobs Institute of Design Innovation

CA, US Aug 2022 - Present

Philips Innovation Center

MH, India Feb 2022 - July 2022

Laboratory of Intelligent Manufacturing, Design and Automation (LIMDA)

AB, Canada Jun 2021 - Dec 2021

Blackfrog Technologies

KA, India Apr 2021 - Jul 2021

Digital Skills









SolidWorks

Photoshop





Figma

Angua





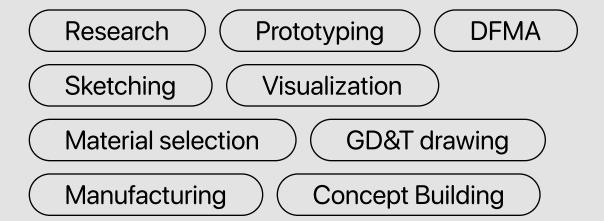








Analog Skills

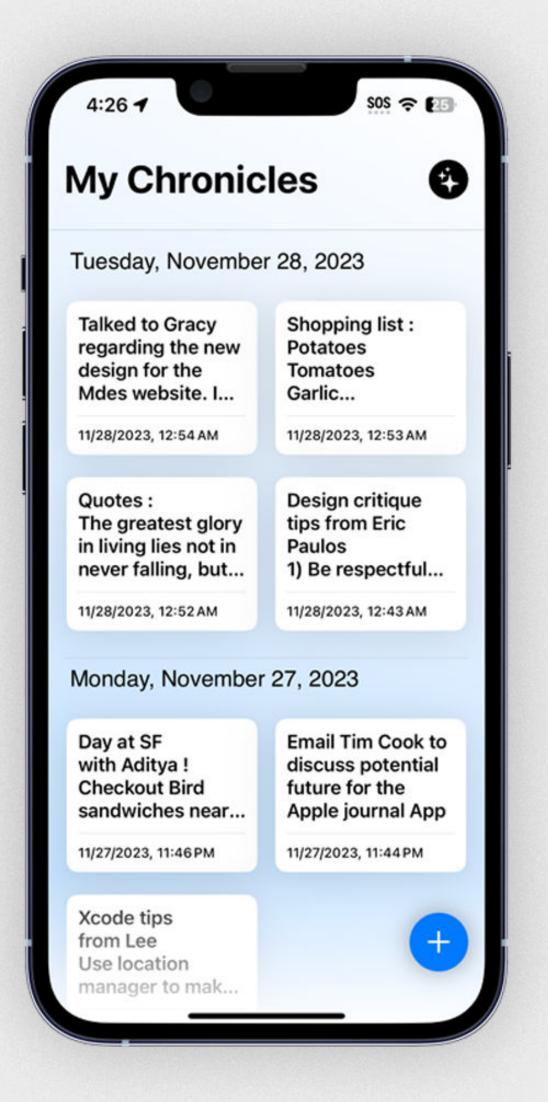




"Chronicle"

Exploring Novel Approaches to Capture & Retrieve Everyday Life Events



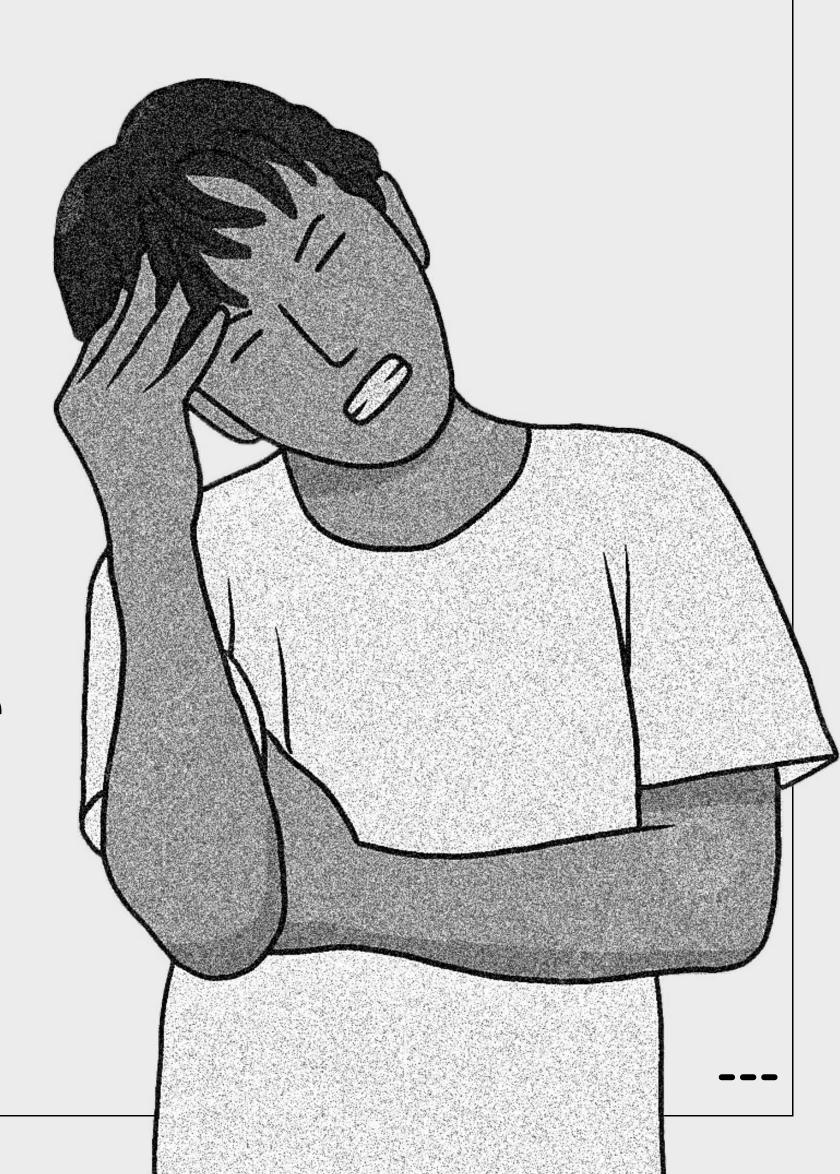


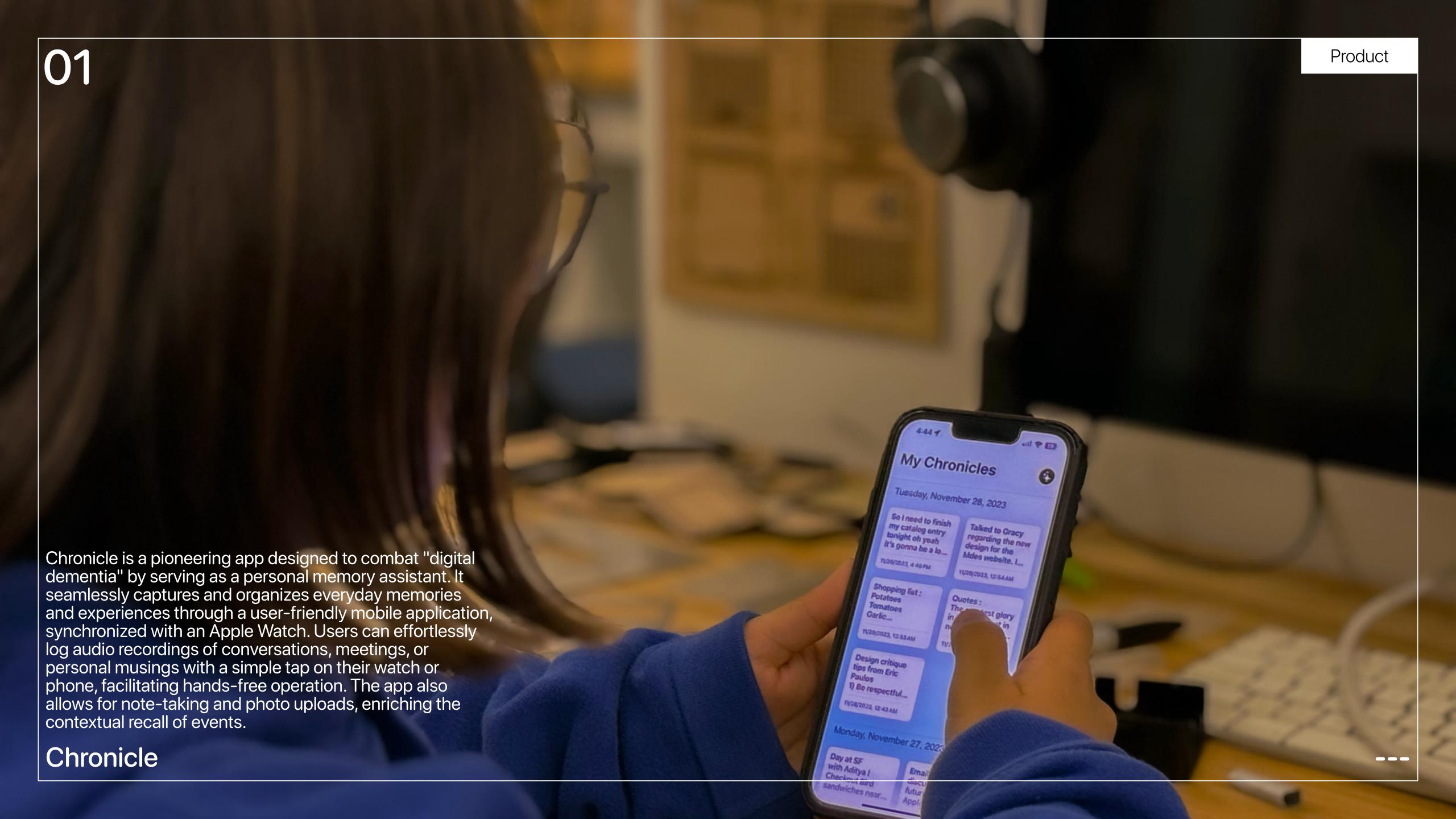


01

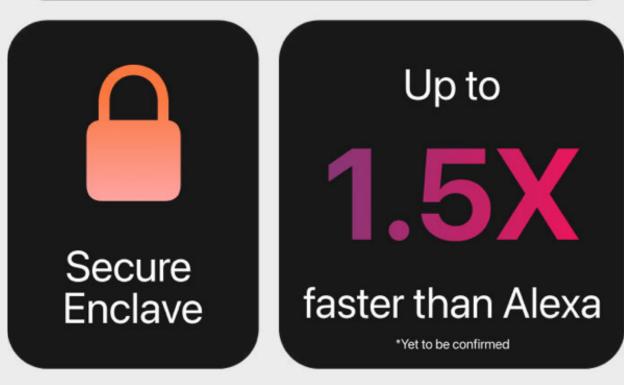
How can we tackle digital dementia?

- How can we intuitively extract information of our past in the future ?
- How can we change the way in which life events are captured and stored?
- How can we reduce short term memory loss?

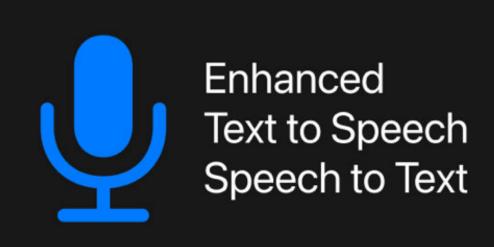




[RAG] Retrieval Augmented Generation

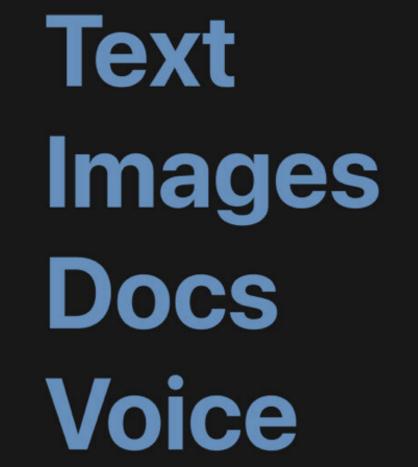






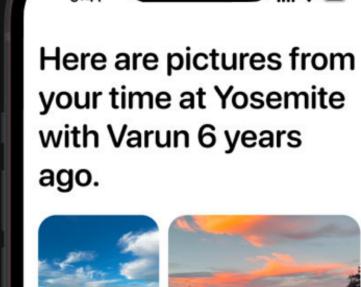


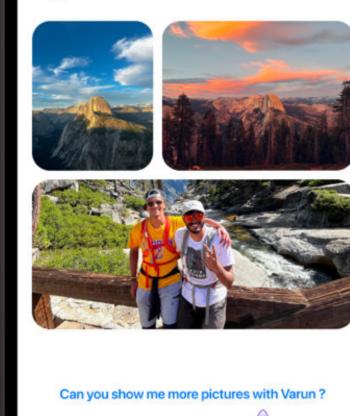






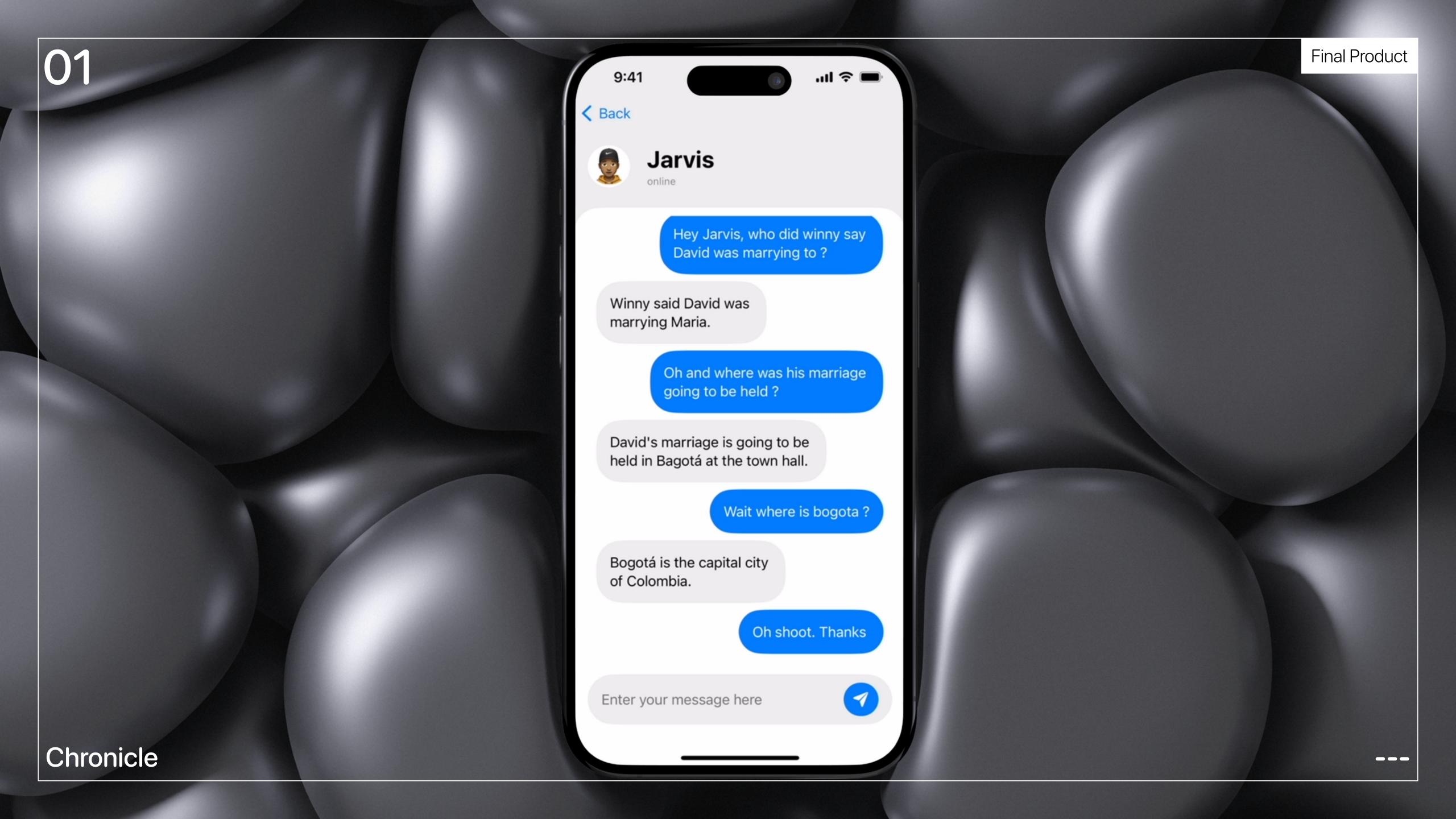








Lang Chain

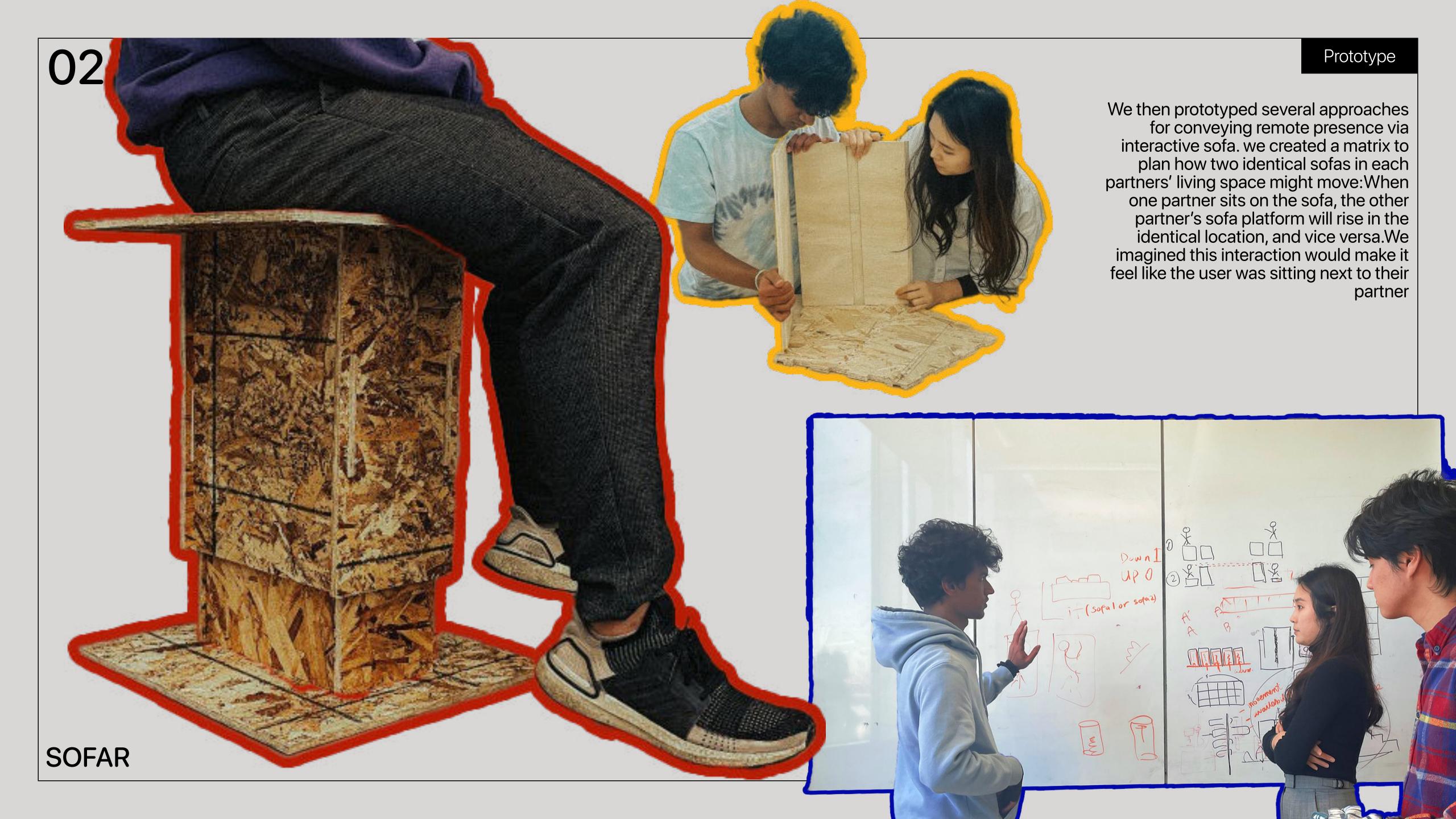




"How might we create remote physical presence?"

We collectively brainstormed 100 ideas to explore a range of ways to accomplish our goal of creating remote physical presence. We then grouped our ideas into categories and voted on three favorite ideas to develop into concept prototypes.

02







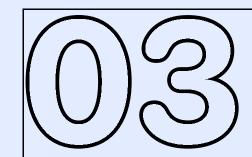






We cut, primed, sanded and painted the plywood to create 8 modular seats that combine to form one set of sofa. Each seat was made of 2 parts that would slide over each other. Once the sofa platforms were assembled, we installed the linear actuators, batteries, and stepper motor driver to make it move.







One App Everything Beaches 3



Beaches.app

Beaches App

nditions

Swell Period

0.6 seconds

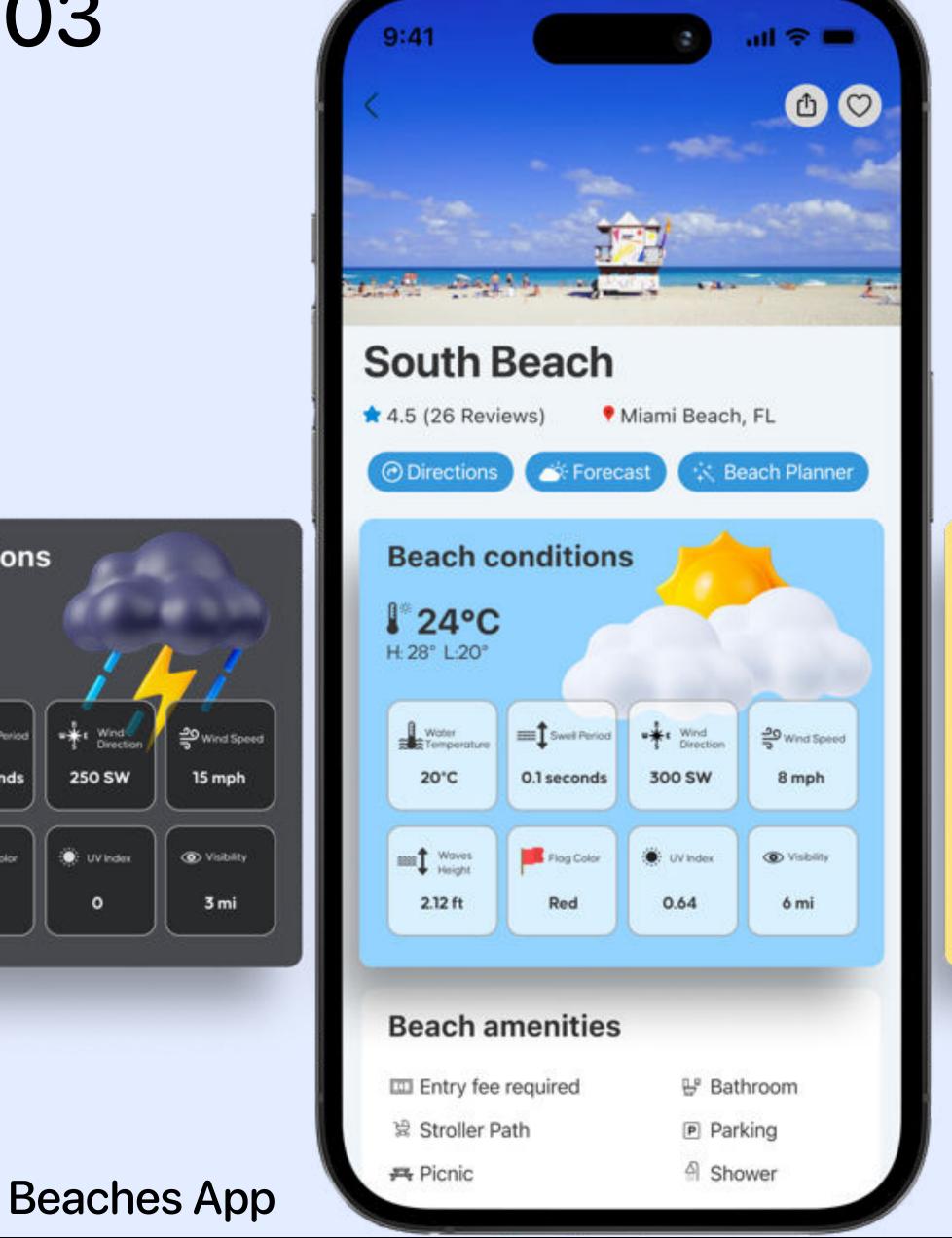
Red

15 mph

Visibility

3 mi

250 SW

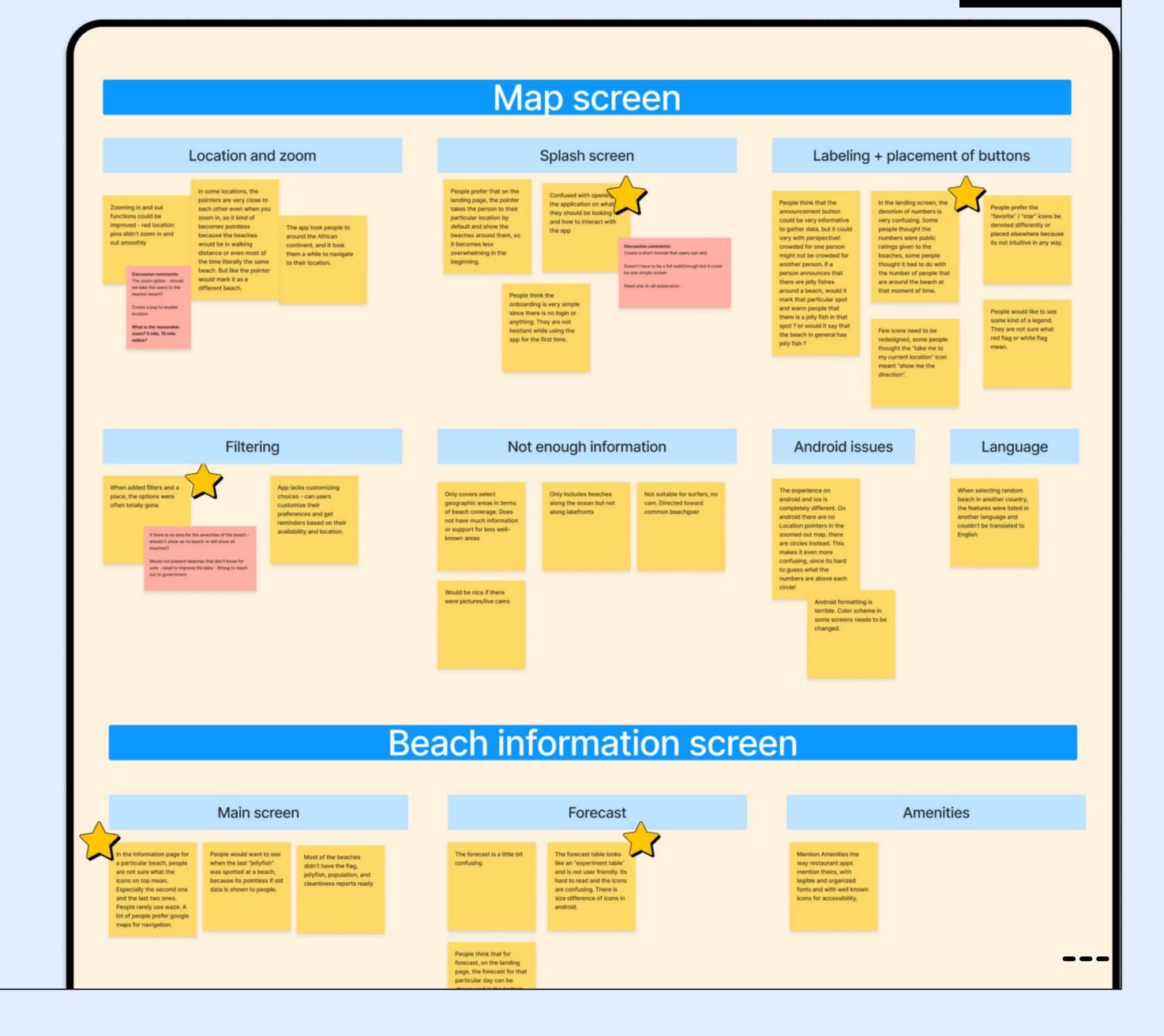




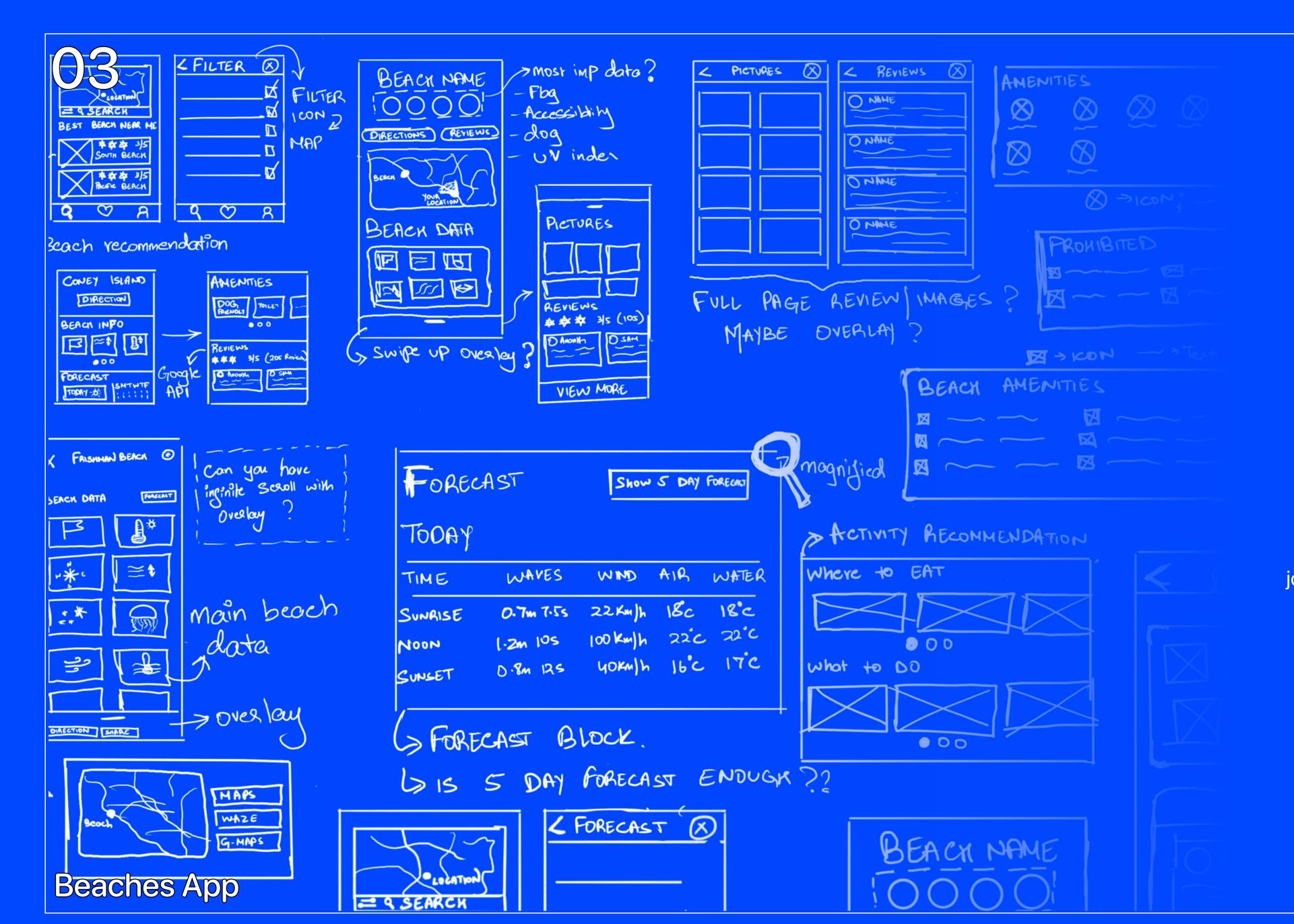
Overhauled a 5-year-old UI, implementing a cohesive design system to replace the fragmented previous one, and modernized the brand in line with current trends. Transformed the app's Hebrew foundation to English through code adjustments. Designed and developed a review and rating feature incorporating google places API. Refined the product experience by restructuring the excessive user data into a logical, user-friendly hierarchy.

03

In a quest to unlock valuable insights, I engaged with a diverse array of 10 distinct people that could be categorized within the 2 main personas, spanning travelers, avid surfers, beach enthusiasts, students, and devoted dog owners. I closely observed the way they interacted with the app, asking them questions throughout the interview inorder to delve into the intricate fabric of their cognitive journeys. This helped me construct a detailed affinity map to understand user pain points and what features were required to be built out.



Beaches App



In order to come up with the ideal user experience, I embarked on a creative journey by brainstorming diverse concepts. I fashioned several lo-fi prototypes that served as preliminary blueprints. Each prototype encapsulated unique features, allowing me to explore multiple avenues before refining the final design. As the design journey evolved, I took those initial sketches up a notch. I transformed them into mid-fidelity prototypes, giving them more substance and style. These prototypes weren't the final thing yet, but they were like the exciting 'drafts' that showed off the app's potential look and feel.

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Final Product

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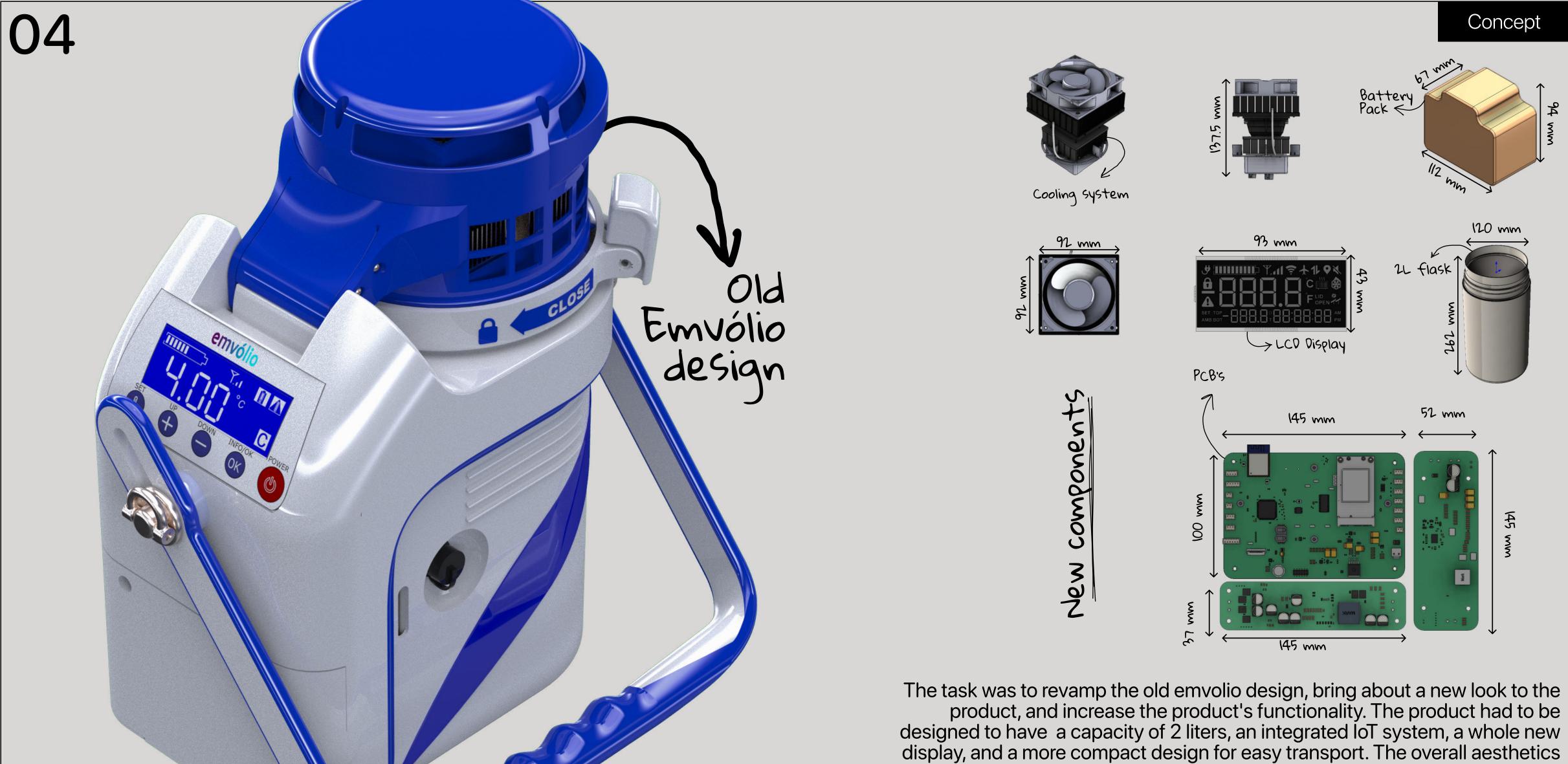
04

One of the biggest contributors to vaccine wastage is the disruption in the cold chain supply. This means that temperature-sensitive vaccines, which must be stored at 2-8 degrees Celsius to remain efficacious, often lose their effectiveness when exposed to inappropriate temperatures. Such disruptions can occur due to power failures, equipment malfunctions, or logistical challenges, leading to significant losses in vaccine viability and effectiveness.



WHO estimates 50% of vaccines go to waste before they are administered.

Emvólio



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display, and a more compact design for easy transport. The overall aesthetics of the device was also to be worked on to make it look more appealing and make it easier to carry around the field during vaccine deployment.





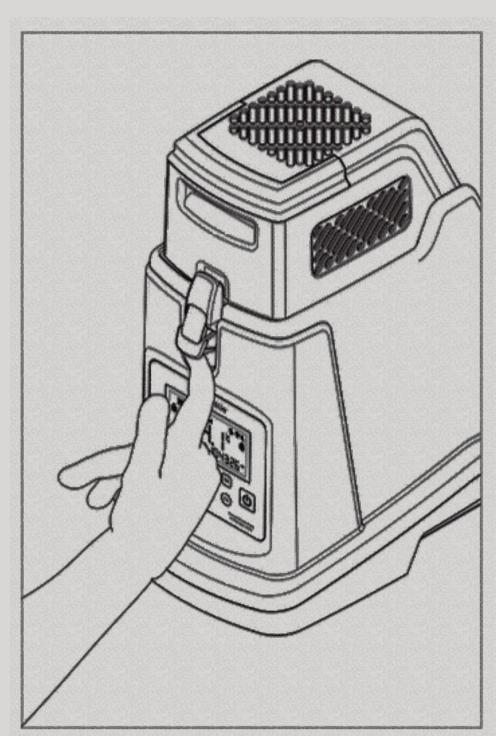




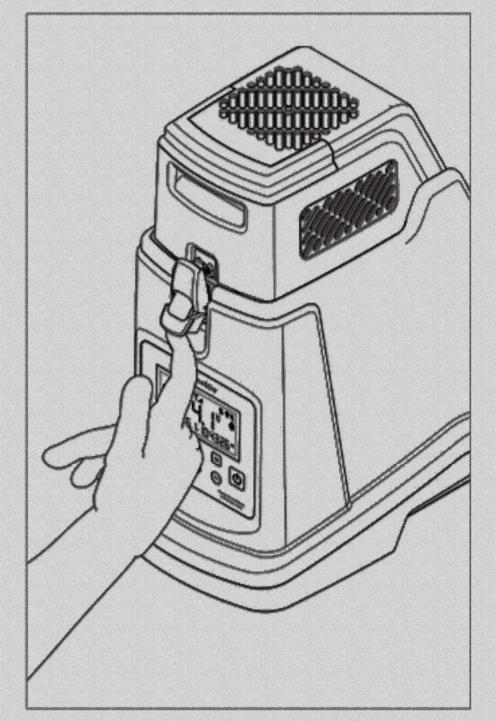
- 1. In-house 3-D printed (FDM) prototype of using PLA material.
- 2. CNC machined prototye using ABS material.
- 3. 3-D printed (SLA) prototype using ABS material.
- 4. Pilot production batch made using ABS material and silicon mould.

Emvólio

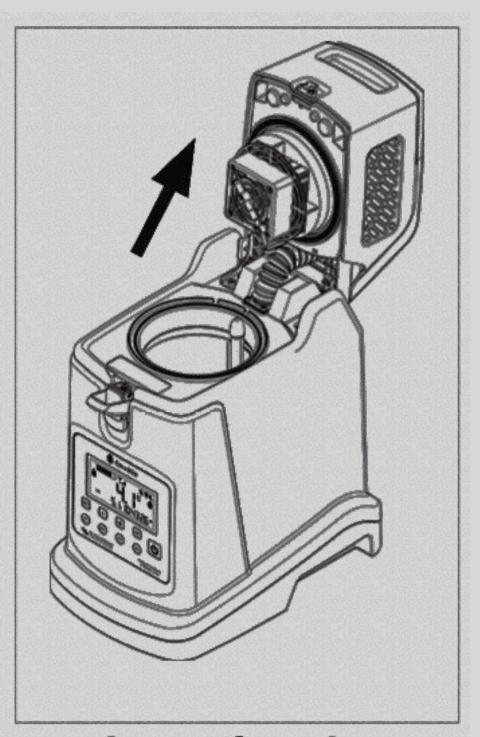
First, the optimal form factor and component placement were determined, followed by designing the lower body's flask and electronic housing. This was made in two halves for easy assembly and mounting. The design process was then applied to the upper half, the cooling system casing, and both halves were joined using 180-degree hinges and a locking latch. Subsequently, PCB routing and CMF were finalized. After in-house 3D printing of several prototypes, pilot productions were conducted in batches using silicone molds. The final products were manufactured through injection molding and assembled in-house.



Step a: Holding the lock



Step b: Lifting the lock



Step c: Lift Top Cap

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Final Product





