# Sakina Attarwala

### Work Experience

<b>Visual Designer, TinkerLabs</b> September 2021 - September 2023 Mumbai	• Designed the identity and visual language for UNFPA's 'Just Ask' chatbot that aims to provide social and sexual health information for tier-3 town adolescents. Utilized a mix of visual tools and conversational methods in user testing to refine the identity. Launched in July 2023, the chatbot now boasts over 60,000+ users.
	<ul> <li>Conducted design research and proposed a redesign for Nayi Disha's website, streamlining access to resources for caregivers of persons with disabilities.</li> </ul>
	<ul> <li>Visualized and redesigned materials for the International Justice Mission to improve usability for diverse stakeholders.</li> </ul>
	<ul> <li>Designed the visual identity for 'Upbeat,' a TinkerLabs initiative—a platform enabling young adults to discover guardian-approved plans. The MVP for the platform launched in Delhi led to 15+ sign-ups within 2 weeks of MVP testing.</li> </ul>
	Co-facilitated 'Design thinking X Behaviour Science' workshops for higher education institutions in India.
	<ul> <li>Led primary and secondary design research for a TinkerLabs initiative, optimizing a digital platform for frontline healthcare workers to record routine immunization data efficiently.</li> </ul>
	• Developed visual aids and illustrations for 10+ reports, workshops and projects.
	<ul> <li>Designed communication materials and packaging solutions for HIV self-testing kits, aiming to alleviate barriers hindering the adoption of self-testing among high-risk groups in India.</li> </ul>
	<ul> <li>Led secondary design research, mapped user journeys, designed the information architecture and user flows for Dure Technologies' upcoming 'TB Chatbot' project in Nigeria, Africa.</li> </ul>
<b>Design Intern, DreamJar Studios</b> October 2020 - December 2020 Remote	• Developed storyboards and illustrations for Dreamjar's social platform creatives. Collaborated closely with the creative team focusing on storytelling elements to enhance engagement.
	<ul> <li>Led the conceptualization and design of a cohesive digital presence for a range of brands.</li> </ul>
Design Intern, Paul Studio	Initiated and led the rebranding efforts for the 'Paul Studio' brand.
September 2020 - October 2020 Remote	• Conceptualised and created an engaging and child-friendly visual identity and packaging for a children's spray sanitizer in response to the challenges posed by Covid-19.
Freelance Visual Designer	Collaborated with over 10+ clients, managing diverse projects including
2019 - Present	branding, packaging, visual identities, publications, and illustrations.

## Education

Remote

Bachelors in Design (Visual Communication)

Unitedworld Institute of Design, Gandhinagar 2017-2021

## Skills

Illustrator, Photoshop, Indesign, After Effects, Figma, Premiere Pro, Procreate, After effects, Blender

#### Focus

Illustration, Typography, Print, Identity design, Design research, Interaction design, Concept art, Inclusive design