



# Anandita Narayanan

DANCER | DESIGNER | ENTREPRENEUR

## EDUCATION

Bachelor of Design (B. Des)  
WORLD UNIVERSITY OF DESIGN  
Product Design | 2020 - 2024 | India

Senior Secondary School  
NATIONAL INSTITUTE OF  
OPEN SCHOOLING (NIOS)  
Humanities | 2018-20 | Gurgaon

## LANGUAGE

Hindi (L-S-R-W)  
English (L-S-R-W)  
Tamil / Native (L-S)  
Sanskrit (L-S-R-W)  
Urdu (L-S-R-W)

## SOFT SKILL

Creative  
Curious  
P. Solving  
Teamwork  
Communication  
Self directed learning  
Concentration  
Time Management  
Listener

## DESIGN SKILL

3D Modeling  
3D visualization  
Prototyping  
Sketching  
Design Thinking  
Digital Sketching  
Concept Ideation

## SOFTWARE SKILL

Photoshop  
SolidWorks  
Illustrator  
MS. Word  
MS. PowerPoint  
Rhino 3D  
Sketchup

Content, empathy, form, aesthetics, balance, functionality, message, audience have all been a very core part of my journey as a Bharatanatyam dancer since the age of 8. I heard it all my life from my Guru everyday. To my delight, I discovered, when I started my design education, that I was already immersed in a life of design without even knowing it. I can sum up my life, my passion and my pursuit in two words - dance and design. I wish to explore both until the sunset.

## EXPERIENCE

### ANDES AND ART

Mar 2025 - Present - Founder and CEO

Andes and Art, specializes in creative design fields like creative collaterals, invite designs, branding, performance creatives, graphic designing and RnD designs.

### SMARTIVITY LABS

2024 | 6 months - Design Trainee

Worked on multiple projects/games for children. A major part was research followed by extensive prototyping & material exploration for the games. Conducted multiple user testing activities with school children for these games. Worked on these samples/prototypes of games.

### SMARTIVITY LABS

2024 | 5 months - Graduation Project

Designed a travel game called Color Milestone (called Color Coder on Amazon) for kids in the ages of 3-6 years. The game fosters intellectual development, memory, concentration & problem-solving skills. The game is intuitive and fun, requiring minimal adult supervision for independent play. It incorporates colorful visuals, interactive elements, and age-appropriate challenges to captivate children's attention and stimulate multiple senses. Learned how to incorporate elements of STEAM education into toy designs. The game, now called 'Color Coder' is on Amazon, and was on #1 bestseller for continuous months.

### Mangrove Collective

2023 | 2 months - Design Intern

Contributed to multiple projects by sketching, rendering, ideating, drawing, fabric selection, 3D modelling for different clients.

### Craft Documentation

2022 | Jaipur Blue Pottery Workshop

Designing unique motifs for Blue pottery products, incorporating elements from local community and culture. Experimenting these designs and motifs on products for everyday use and display

### NID Ahmedabad

2019 | Raku Pottery Workshop

The goal of this workshop is to introduce participants to the traditional Japanese technique of raku pottery and provide them with an opportunity to create their own unique pieces using this method.

### NID Ahmedabad

2017 | Bamboo Workshop

The goal of this workshop is to introduce participants to the process of making Bamboo products. Using different machines and types of Bamboo and understanding methods of production.

### SCHOLARSHIP FOR YOUNG ARTISTS

GOVT. OF INDIA  
BHARATANATYAM | 2025

### DOORDARSHAN GRADED ARTIST

PRASAR BHARATI  
BHARATANATYAM | 2024

### CCRT SCHOLARSHIP

GOVT OF INDIA  
BHARATANATYAM | 2014-  
2020

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