



# KASHISH GUPTA

story artist & storyteller



<https://www.kashishg-vermi.com/>

Pune, Maharashtra

An enthusiastic and diligent artist with strong leadership skills and keen observation, holding the ability to adapt quickly to new mediums and styles (both in art & writing). She is organised and holds an efficient approach towards work, always prioritising quality. Enjoys puzzles and exploring complex human emotions through storytelling tools, pushing the limits of what can be communicated to an audience as effectively as possible.

## SOFTWARES

Clip Studio Paint, DaVinci Resolve, Toon Boom Harmony, Blender, Procreate, Photoshop, Illustrator, Fresco, Callipeg, Premiere Pro, Indesign, After Effects, Audacity, Heavypaint, Stop Motion Studio, Procreate Dreams

## Additional (Programming)

Java, HTML, MySQL, QBasic, Visual Basic

## LANGUAGES

- Bilingual proficiency in Hindi & English
- Elementary proficiency in German
- Working proficiency in Sanskrit
- Elementary proficiency in Marathi

## SOFT SKILLS

Adaptability, Communication, Project Management, Public Speaking, Problem Solving, Dependability

## INTERESTS

- \* Character Design
- \* Illustration
- \* Picture Book (Illustration and Writing)
- \* Puzzles!
- \* 2D Animation
- \* Storyboarding
- \* Experimental Animation
- \* Voice Acting

## EDUCATION

Sep 2020 - Nov 2025

### National Institute of Design, Ahmedabad - Bachelors of Design

Studied Animation Film Design | Member of Bad Drawings Only

Concluded her study with her WIP film "Patient 29" produced by Somnath Pal (under his creative collective GOIÄ), aimed to shed light on modern day medical procedures and the long term emotional harm they bring to their patients.

Sep 2022 - Feb 2023

### Technische Hochschule Ostwestfalen-Lippe, Detmold - Exchange Program

Studied Character Design, Effect Simulation | Mentored by Rico Dober, Celia Kaspar

Carried out Media Project for DOTLUX and presented the same on behalf of her team at the Detmold City Hall.

Sep 2006 - Mar 2020

### Delhi Public School, Pune

- 12th Boards in CBSE (Feb 2020 - Mar 2020) - 94%
- Illustrated in Cobalt Blue and Paper Bridges (novels written and illustrated by students, a project commenced and carried out by the Takshila Education Society)

## EXPERIENCE

Nov 2025 - Present

### Freelance Concept Artist, Character Designer & Illustrator

Worked with several clients in Animation including Climb Media and did multiple projects for the India Indie Game Development community.

Sep 2022 - Jan 2022

### Character Designer & Storyboard Artist

Created the character "LichtLux" and storyboarded the advertisement to release the same for DOTLUX (a lighting company), now officially launched as their mascot "Uri". This project, done as the semester's Media Project during her Exchange Program, helped DOTLUX win two German Brand Awards in 2025 (in the category of Lighting and Brand Innovation of the Year)

Jul 2022 - Aug 2022

### Freelance Director, Artist, Animator

Developed a 2-minutes long instructional video to be used to train new joiners at Amdocs, a software company.

Created all boards, designs, animation and post-production.

Dec 2021

### Colorist

Coloured the character frames of multiple shots in the film "Pankh" by Ashil Shaji.

## ACHIEVEMENTS

Mar 2020 Secured All India Rank 3 (UCEED examination conducted by the Indian Institute of Technology, Bombay)

Jun 2020 Secured All India Rank 4 (B.Des GDPD examination conducted by the National Institute of Design)

