



CENTRE FOR CAREER DEVELOPMENT
INDIAN INSTITUTE OF TECHNOLOGY GUWAHATI

Placement Brochure

Department of Design

B.DES · M.DES · M.DES (EPD)
BATCH OF 2027

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About IIT Guwahati

Established in 1994, Indian Institute of Technology Guwahati is the sixth member of the IIT fraternity and one of India's premier institutions for higher education, research, and innovation.

Within a short span, the Institute has emerged as a global centre of excellence in science, technology, management, and design.

The picturesque campus spans 285 hectares on the northern bank of the Brahmaputra River, approximately 20 km from the heart of Guwahati city.

Surrounded by scenic hills and open spaces, it offers a perfect environment for learning, research, and holistic development.

IIT Guwahati offers a wide array of academic programmes including B.Tech., B.Des., BSc (Hons), M.Tech., M.Des., M.Sc., MBA, M.A., MS(R) and Ph.D.

across 11 departments, 9 interdisciplinary centres, and 5 schools, covering major disciplines in engineering, science, humanities, healthcare, and management.

The Institute has built world-class infrastructure and houses state-of-the-art laboratories and National Centres of Research that support cutting-edge research.

Students are encouraged to take up interdisciplinary coursework, pursue minor degrees, and choose from a rich variety of open and interdepartmental electives.

IIT Guwahati has signed MoUs with top international universities, facilitating semester exchanges and summer internships, thereby broadening students' global exposure.

Our students regularly intern at leading global firms and research institutions, gaining invaluable real-world experience.

Ranked among the top 100 world universities under 50 years by Times Higher Education (THE), IIT Guwahati continues to excel globally.

The Institute was ranked 42nd globally in 'Research Citations per Faculty' and 344th overall in QS World University Rankings.



Director's Message



Prof. Devendra Jalihal

Indian Institute of Technology Guwahati was established in 1994 by an Act of Parliament. The academic programme started with 65 students in three undergraduate programmes in 1995. The institute is growing steadily and the total number of students in eleven departments, nine academic centres and five schools in numerous undergraduate and postgraduate programmes is now around 8600. The institute has excellent infrastructure for the all round development of its students. The institute has full-fledged Technology Incubation Centre and Research Park to promote entrepreneurship activities.

IIT Guwahati continues to maintain its superior position in various International and National Rankings. IIT Guwahati secured the 8th position among the top engineering institutions in India in the NIRF 2025 Rankings, released by the Ministry of Education.

Additionally, IIT Guwahati has been ranked as the 11th best university in the country. IIT Guwahati has been ranked 2nd in the 'Swachhata Ranking' conducted by the Govt. of India. IIT Guwahati has been ranked as the topranked university in 2019 for IT developers by HackerRank in the Asia-Pacific region. IIT Guwahati gained 42 position globally in the 'Research Citations per Faculty' category and overall 344 rank in the QS World University Rankings 2025 released recently. Also, IIT Guwahati ranks 6th globally in Sustainable Development Goal 7 (Affordable and clean energy) of the Times Higher Education Impact Rankings 2023.

The institute has a very good central library, which provides library and information services to support teaching, learning, and research activities by creating state-of-the-art facilities. It is housed on a four-storey building having a floor area of about 7500 sq. meter. Inhouse services of the library are fully computerised and wi-fi facility is provided within the library building for connecting to the internet and accessing the Institute's electronic resources. The sports facilities of the institute are of international standard. The students graduating from this institute are motivated, bright, and very eager to perform after they graduate.

IIT Guwahati has extensive facilities for cultural and creative activities too. For example, the Technical Board promotes technology, creativity and innovation. IIT Guwahati helps in shaping up bright minds with proper perspectives. IIT Guwahati hosts two supercomputing facilities PARAM-Kamrupa (838 TF) and PARAM-ISHAN (250TF) to carry out research activities in various scientific domains including forecasting of weather and climate, bioinformatics, computational chemistry, molecular dynamics, artificial intelligence (AI) and machine learning and especially data science.

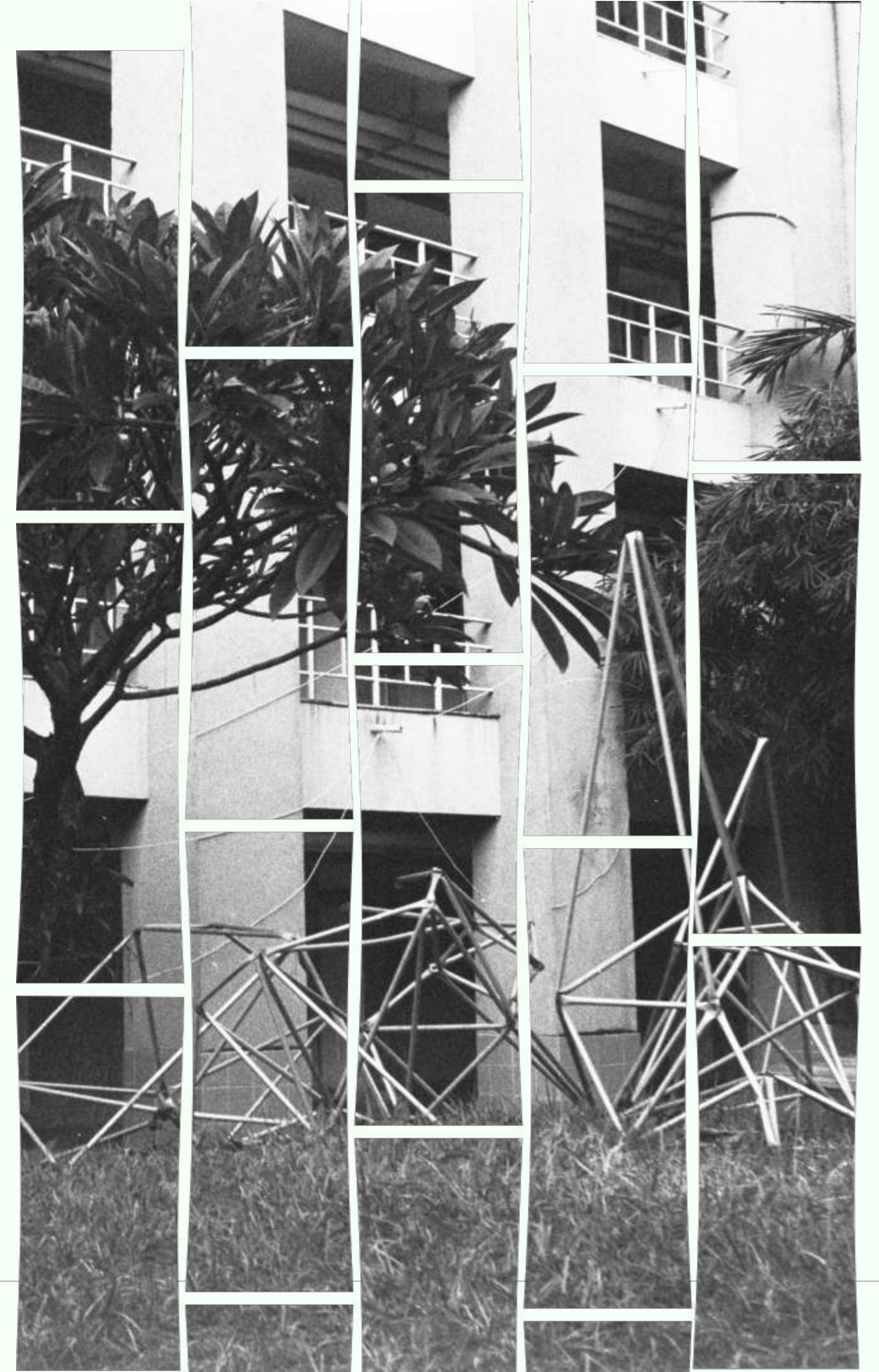
Because of the excellent performance of the students of IIT Guwahati in all the fields of study and research, guided by the dynamic faculty members and with the full support of the non-teaching employees, IIT Guwahati could feature in the coveted list of young universities (under 50 years of age) of the world selected by the Times Higher Education (THE) magazine. IIT Guwahati is the only Indian entry to this elite list. I cordially invite all prospective employers to visit IIT Guwahati and to participate in the on-campus placement and internship processes.

About the Department of Design, IITG

Designing Sustainably. Creating Thoughtfully.
Exploring Freely.

The Department of Design (DoD) at the Indian Institute of Technology Guwahati (IIT Guwahati) is a pioneer in blending creativity, technology, and human-centered innovation. Established to inspire India's brightest technical minds to embrace design thinking, it offers B.Des, M.Des, M.Des (Electronic Product Design), and PhD programs that integrate engineering, design, and the social sciences to create meaningful, functional experiences.

Located in scenic North Guwahati, the DoD introduced India's first Bachelor of Design program in 1999 and has since expanded into advanced research and postgraduate studies. With state-of-the-art labs and expertise in Product, Interaction, Visual Communication, Animation, and Sustainable Design, it continues to lead India's design education, nurturing innovators who develop sustainable and impactful solutions for the future.



A Message from the Head of Department

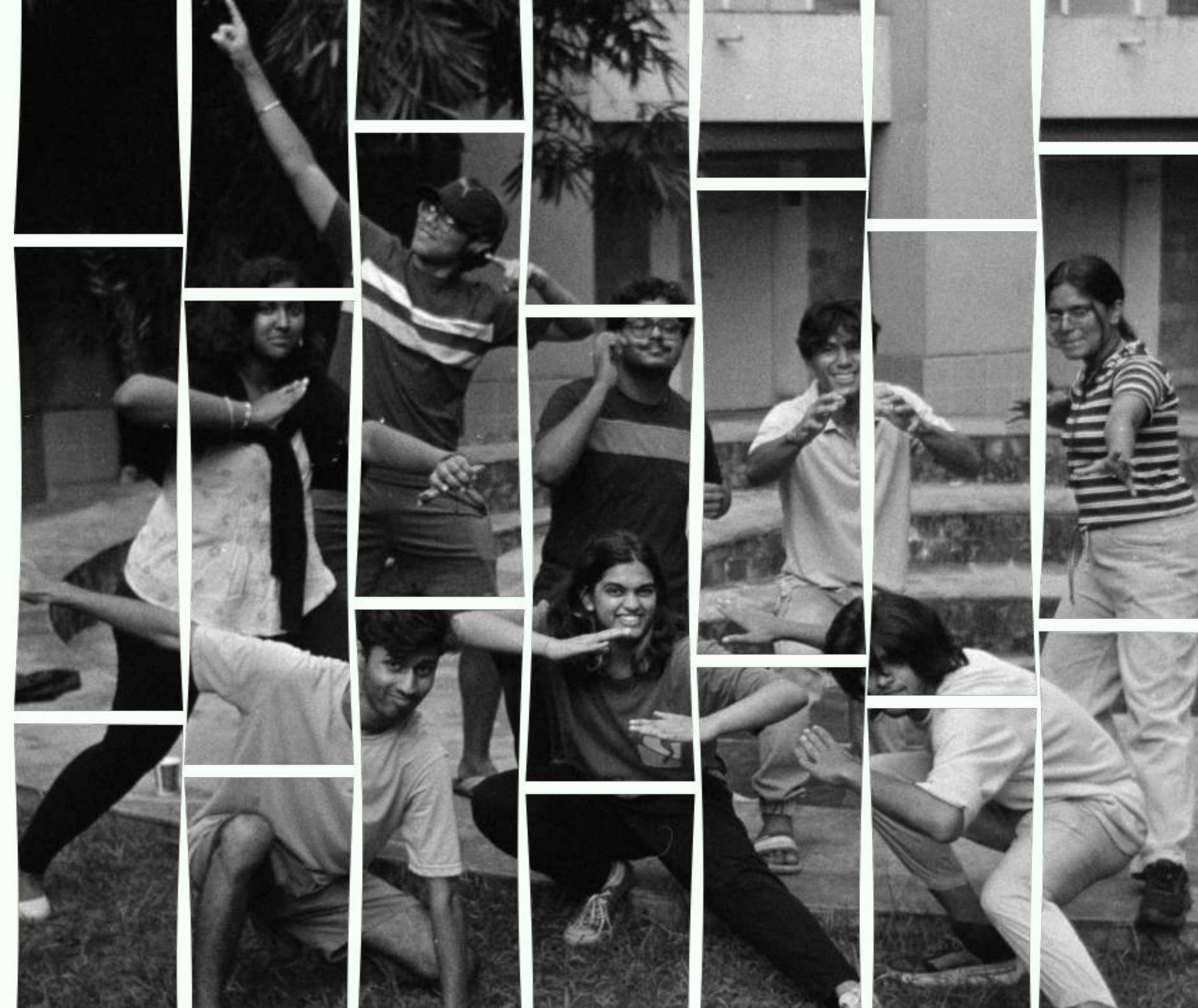


Prof. Pratul Chandra Kalita

It gives me great pleasure to present to you the graduating cohort of our undergraduate and postgraduate design students spanning the B.Des, M.Des, and M.Des (Electronic Product Design) programmes. At Indian Institute of Technology Guwahati, we nurture designers who are not only adept in creative exploration but also grounded in rigorous design methods, systems thinking, and a deep empathy for users.

These students embody a confluence of imagination and analytical rigour. Over the years, they have honed their abilities through industry projects, research-led studio work, and cross-disciplinary collaborations preparing themselves to contribute meaningfully to the rapidly evolving design and innovation landscape. I warmly invite you to engage with this talented pool of young designers and explore the possibilities they can unlock for your organisation.

Meet the batch stepping into this new chapter.*



Every year, IITG's graduating students step into the industry, ready to turn years of learning into meaningful careers.



The B.Des Batch of 2027



The M.Des Regular Batch of 2027



The M.Des EPD Batch of 2027

Student Achievements



D&AD New Blood Awards 2026 | Graphite Pencil

Our student won the Graphite Pencil for their submission titled M.I.A.*, securing a spot among the top 70 worldwide.



24 Hours Animation Contest | Winners

Our students have secured First Position in Global 24 Hours Animation Contest for students.



Red Bull Soapbox Race India 2024 | Finalists

One of our student teams were among the Top 20 finalists from across the nation, out of 3,000+ participating teams, for the Red Bull Soapbox Race 2024 Hyderabad.



Uber She++ | Participant

One of our students was selected among the top 105 Software Development and UI/UX Design female students from across the nation, among 12,000+ applicants.



V Guard Big Idea Tech Design 2025 | 1st Runner Up

One of our students was a part of the duo which one the position of 1st runner up in the V Guard Big Idea Tech Design 2025 competition.



The Next Move 2024 | Special Mention for Innovation

One of our students was a Finalist and also had a Special mention for Innovation in the The Next Move (Tech Mahindra X FIDE) 2024.



Wipro iDesign Challenge 2025 | Recognised in Top 50

One of our students has been recognised as a part of the Top 50 Designs in the Task Lighting Category for the Wipro iDesign Challenge 2025.



Doodle4Google 2018 | Finalist

One of our students was among the Top 20 finalists for Doodle4Google 2018.

Recent works

User Experience Design

Onestop.

IIT Guwahati's official app for students' every need. Our app is available on the Play Store and App Store, widely used across campus. We're collecting user feedback to make continuous improvements.

Idea Bank

Exploring how Create practitioners manage ideas. A research-driven idea management platform that helps creative practitioners capture, organise, retrieve, and rediscover fragmented ideas through multimodal capture, AI-assisted organisation, thematic spaces, reminders, and serendipitous resurfacing.

AlumConnect

Bridging the student- alum relationships. An alumni-student platform fostering lifelong connections. Used lean UX technique and refined the design based on insights. Strategically integrating AI, LLM, NLP, and TTS to boost engagement and retention through a seamless and delightful user experience .

Asterix

An AI-powered support ecosystem that brings together customer, order, payment, and operational information to help teams understand issues faster and provide proactive support.

Campus Sync

A platform that centralized campus event management, streamlining scattered communications and helping students discover and participate in events while enabling organisers to plan and coordinate more efficiently.

Aharam

A digital platform to simplify the complete cooking journey for busy home cooks by addressing key challenges around recipe overload, dietary needs, grocery planning, and cooking support through user-centered design.

Billit

Billit resolves the friction of fragmented billing channels by unifying BBPS and non-BBPS recurring expenses into a structured workflow - minimizing decision complexity, preventing late penalties, and offering complete visibility over monthly finances.

Creo

An AI brand management platform that captures a brand's DNA once story, personality, audience, voice and keeps it as living context for everything the brand makes afterward. Built during an internship with OneSol, where the engineering team built the model and I designed the system it runs on. Live at creolabs.ai.

Cohero

A platform designed to simplify the fragmented process of influencer-brand collaborations on Instagram. It addresses the challenges brands face in discovering and evaluating relevant creators, while also helping creators find suitable opportunities and manage collaborations.



Empowering Workplaces With Ground-Up Recognition

A dynamic Rewards & Recognition platform that brings real, honest appreciation to teams. Making recognition transparent, inclusive, and tailored to diverse workplaces.

30% Increase in **employee engagement** in pilot tests

40% Reduction in time spent on **manual recognition processes**.

15% Improvement in **retention** over six months.



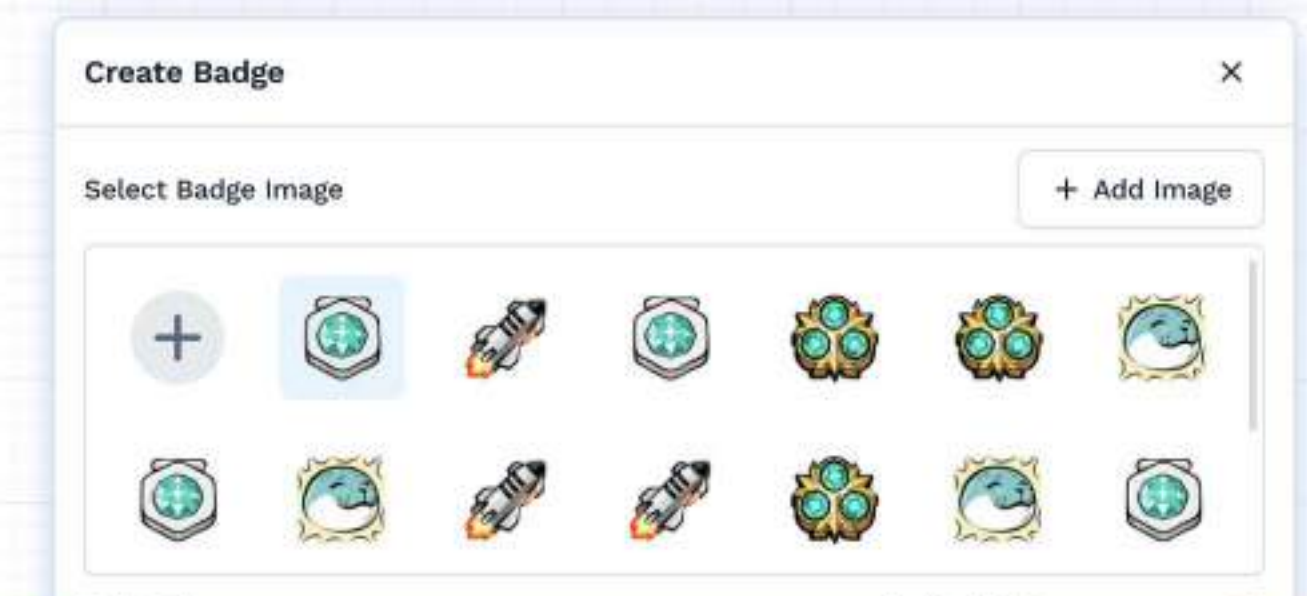
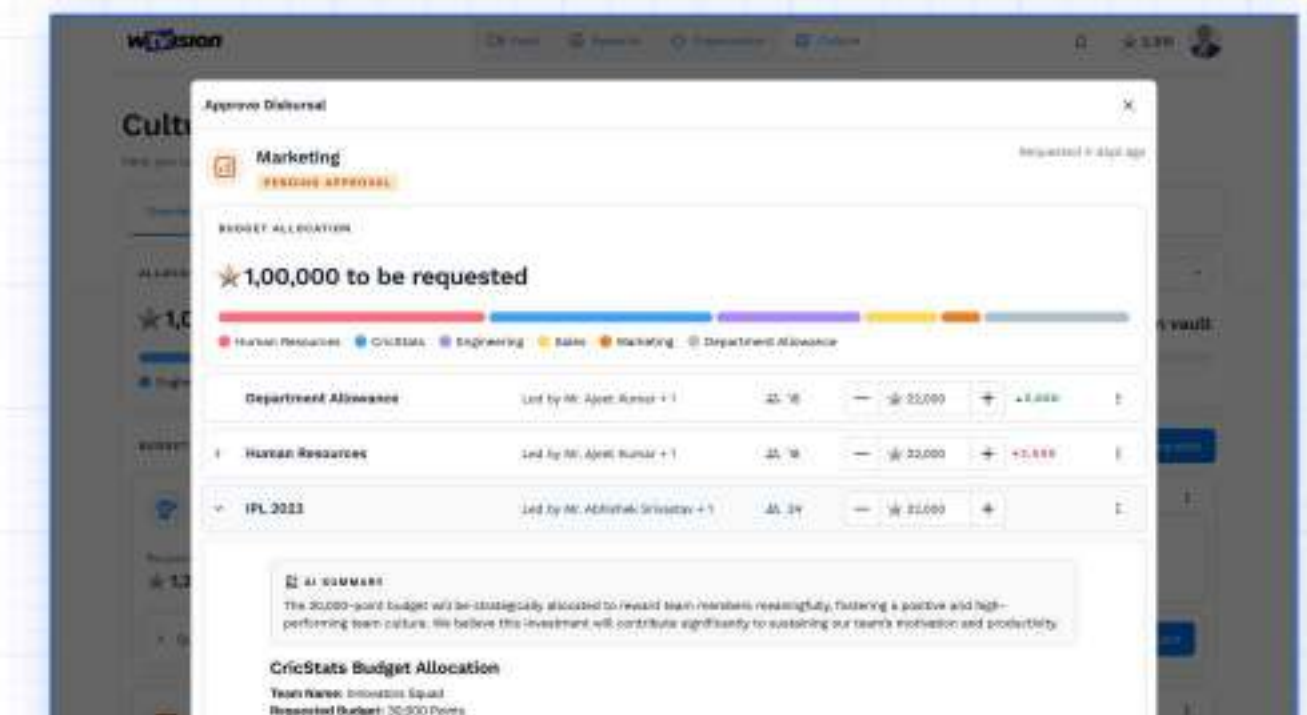
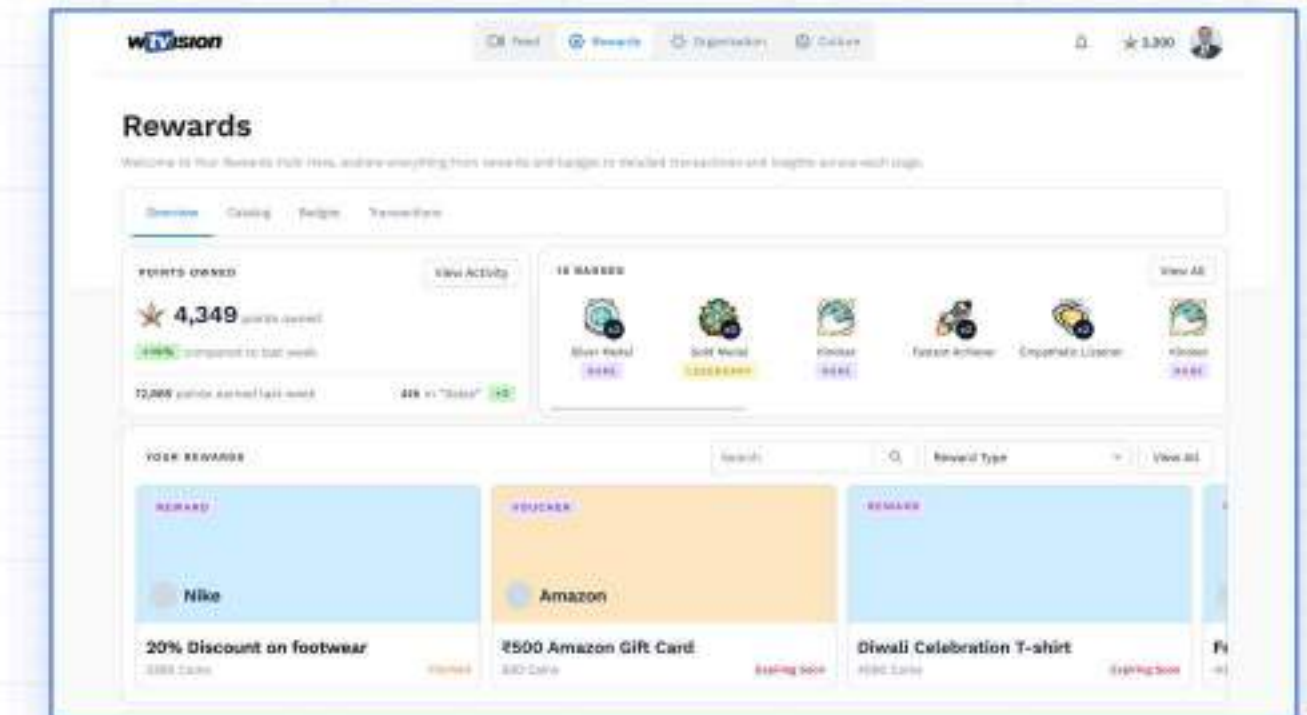
The Leader & The Manager

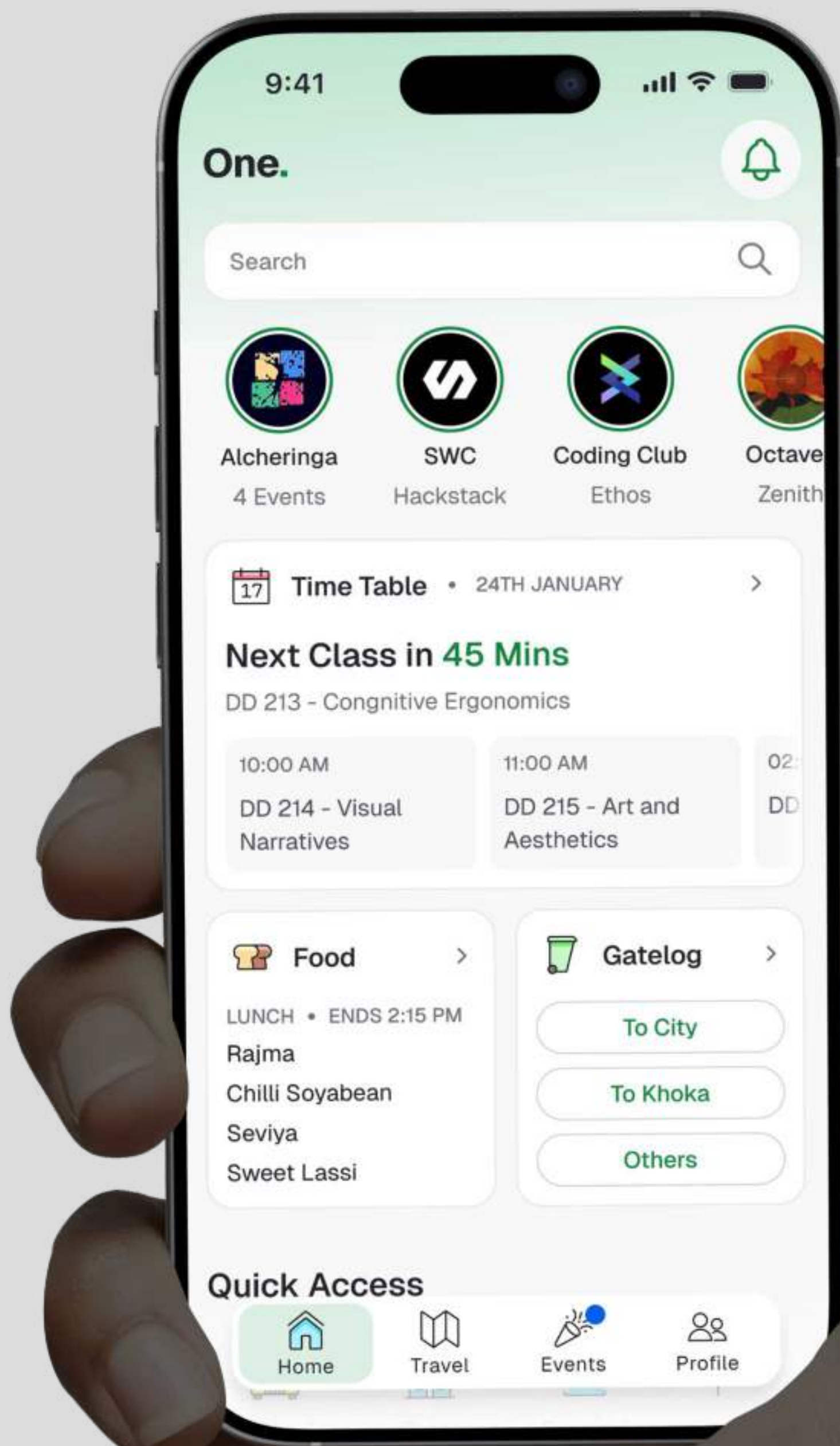
Aims to keep morale high and foster a sense of belonging by making sure everyday efforts are visible, valued, and celebrated.



The Grower

Feels motivated when their efforts and achievements are noticed and valued.





1 Onestop.

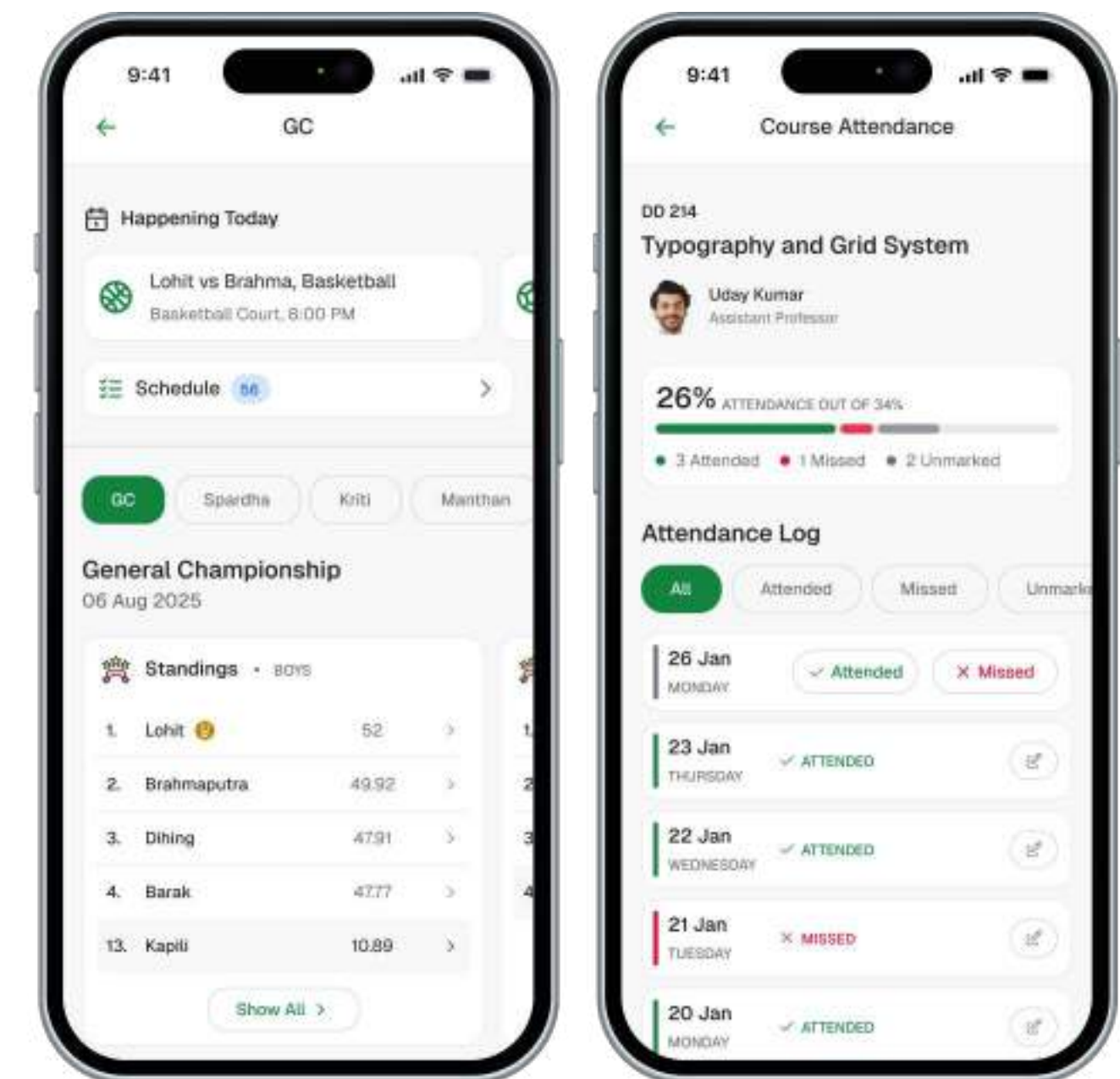
IIT Guwahati's official app for students' every need.

Our app is available on the Play Store and App Store, widely used across campus. We're collecting user feedback to make continuous improvements.

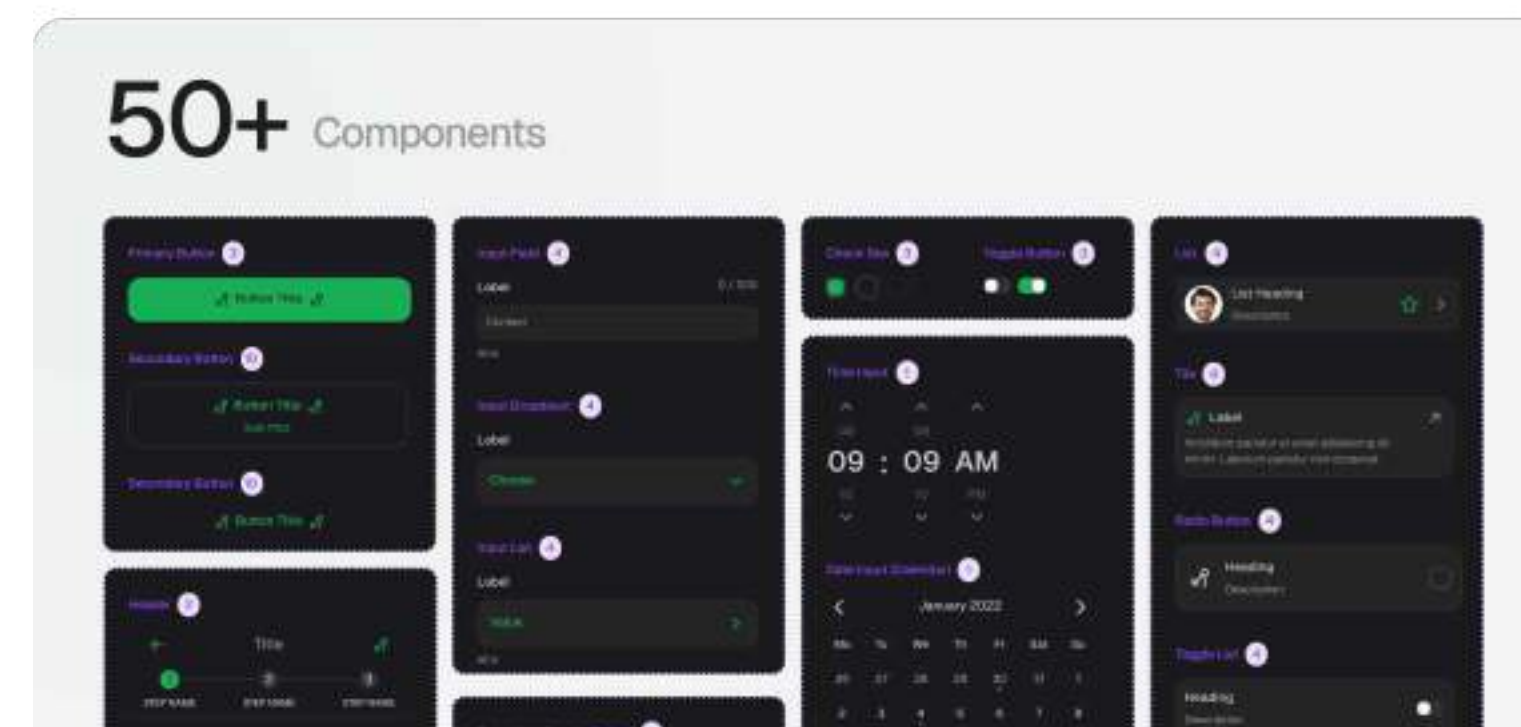
8k+ Active users in campus. Who use the app daily.

1k+ Entries everyday, for just the Gatelog feature.

15% Increase in user satisfaction after the update.



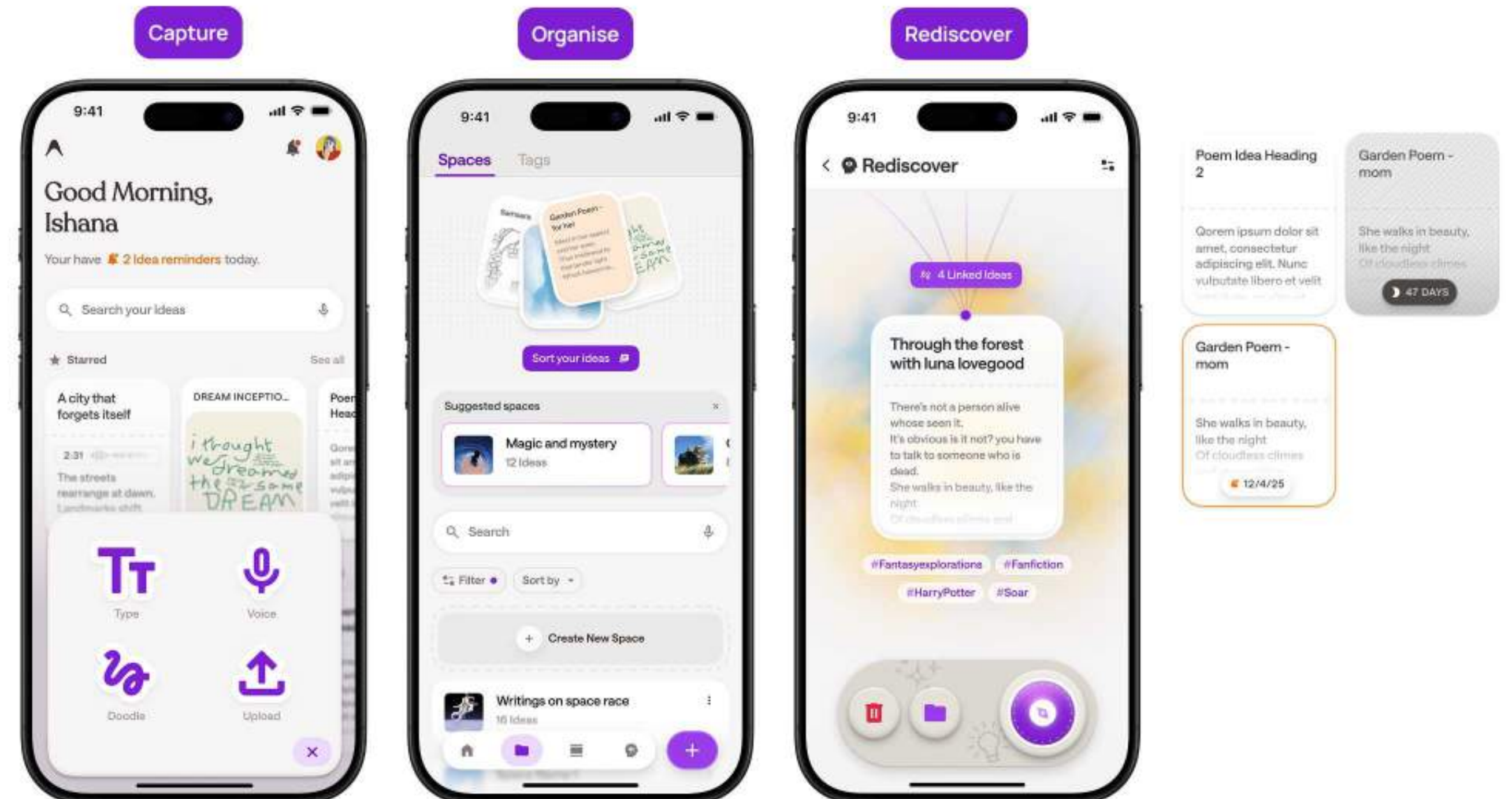
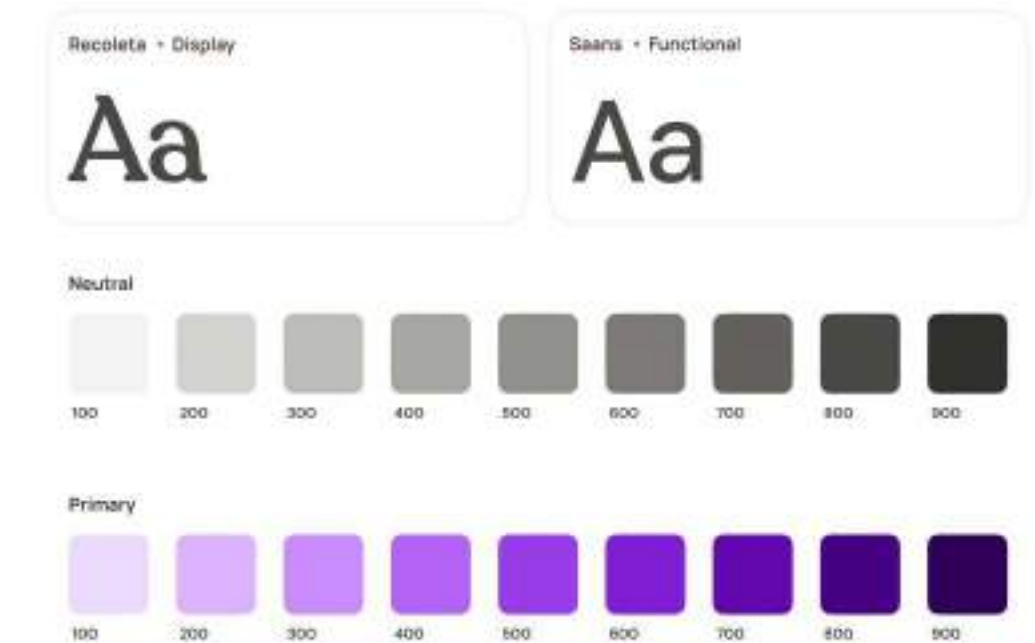
Our Design System



Idea Bank

Exploring how Create practitioners manage ideas.

A research-driven idea management platform that helps creative practitioners capture, organise, retrieve, and rediscover fragmented ideas through multimodal capture, AI-assisted organisation, thematic spaces, reminders, and serendipitous resurfacing.



Recent works

Visual Communication

Habitat I Cafe brand expansion

Designed and executed online deliverables such as social media content and strategy, along with offline materials like menus and table standees, all aligned with the updated brand identity.

The Hatching I Picture Book Illustration

Illustrated an original children's picture book, developed a distinctive visual style and custom typography tailored to deliver an immersive reading experience for young readers (6 to 9 years). The book aimed to foster the themes of inherent beauty and a deeper appreciation for nature.

Guwahati Half Marathon' 2025 I Branding

The Guwahati Half Marathon (GHM), organized annually by IIT Guwahati, is Asia's largest student-organized half marathon. Since its inception, it has served as a platform to promote health, fitness, and social awareness, drawing thousands of runners, enthusiasts, and changemakers from across the country.

Didi Bahini ko Bhansaghar I Branding

'Didi Bahini Ko Bhansaghar' is a visionary initiative brought to life by the State Rural Livelihoods Mission (SRLM), Sikkim in collaboration with the Kudumbashree National Resource Organisation (NRO). More than just a food court, it is a powerful platform that empowers local women — the didis and bahinis — by transforming their culinary skills into a dignified livelihood.

Sports Board IITG I Branding

The Secretary of the Board IITG addressed issues regarding the visibility of the Sports Board and the engagement of the campus community. However, we recognized that this was only part of the challenge and decided to delve deeper, addressing underlying issues to create a more dynamic and engaging experience for the entire student body.

Namaskaram V1

Typeface was designed as a warm, welcoming expression of Indian typography, Namaskaram V1 blends the traditional elegance of Devanagari with modern geometry. Its bold forms and softened curves create a friendly yet powerful visual personality.

Habitat

Cafe brand expansion

Designed and executed online deliverables such as social media content and strategy, along with offline materials like menus and table standees, all aligned with the updated brand identity.



5k+ 100K+

User-generated posts without paid Meta ads.

Organic views on social media



Habitat Cafe, founded by Krishna and Amir, opened its doors in February and has swiftly become one of the most sought-after destinations in Hyderabad, known for its specialty coffee and delectable bakehouse offerings.

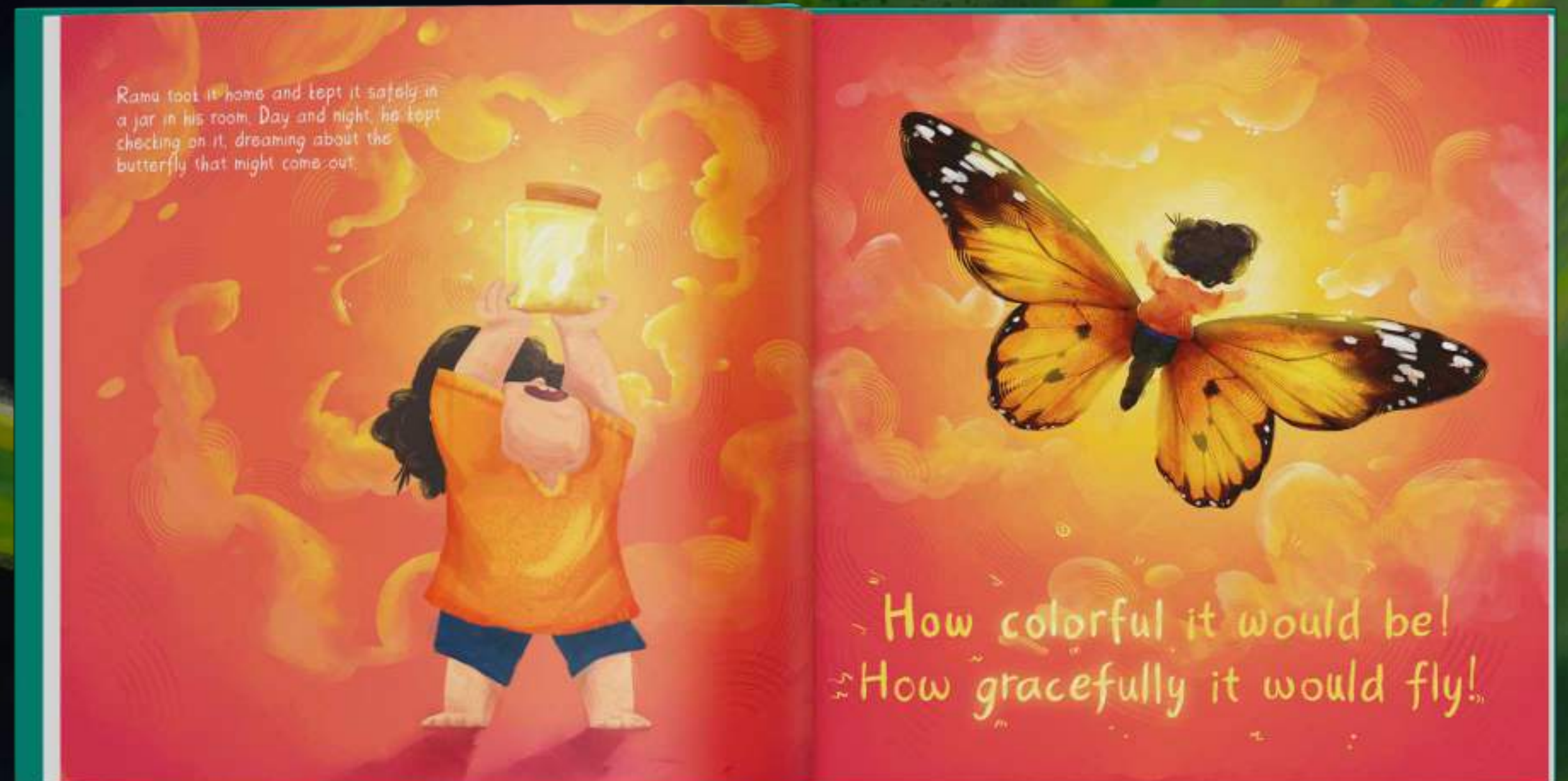


THE HATCHING



Children's Picturebook

Illustrated an original children's picture book, developed a distinctive visual style and custom typography tailored to deliver an immersive reading experience for young readers (6 to 9 years). The book aimed to foster the themes of inherent beauty and a deeper appreciation for nature.



Recent works

Industrial Design

Edge Cases

A modular storage system that turns space limitations into personalization opportunities. Using parametric design and 3D printing, each unit fits specific dimensions, while modular construction allows evolving arrangements. It shifts from standardized products to objects tailored for individual spaces and needs.

Memento for Department of Design

The department of design at IIT Guwahati rests in a calm and quiet place, surrounded by mountains and lakes. This memento should capture that special feeling. This is achieved by a rippling effect of light through the disc.

NIVAARA

Designed a climate-responsive second home for a joint family of 15 by integrating sustainable architectural practices and passive thermal cooling. The project focuses on harmonizing the built environment with nature to cultivate a healthier, more peaceful living experience.

Avia

Developed a table lamp concept for office workspaces which is mountable on cubicle walls. Conducted User Research and Interviews, made CAD models, Renders, and working Prototypes. Finished in Top 50 Designs in Task Lighting in the Wipro iDesign Challenge 2025

Nintendo Tabla

Researched the Visual Brand Language (VBL) and Brand Positioning Statement of Nintendo and its evolution across years. Translated Nintendo's ideology and VBL into a Tabla Concept, focusing on Tangible Interactions, Form, Color, Material and Finish (CMF)

MagMove Chess

Designed for The Next Move 24 (Tech Mahindra & FIDE). Developed a Smart Chess Board based on Solenoid Electromagnets, Multiplexed MOSFET circuit and Raspberry Pi Pico. Made a working prototype of 3*3 and 4*8 chessboard squares. Received special mention for Innovation at The Next Move 2024.

Studio Stool

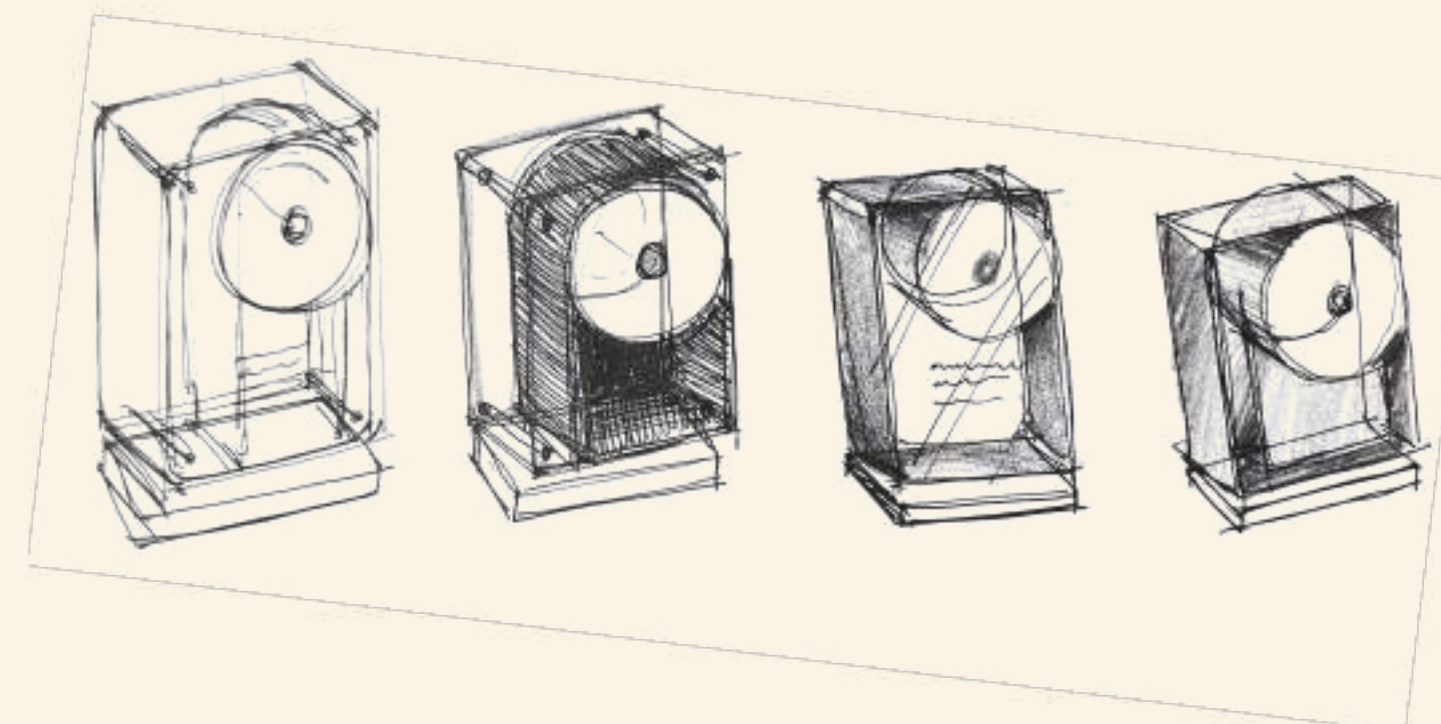
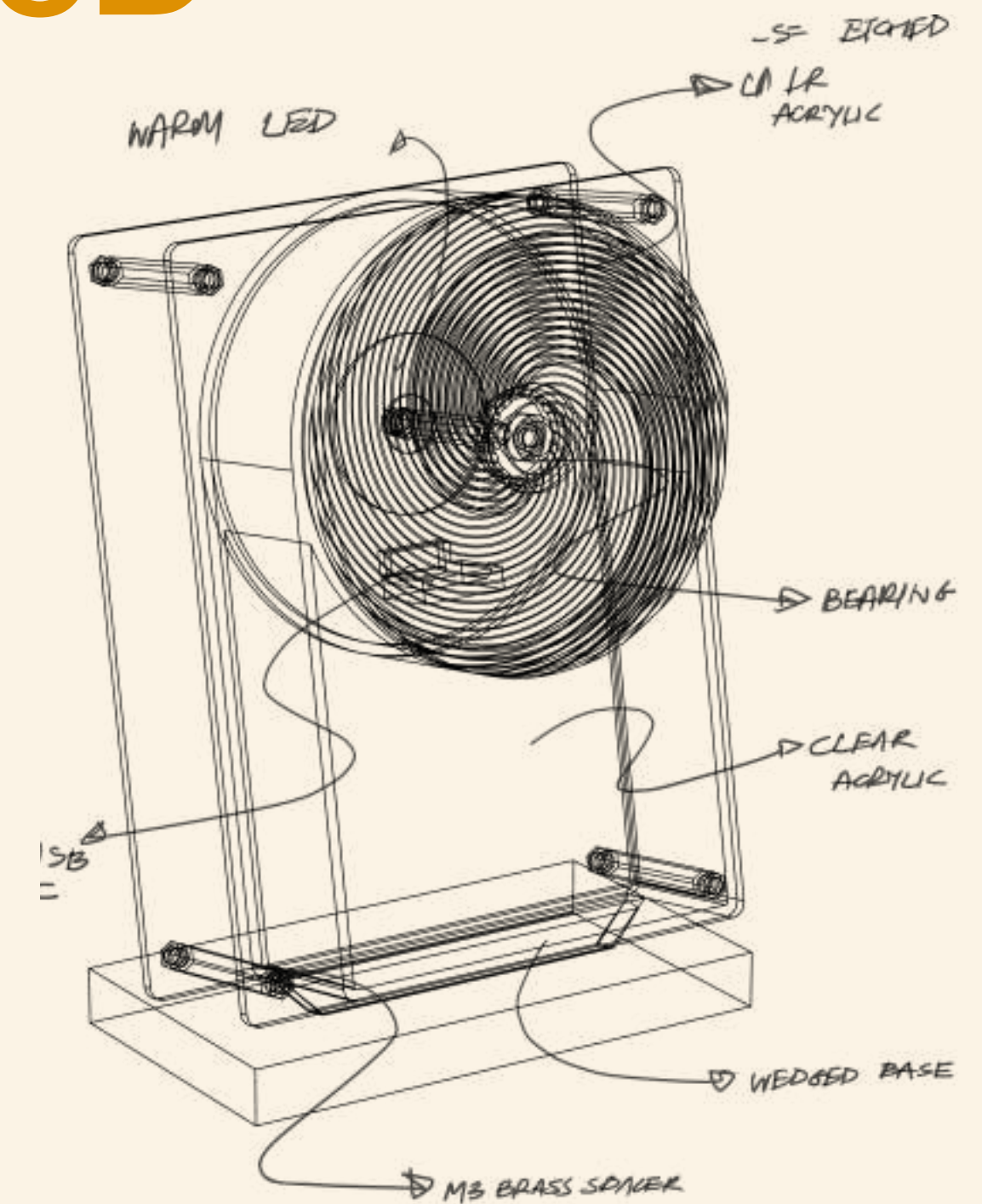
Designed a Studio Stool for creative workspaces, taking inspiration from motorcycle ergonomics to promote active seating. The design facilitates dynamic movement, reducing spinal stress and enabling prolonged, fatigue-free work. Comprehensive ergonomic studies anchored and guided the design and development of my thesis project.

Memento for DoD

The department of design at IIT Guwahati rests in a calm and quiet place, surrounded by mountains and lakes. But inside this peaceful setting is a space filled with creative energy and a beautiful chaos where new ideas are challenged and sparks of innovation are born. This memento should capture that special feeling. This is achieved by a rippling effect of light through the disc.

Objectives of the Project

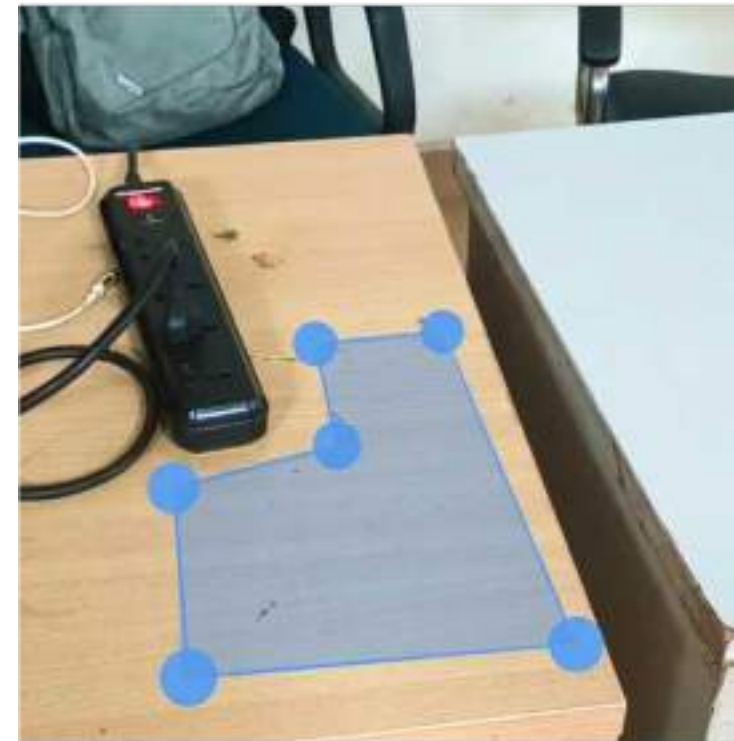
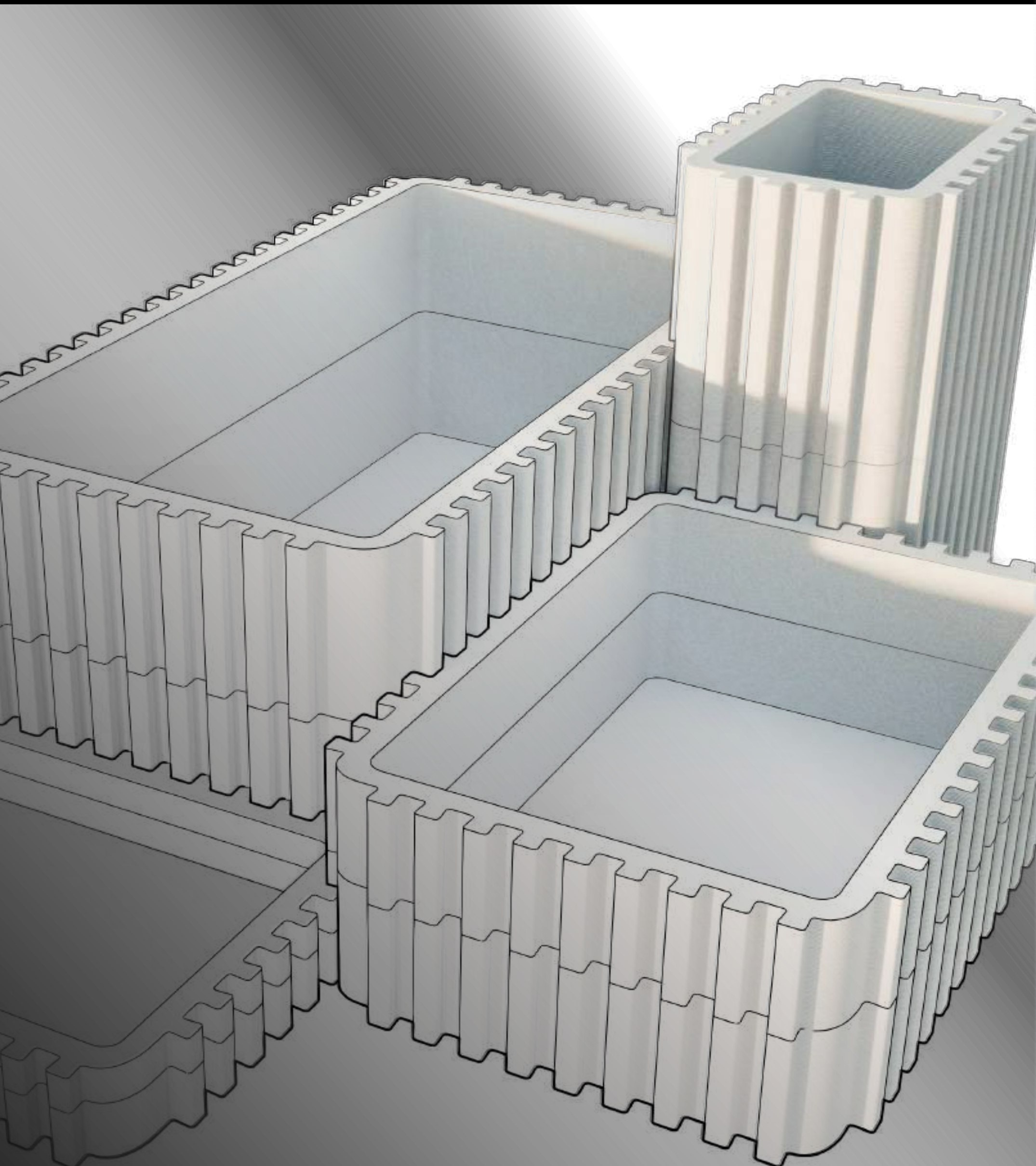
- The object must transcend being a **simple souvenir**
- The final product needs to be a covetable, lasting artifact
- The memento must be **manufacturable in-house** using the workshops in DoD
- Constraints about semantics, interaction, form factor & portability



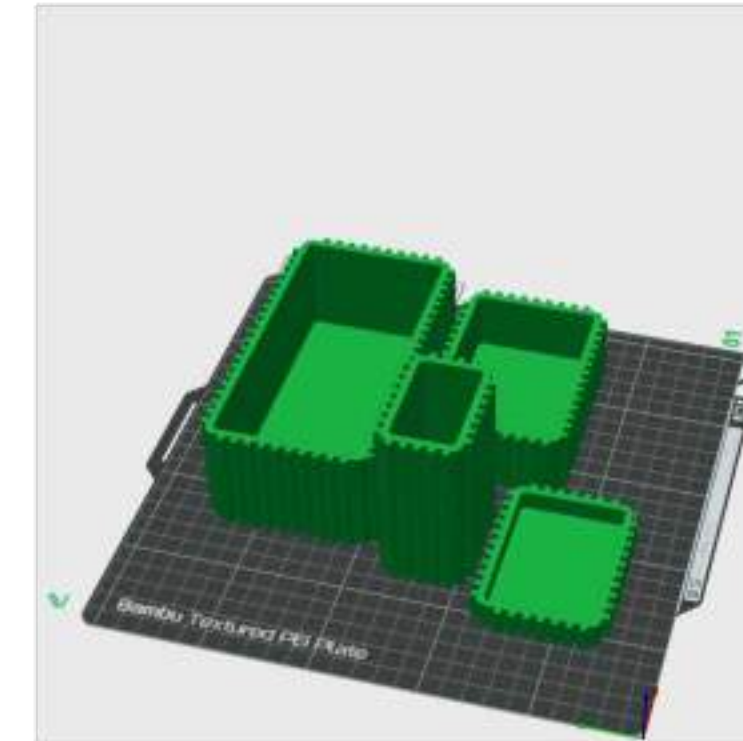
Edge Cases

A modular storage system that turns space limitations into personalization opportunities. Using parametric design and 3D printing, each unit fits specific dimensions, while modular construction allows evolving arrangements. It shifts from standardized products to objects tailored for individual spaces and needs.

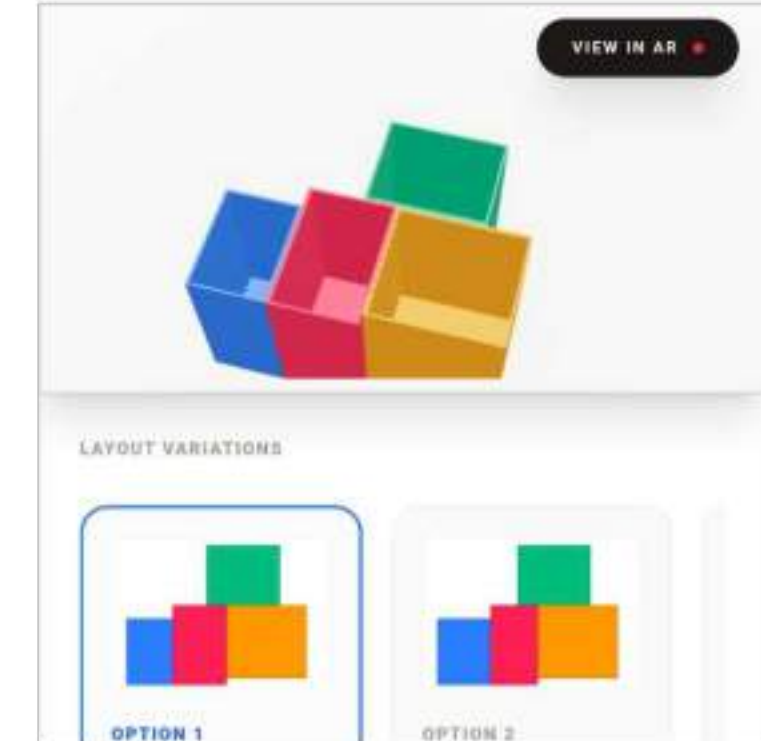
Tech Stacks:



1. AR Scan



2. Get STL



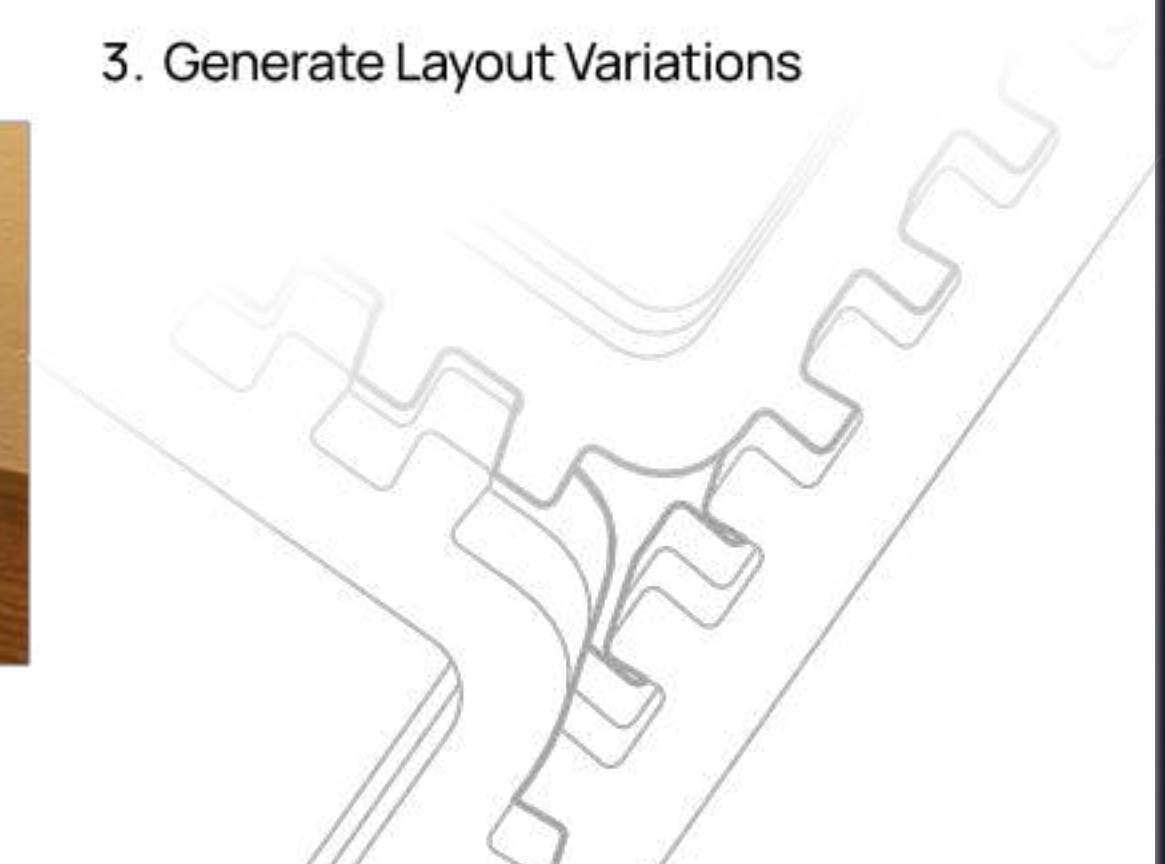
3. Generate Layout Variations



4. Print it out!



5. Voilaa!!



Recent works

New Media Design

Sonder

Sonder is a short interactive experience, aimed to express the feeling of Sonder through short stages, each stage giving a woefully incomplete slice of the lives of various people. The core concept involves presenting mundane conversations in an empathizable way by presenting scenes through the lens of the characters' own investment in the moment.

Ishanya Theme Video 2025

Short film to reveal the theme of Ishanya 2025, the annual design fest of Department of Design, IITG. We used a unique workflow, using the strengths of 2D animation and 3D animation to achieve the specific look that we wanted within the set timeline of one month.

Avia

Developed a table lamp concept for office workspaces which is mountable on cubicle walls. Conducted User Research and Interviews, made CAD models, Renders, and working Prototypes. Finished in Top 50 Designs in Task Lighting in the Wipro iDesign Challenge 2025

Nintendo Tabla

Researched the Visual Brand Language (VBL) and Brand Positioning Statement of Nintendo and its evolution across years. Identified Pain Points in learning of the instrument Tabla. Translated Nintendo's ideology and VBL into a Tabla Concept, focusing on Tangible Interactions, Form, Color, Material and Finish (CMF)

MagMove Chess

Designed for The Next Move 24 (Tech Mahindra & FIDE). Developed a Smart Chess Board based on Solenoid Electromagnets, Multiplexed MOSFET circuit and Raspberry Pi Pico. Made a working prototype of 3*3 and 4*8 chessboard squares. Received special mention for Innovation at The Next Move 2024.

Memento for Department of Design

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अंकुश

The story follows a boy whose name is Ganya. He struggles just to survive, but his imagination and the sweet memories of his mother becomes his hope.

We as audience are witnessing his journey and growth. His journey isn't just about hardship, it's about proving that resilience and hope can still sprout, even in the harshest places on earth like landfill.

Tech Stack



Clip Studio
Paint



Blender



After Effects

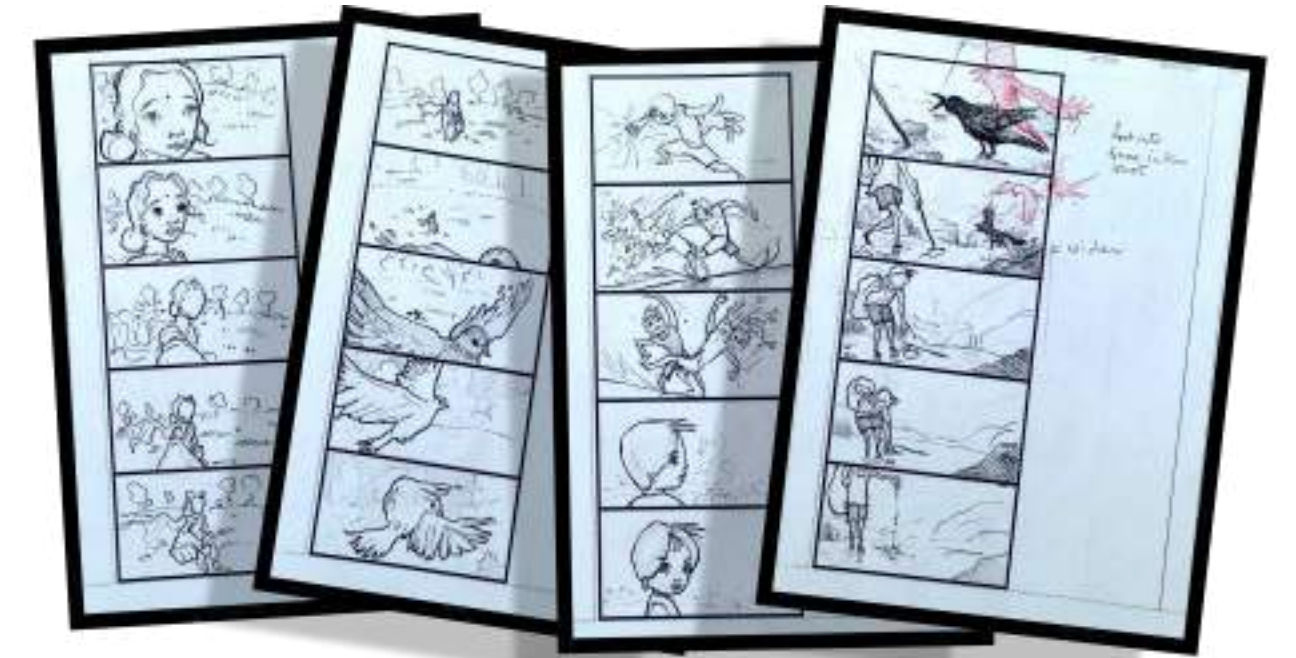


Da Vinci
Resolve

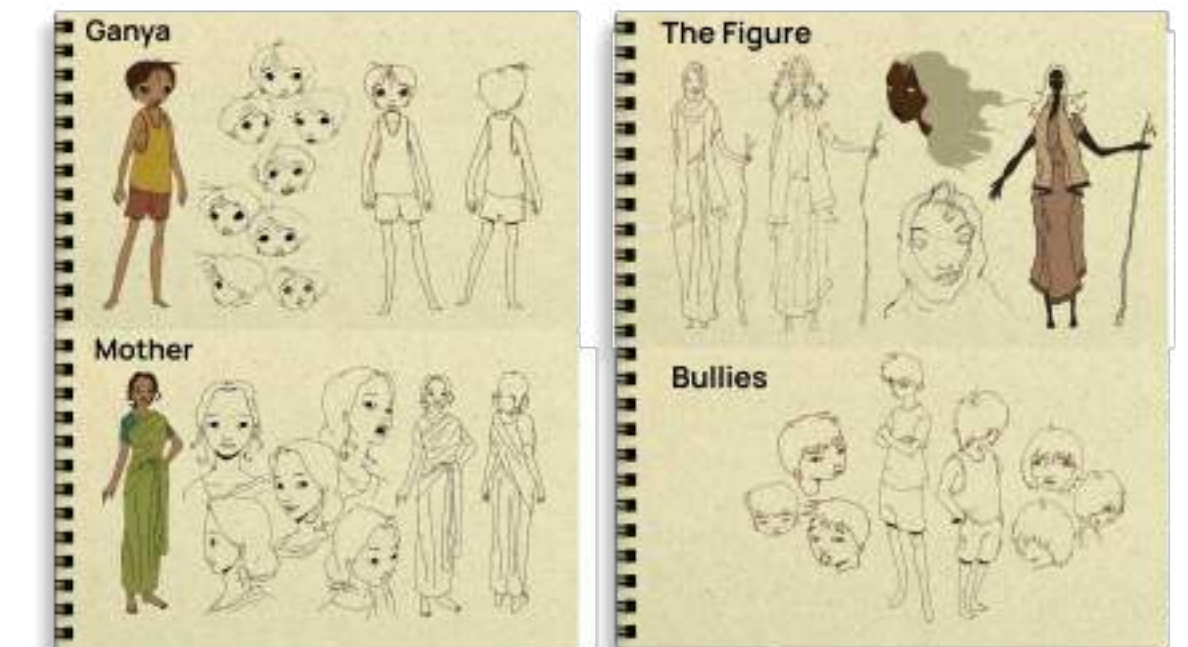
Preview Link



Storyboard



Character Design





SONDER

Sonder is a short interactive experience, aimed to express the feeling of Sonder through short stages, each stage giving a woefully incomplete slice of the lives of various people.

What is Sonder?

'Sonder', coined by John Koenig, is the realization that each random passerby is living a life as vivid and complex as your own.

Tech Stack



Clip Studio
Paint



Blender



Adobe
Photoshop



Godot
Engine

Sketches and Concept Art

Space



Cinema



Cafe



Last Year Recruiters



Past Recruiters



IIT Guwahati Placement Procedure

Starts



Registration & Invitation

- Organizations are invited to participate and can register on the online **placement portal** or contact **placements@iitg.ac.in** to begin the process.
-
-
-
-
-



Job Profile Submission

- Registered companies fill out the Job Application Form (JAF) with complete job details and may request a Pre-Placement Talk (PPT).
-
-
-
-
-



Applications & Shortlisting

- JAFs are shared with eligible students through the placement portal. Students
- apply online, and organizations review applications, shortlist candidates, and
- may maintain a waitlist.
-
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-
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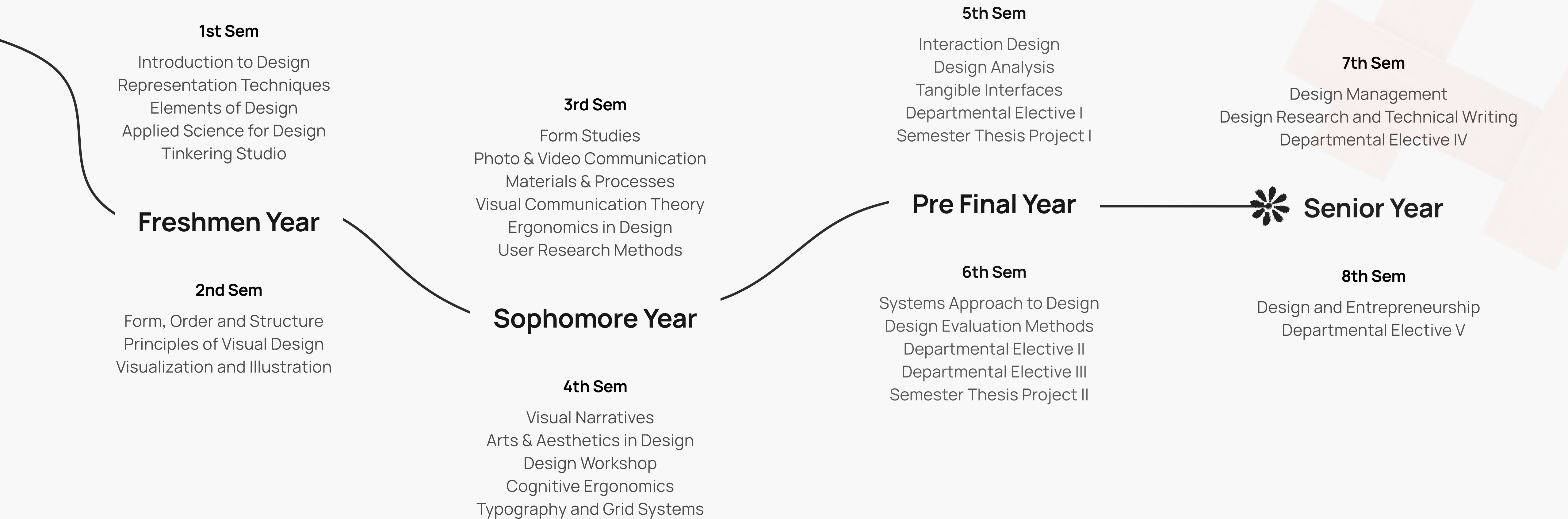
Finishes



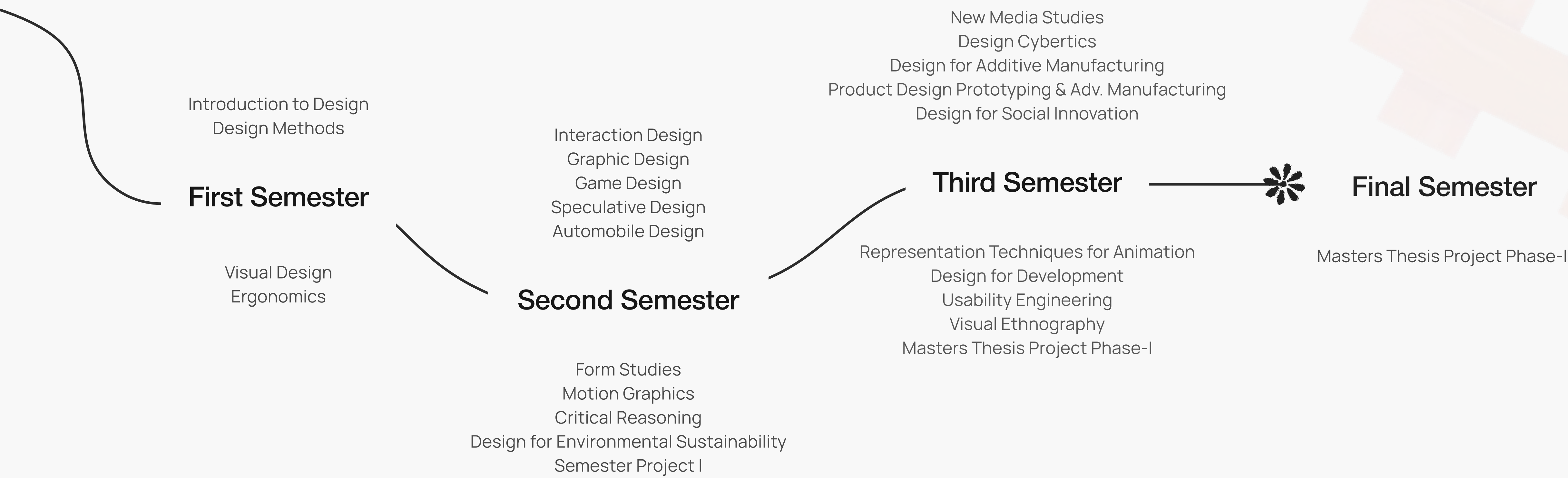
Selection & Offer Process

Companies conduct tests and interviews, while CCD coordinates offer letters and communication after selection.

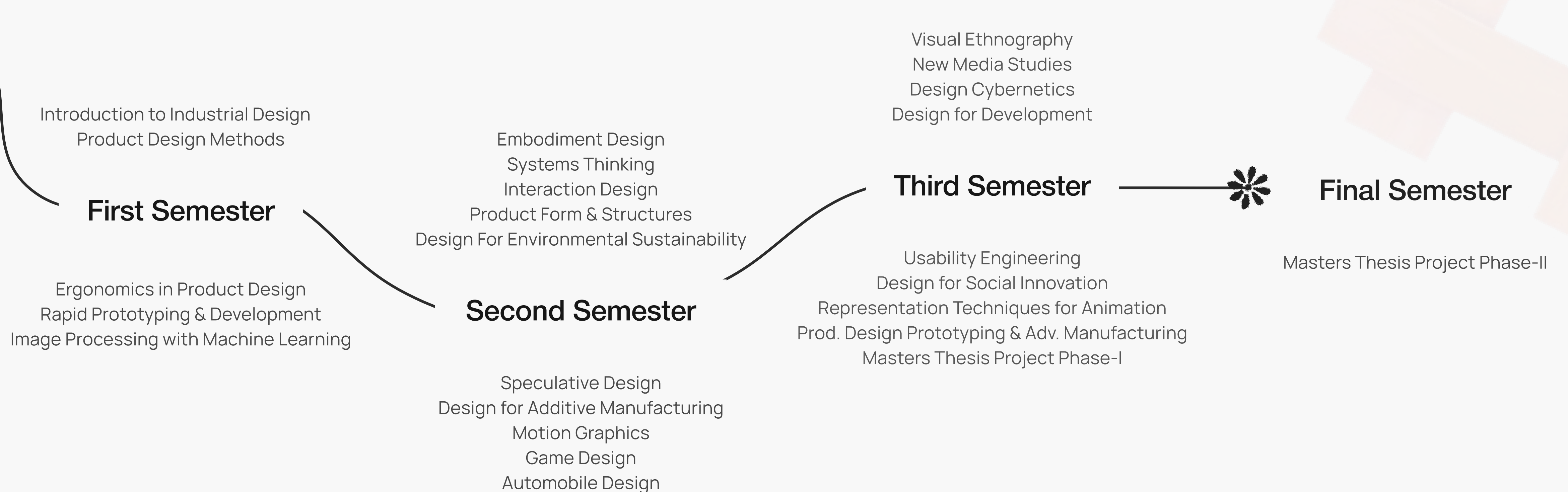
Curriculum (B.des)



Curriculum (M.des)



Curriculum (M.des EPD)



Faculty



Pratul Chandra Kalita
Professor

Design Management, Design Methods,
Systems Approach to Design.



Sougata Karmakar
Professor

Virtual Simulation, Physical Ergonomics,
Cognitive Ergonomics.



Prabin Kumar Bora
Professor

Image Processing and Computer Vision.



A.K. Das
Professor

Industrial Design, Rapid Prototyping and
Tooling, Space Design, Facility Design.



Utpal Barua
Professor

Basic Design, Graphic Design, Design Drawing
and Visualization, Visual Design.



Debayan Dhar
Associate Professor

Usability Engineering, Creativity and
Innovation, Human Computer Interaction.



Manoj Majhi
Associate Professor

Animation, Special Effects, Cartooning,
Research Interest.



Santosh Jagtap
Associate Professor

Systems Design, Interaction Design, Design
Theory, Co Design.



Urmi Ravindra Salve
Associate Professor

Human Factor Engineering, Occupational
Ergonomics, Cognitive Ergonomics.



Keyur Sorathia
Associate Professor

Human Computer Interaction (HCI), Virtual
Reality, Novel Interaction Methods.

Faculty



Sharmistha Banerjee
Assistant Professor

Industrial Design, Design for Sustainability, Bio-inspired Design, Medical Product.



Shareka Iqbal
Assistant Professor

Virtual Simulation, Physical Ergonomics , Cognitive Ergonomics.



Abhishek Singh
Assistant Professor

Architecture Design, CAD, Lighting Design, Parametric Modelling.



Pankaj Upadhyay
Assistant Professor

Product Design, Design for Children, Inclusive Design, Industrial Design.



Sheetal M. Gokhale
Assistant Professor

Film & Video, Story telling & Visual Scripting, Animation, Graphic Design



Supradip Das
Assistant Professor

Toy for tomorrow, Transformable furniture, Structural packaging Design.



Shakuntala Acharya
Assistant Professor

Design Thinking & Creativity, Design for Education & Problem-based Learning.



Ajeet Kumar
Assistant Professor

Additive manufacturing, Architected lattice structure, Biomimetic Design.



Mriganka Madhukailya
Assistant Professor

New Media Studies, Communication Design, Design Fiction, Media Theory.

Department Contacts



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