

# Pulakeshi Salunkhe

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Portfolio: <https://drive.google.com/file/d/196i2-pfPJRVOyCpE2NHSDiVqKm-YDhrE/view?usp=sharing>

## Personal Statement

Hello, I'm Pulakeshi Salunkhe, a graphic designer with a degree in Applied Art and over three years of experience across print, digital, and UI/UX design. Proficient in Adobe Creative Suite and CorelDRAW, I bring strong skills in visual design, colour theory, and layout. I approach every project with clarity, precision, and a focus on delivering impactful design solutions.

## Education

Mumbai University, BFA (Applied Art) | Computer Graphics | (Achieved 62%)

June 2016 - April 2020

Kingston University, MA Game Development (Design) | Game Design | (Achieved Distinction)

January 2023 - April 2024

## Work experience

**Dosxnova, Lead Designer**  
(2 Years 5 Months)

January 2020 – June 2022

- Created custom artworks for individual clients and agencies.
- Designed 3D models for architectural presentations.
- Handled brochure, certificate, and invitation card Designing and Printing.
- Managed printing operations for a Local Publication house.
- Designed game character templates for immersive experiences.

**Nandos UK, Buddy Trainer**  
(1 Year 5 Months)

April 2023 – September 2024

- Fostered a collaborative team environment while monitoring performance and supporting skill development.
- Ensured compliance with health and safety standards.

**Lokayat Prints, Lead Designer & Managing Partner**  
(6 Months and Ongoing)

October 2024 – Present

- Design book covers, advertisement hoardings, and other print materials.
- Handle video production, editing, and live-streaming of events.
- Developed an app to support publishing workflows.
- Manage end-to-end Print-on-Demand (POD) services with a focus on quality.
- Translate Marathi books to English to broaden reader accessibility.

## Key Skills

- Microsoft Office Suit, Canva
- Photoshop, Illustrator, Premier Pro, After Effects
- Procreate, Cinema 4D, Unreal Engine
- Typography, Layout, Composition and Colour Theory
- UI/UX Design Prototyping Tools (Figma, Sketch)

## Projects

**Game Project "Into the Fray" | 2023**

Contributed to 'Into the Fray,' a game developed by a 5-member team. At core a zombie shooter game that emphasizes on collaborative gameplay.

**Prototype Game: "Tales of Arboria" | 2023**

Undertook a solo project to develop a prototype game titled 'Tales of Arboria.' A narrative-driven adventure RPG with open world map and various interactable events.

#### **Webnovel – “The Burning Soul” | 2020 - present**

In progress since 2020, 'The Burning Soul' represents a significant undertaking with a substantial readership of approximately 750k reads.

#### **Written Novel: “The Girl who Lost Magic” | 2025**

‘The Girl Who Lost Magic’ follows a young protagonist on a quest to rediscover her vanished powers, overcoming challenges that test her courage and self-belief. It’s a moving fantasy tale about resilience and the hope that magic may still be found within.

#### **Graphic Design | Current**

During my work period at Lokayat Prints and as a freelance artist I’ve delivered number of Book covers, brochure designs, Certificate designs as well as Printable poster designs, advertisement posters, and even hoarding designs.

### **Interests & hobbies**

- Enjoy visual storytelling through Comics, writing, and digital illustration.
- I regularly explore new design trends, apps, and interactive media.
- Travel, sketching, and emotionally rich fiction inspire my creativity.
- I’m currently working on an illustrated fiction project combining art and narrative.