

k natraj

architect & industrial designer

“highly keen to invoke , involve, manage usable , pragmatic design & interfaces that results from research , moreover looped by psychological parameters bringing programmed analysis to forefront , wish to observe & engage mind to derive outstanding levels – this to equip others to derive the best in their domain & transform perceptions “



Old # 46 , New # 05 , Thiruvalluvar Nagar ,Alandur ,Chennai -600 016, 044-2232 6896 , Mob : 944535 6019; ar.natraj@gmail.com
[url:www.coroflot.com/knatraj](http://www.coroflot.com/knatraj)

Professional exposure

Presently practicing private & handling user centered habitable spaces
Associated with Mare design research , Amsterdam ,Netherlands

1. Project Management

User oriented space creation , Process workflow control, quality control , services design , Execution crisis management , Time ,space ,cost handling , Approve mock-ups , interact , resolve ,test features, ISO standards & regulation , Performance & result study , Client management, Documentation control & preparation : centralized to understanding of designer ,vendor & Client, Manage Team , Produce Post-mortem reportage
Participate meetings & focus group understanding , resolve issues

Jan 2006 – Feb 2008
EDIFICE Architects Pvt. Ltd ., Chennai

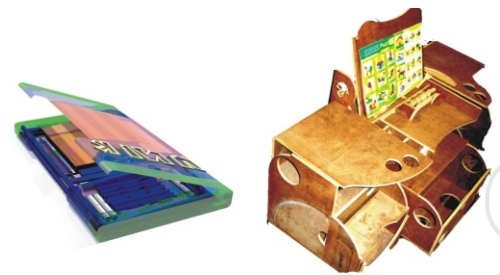
Designation : Project Manager
Tata Consultancy Services –Chennai One -Interiors- (0.5 mil sft)
Photon IT Park – Architecture (0.25 million sft)
Syntel Global Development Center - Architecture (1million sft)

2. Interaction / Usability designer

Understand user –child-notions & perceptions –handling – build research reports , design ,develop ,establish mock ups , Critical reasoning , Value engineering , Market products

June – Nov –2005
Skillofun Toys ., New Delhi

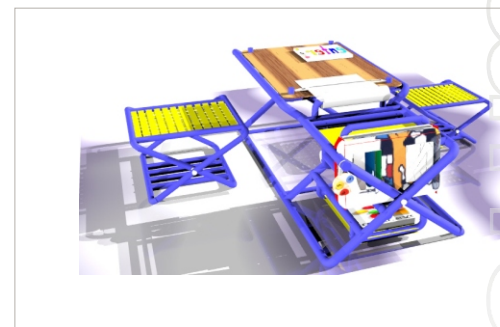
Designation : Interaction designer
Children learning & creative station –series of wood & plastic products -UNIK



3. Content Management – Subject Matter Expert

Collect , analyse ,prepare and post articles on architecture ,products & materials

October 2004 – May 2005
Archi-Design Perspective Magazine ., New Delhi
Designation : Part time Article writer and data analyst ,subject expert



4. Trainee

2002 : on-site .,Kingsway consultants ,Chennai –June – October 2001
Site construction activities
2004 : K-Lite Industries (luminaire manufacturers) – July-August 2004
Shop-floor manufacturing exposure , Quality & product management principles

academic training

Engineering Graduate , B.Arch .,
University of Madras
S r m Inst. of science & Tech. (presently Deemed University) -2003

Post Graduate Degree , Industrial Design
School of Planning and Architecture ., New Delhi -2005

Credentials

Illustration packages : Corel draw, freehand , Adobe Illustrator
Text Editing : Quark Xpress , Adobe In-design
Image Editing : Adobe Photoshop, Arcsoft Photostudio 2000
2D Animation : Director, Adobe Image Ready
3D Modelling : Rhinoceros ver 3.0
Video posting : Adobe Premier
Other Tools : MS word , MS Paint ,Power Point ,MS Project Scheduler

Matriculation 80.2 %
Secondary board 90.0%
Undergraduation : first class 71 .3 % (XX Medal Rank holder)
Post graduation : Second class
GATE score : 91.76 % (ranked : 103)

skill's	Knowledge
<ol style="list-style-type: none">1.effective management principles2. pragmatic design perserverance3.observation skills4.public-relation and imminent crisis management capability5. diligent ,focused6. understand design based on user approach & interaction7. communicative capabilities8. Journalism & Documentation capabilities9. generation of concepts , themes & ideas10. Aggressive learning capabilities11. multi-tasking capabilities & team player	<ol style="list-style-type: none">1.project scheduling2. design philosophy & approach3.client management4.diversified area of life, design & detailing to perfection5. Complete design to built-up process6.user interface design for spaces (2d & 3d)7. product design & marketing8. entrepreneurship9. technical issues of building ,materials & user linked perceptions10. inflow order & management11.design theories & approach methods12.behaviourial patterns
Talent	developing skills
<ol style="list-style-type: none">1. sketching & evolve path-breaking ideas2. research bound3. innovative thoughts4. pragmatic ,minimalistic approach5.literature6. passionate designer7. willing to go extra-mile8.organized work pattern & style	<ol style="list-style-type: none">1.multiple projects2.varied exposure on work culture & attitude3. exposure to multi-lingual people and set of standards4.furnish skills to perfection5. scientific management6.willingness to research & develop benchmarks7. develop quick learning skills8.Usability engineering