PORTFOLIO

SELECTED WORKS



SHREERAJ NARWADE

SCHOOL OF ENVIRONMENT & ARCHITECTURE, INDIA



SHREERAJ NARWADE

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shreerajnarwade301@gmail.com

I'm a designer from India with a background in Architecture and a passion for UI/UX and interaction design. My design philosophy revolves around how environments influence the way people live, interact and feel. I'm fascinated by the intersection of physical and digital spaces, always looking for ways to merge form with experience. Outside of design, I enjoy singing, playing the piano, and exploring the world of video games, both playing them and understanding the experiences behind them.

Experience & Positions Held

2010 - 2013	Power Forward District Level Basketball
2013 - 2016	Inter-School Champions in Badminton
2009 - 2018	Tenor School Choir
2021 - 2022	Class Representative & Member of Council SEA
2024	Architectural Intern LocalxSociety
2024 - 2025	Architectural Intern Anagram Architects

Languages

ENGLISH | HINDI | MARATHI

Skills

3d Modelling	Rhino | Sketchup | Blender | 3ds Max
Rendering	Lumion | Enscape | Vray | TwinMotion
Drafting	AutoCAD | Revit | Gstar-CAD
Post-Processing	Photoshop | Illustrator | Indesign
Video-Editing	Premiere Pro | DaVinci Resolve
Game-Design	Unreal Engine
Design	Figma | Framer | Wix | Google Sites
Others	MS Office Suite | Google Suite | QGIS

Education

2009 - 2019	Nath Valley School, Aurangabad CBSE Primary & Secondary School
2019-2021	Nath Valley School, Aurangabad CBSE Junior College
2021-2026	School of Environment & Architecture, Mumbai University Bachelors of Architecture

Workshops

2022
Architectural Kitchen BY DUSHYANT ASHER
Network Literacy BY LIUBOV TUPIKINA
Technological Sensoriums BY DUSHYANT ASHER

2023
Thinking Through Mobility BY NATASHA MARU
Urban Information Systems & GIS BY ABHIJIT EKBOTE
V-Ray Rendering BY KAARWAN CO.
Rhino & Grasshopper Modeling BY KAARWAN CO.
Parametric Design through Grasshopper BY DESIGN INTERVENTIONS
UI/UX Design BY KAARWAN CO.

2024
Archiving BY ARPITA KULKARNI
Architectural Illustrations BY BLESSEDARCH & ARCHART

2025
Product Design BY SIDDHESH KADAM
Professional Practice & Ethics BY PRASAD SHETTY
Landscape Design BY RAVINDRA PUNDE

2026
UI/UX Design BY MINOTI MEHTA

Awards & Certifications

2016
Microsoft Office Specialist : Expert on Office Suite 2016
Ranked 1st at State Level
Ranked 2nd at National Level

2021
AutoCAD Expert Certification

2022
'StoryMaps by ESRI' by CEPT -- Certification & Trophy
Ranked 1st at State Level

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an ambient layer of music to wander through these pages, do scan to play

01

SYNTAX OF BEHAVIOUR

A MODULAR KIT OF PARTS FOR EVERYDAY BEHAVIOUR IN PUBLIC SPACE

SEMESTER 10 - THESIS DESIGN

Public behaviour within urban spaces is deeply influenced by the built environment, yet many contemporary town planning schemes, particularly mono-functional residential layouts, prioritise zoning, order, and efficiency over everyday human interaction. This often results in rigid, under-utilised spaces that fail to support natural social behaviour, causing people to either adapt informally or disengage from public spaces altogether.

The design question then asks,

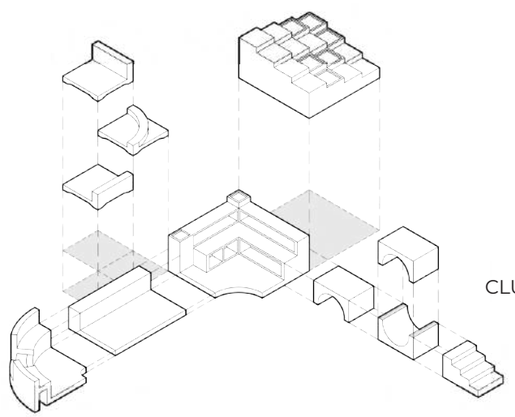
"How can everyday human behaviours be translated into minimal architectural forms that, when clustered, can transform sterile residential town planning schemes into active and inclusive public spaces?"

DESIGN INTENT

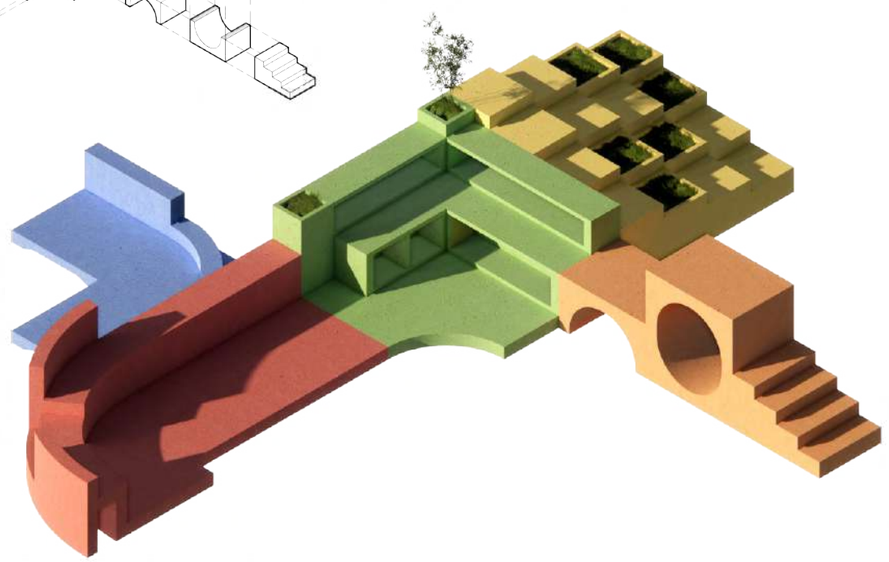
The project proposes a kit of behavioural parts, mass-produced, modular elements that are not buildings, but spatial supports for everyday actions.

Each part is derived from a specific observed behaviour and provides the minimum spatial conditions required for that behaviour to occur comfortably, safely, and repeatedly.

Together, these parts form adaptable clusters that transform underused, leftover, or fragmented neighbourhood spaces into active social grounds without large-scale demolition or reconstruction.

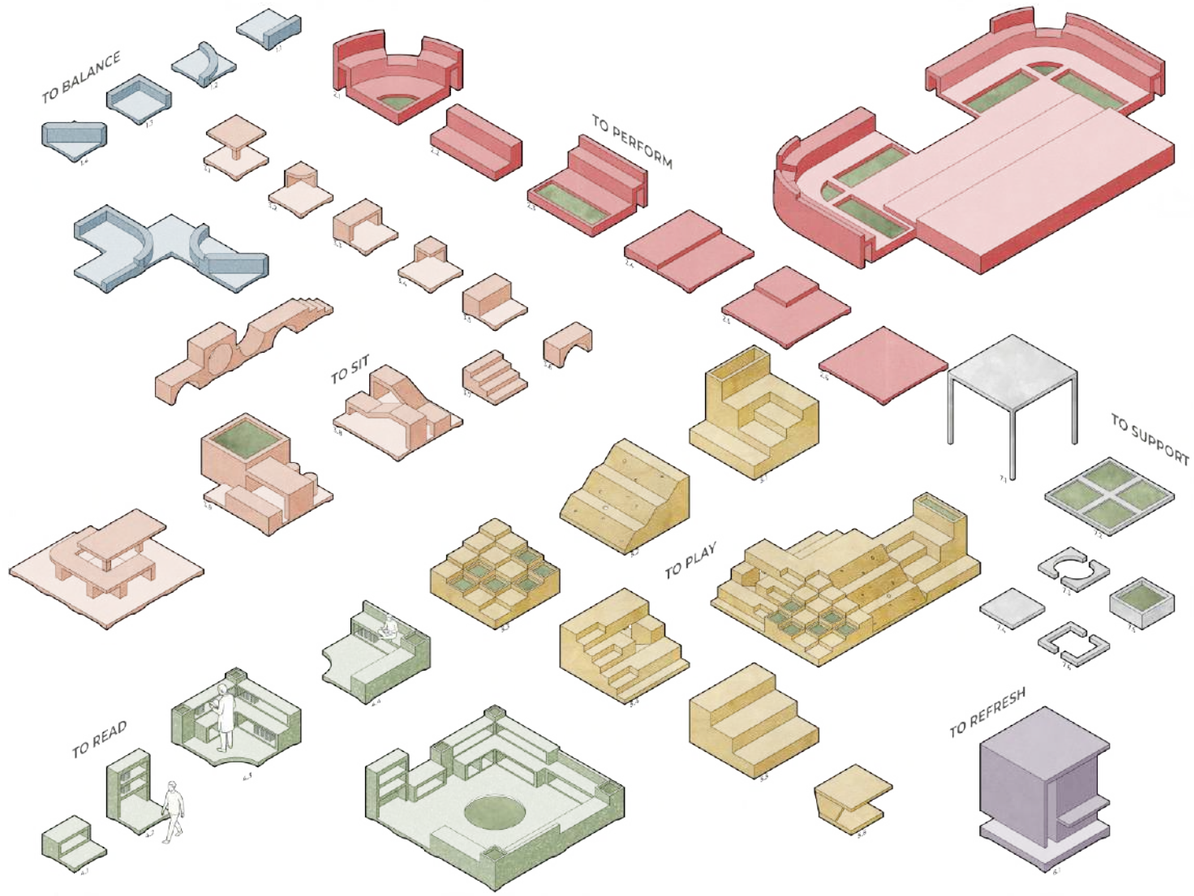


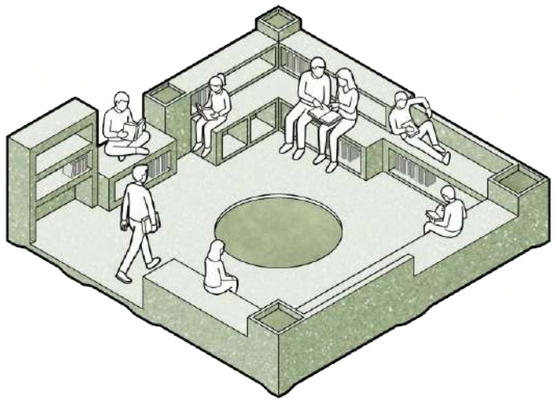
CLUSTER COMING TOGETHER



SketchUp | AutoCAD | Photoshop | Illustrator | Enscape

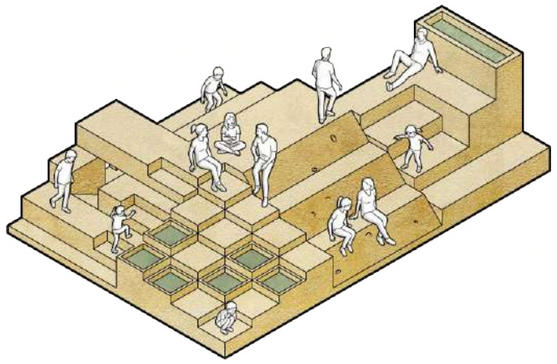
THE KIT





This cluster demonstrates how the modular kit adapts to quieter and more focused activities. Linear seating, integrated shelving, and varying edge conditions create multiple postures for reading, resting, and interaction.

The arrangement allows users to occupy the space individually or collectively, transforming the module into an informal learning and social environment.



This cluster explores how changes in levels and fragmented surfaces encourage movement, play, and spontaneous interaction.

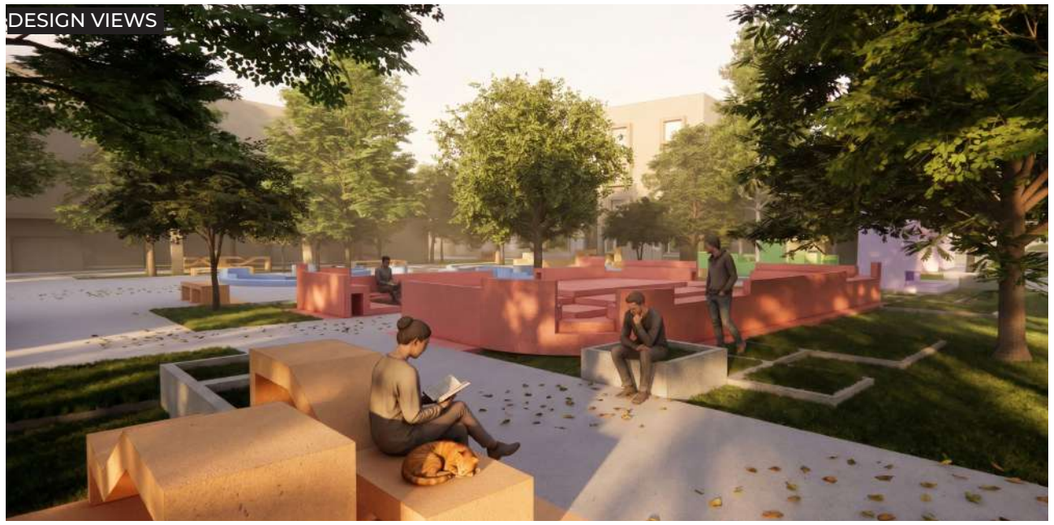
The modular system creates opportunities for sitting, climbing, pausing, and gathering, allowing users of different age groups to engage with the space in multiple ways.



SITE ISOMETRIC



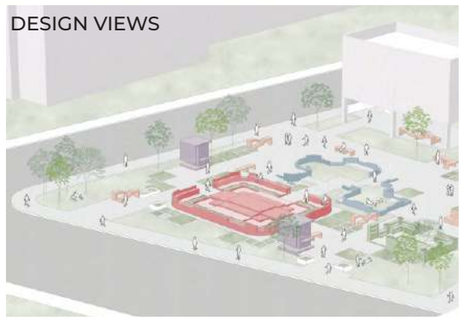
DESIGN VIEWS



DESIGN VIEWS



DESIGN VIEWS



DESIGN VIEWS



DESIGN VIEWS



SketchUp | AutoCAD | Photoshop | Illustrator | Enscape

02

MICRO-CLIMATIC FORTWALL

MOTI DAMAN, GUJARAT

SEMESTER 3 - ENVIRONMENTAL FLOWS

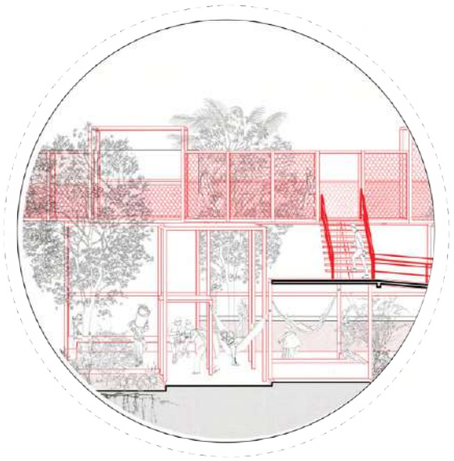
w/ Chetasvi Patel

The promenade, a hard structure, very alien to the present landscape outside the Moti Daman Fort. It's harshness is intensified to an unbearable extent due to the scroching heat causing extremely high temparatures and very rough & warm wind currents. To add, the site has no shade from the sun whatsoever, from the glaring sun above, making it impossible for humans and animals to habit the place. Although there are a few microenvironments, which provide pockets of shade, softening the rigidness of the fort wall, which in turn, merges with the landscape. The design question then asks,

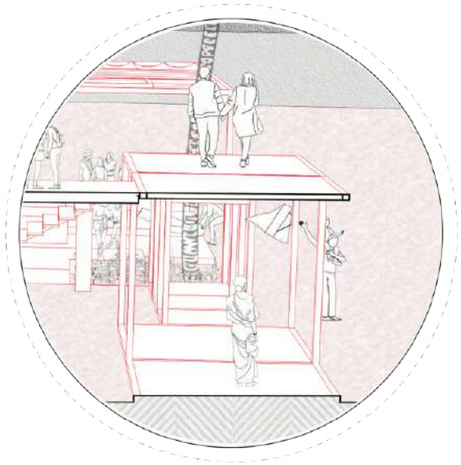
"How can more such micro-environments be created using the same spatiality the trees provide? How can it then, cater to everyone, making it more interactive, and also make the fortwall permeable?"

DESIGN PROGRAMME

- Resting space for workers
- Leisure space for tourists
- Washroooms
- Vending spaces promoting an economy
- Viewing deck



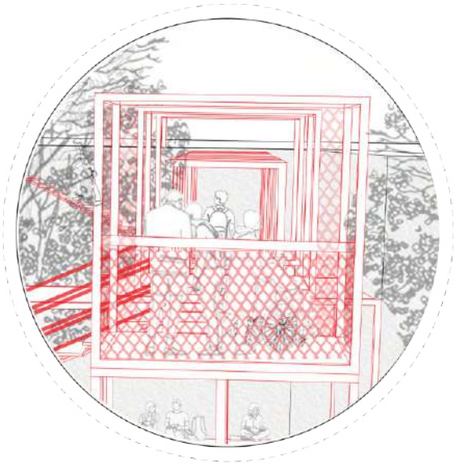
COURTYARD SPACES BETWEEN MODULES



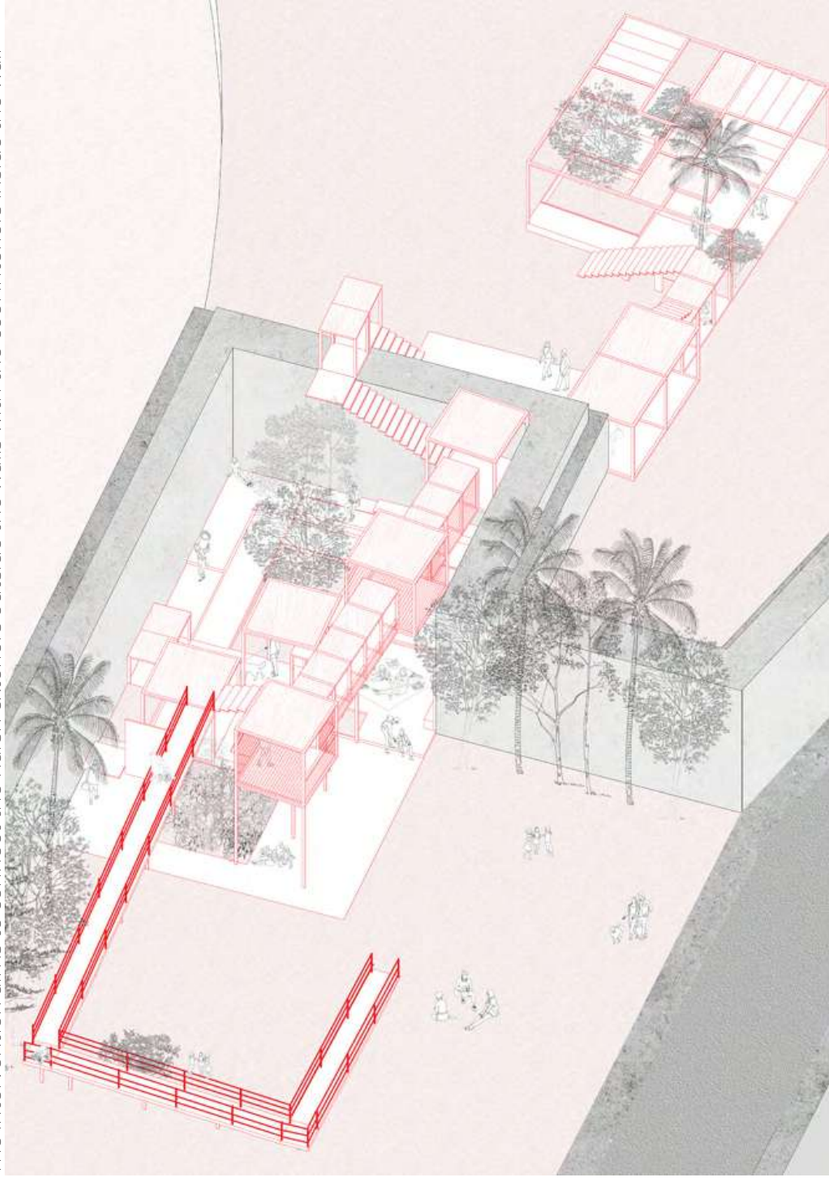
CORRIDORS



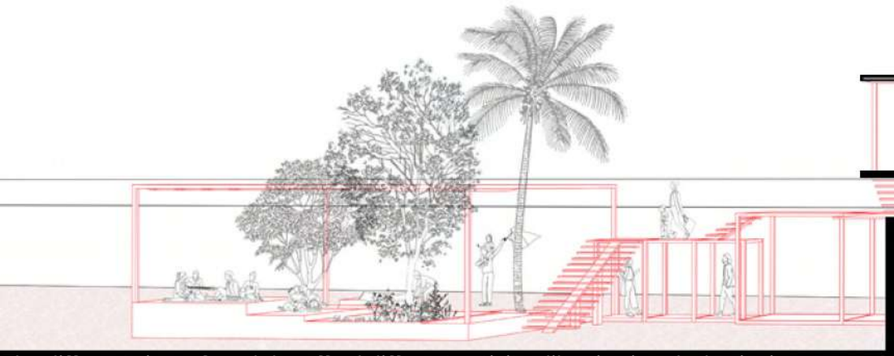
RAMPS



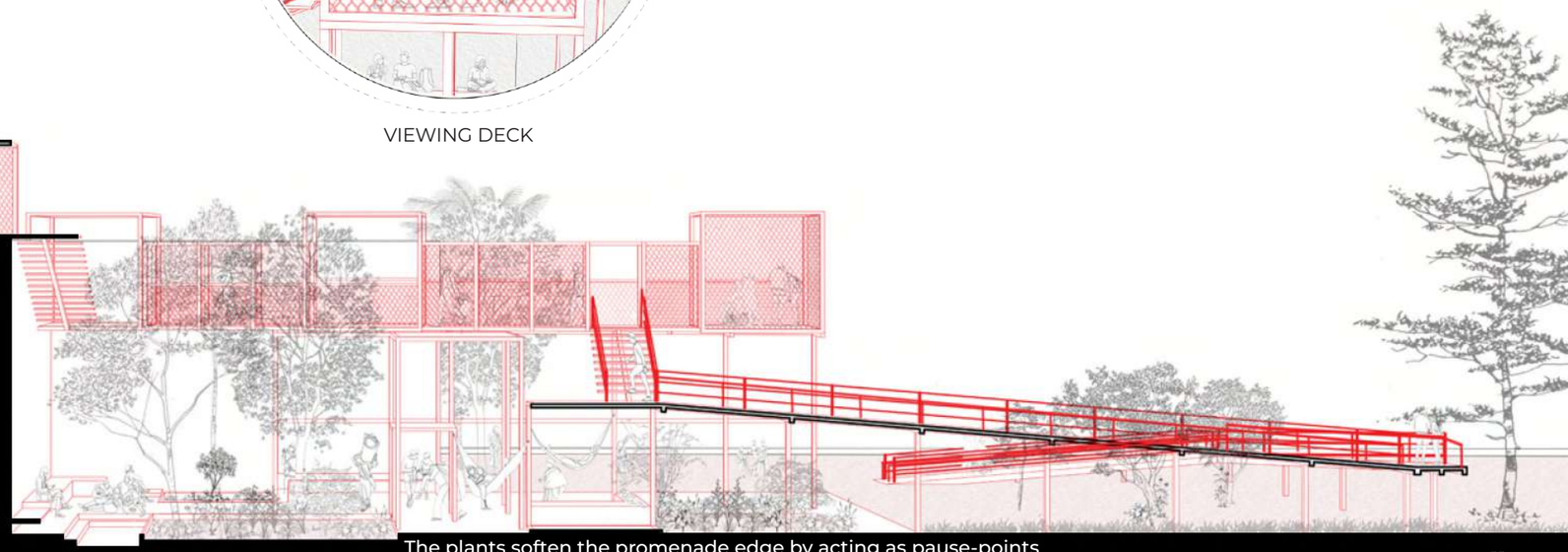
VIEWING DECK



The intervention aims to connect the harsh exteriors outside the walls with the cool interiors inside the wall



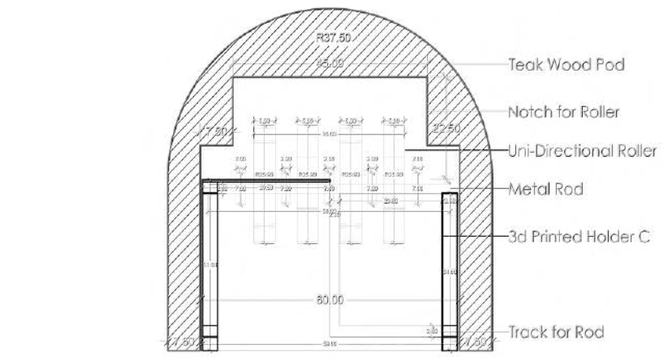
The different sizes of modules afford different activites like viewing deck, picnic spaces, etc

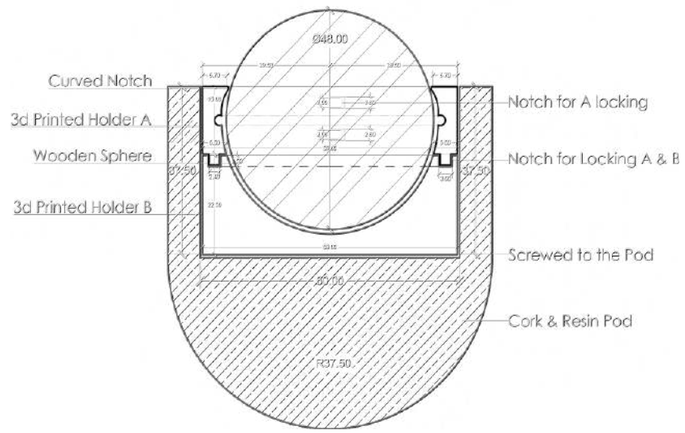


The plants soften the promenade edge by acting as pause-points

SketchUp | AutoCAD | Photoshop | Illustrator













SHIATSU POD MASSAGER

SEMESTER 7 - PRODUCT DESIGN

w/ Anika Pugalia

CONCEPT

The idea behind making a massager was to come up with a versatile dual-function massager designed for comprehensive muscle relief. One half features a 360° spherical ball massager, perfect for deep tissue relief, and being infused with essential oils makes makes it more effective in calming your senses too while relaxing the soreness in your muscles. The other half includes a unidirectional disk massager, offering gentle and a soothing muscle relaxation, in contrast to the first half. Both pods come in an ergonomic and capsule form, making it a perfect desktop accessory for you. A perfect blend of practicality and aesthetics.

MATERIALS

The materials used very well complement the use and function of the entire pod. The hard teak wood sphere achevies the purpose of providing relief in your deep tisues & targeting specific muscle knots with precision. Also, after infusion with essential oils, the wooden sphere absorbs it well, making it long lasting and smooth for massages anytime. The Pod itself combines a cork and resin mix for one pod, explored by us, known for its lightweight and resilient properties and elegant teak wood for the other, chosen for its durability and rich texture, seamlessly blending natural materials with functionality.

MANUFACTURING PROCESS

Making of both the pods required us to have cubes of 4” x 4” x 4” which were then carefully cut in a manual lathe machine with the help of a skilled worker. For wood, we had to source it in a good quality without cracks to ensure strength and durability. And for resin cork, we made the mixture & mould in house and let it set to solidify. As for the internal components, to maintain accuracy, we got them 3d printed in a translucent PLA filament, which let us explore PLA as a material too, in our material exploration. Overall, our material exploration was very comphresive considering us making a new material for our pod.

Rhino | AutoCAD | Photoshop | Illustrator | Enscape

04

BRB - the feed can wait

a digital detox retreat designed for GenZ

SEMESTER 9 - UX CASE STUDY

BRB is a digital detox platform designed to help Gen Z pause their relationship with constant feeds and over stimulation. Guided by the idea that “the feed can wait,” BRB offers a minimal, anti-addictive app that encourages brief, intentional use through slow interactions, grounding prompts, and gentle walking suggestions across the city, without gamification, notifications, or wellness pressure.

A daily color prompt invites users to notice and photograph their surroundings, forming a private 3×3 collage that gradually becomes a personal archive of presence. Over time, participation may unlock real-world experiences or local rewards, framed as gratitude rather than achievement. BRB functions as a quiet interruption, reminding users to step away, slow down, and return to life offline.

PROBLEM STATEMENT

Gen Z faces constant digital overstimulation, but lacks simple, non-addictive ways to pause, disengage from screens, and reconnect with everyday life.

GOALS

The goal of BRB is to help Gen Z pause, take a break from the screen by encouraging intentional phone use in the form of tasks and reconnect with everyday life through calm, minimal, non-addictive interactions.

DESIGN PROCESS

The design process focuses on understanding how Gen Z experiences digital fatigue and everyday urban life. Insights from research inform clear definitions, simple user flows, and minimal design decisions. Each stage prioritizes clarity, restraint, and intentional interaction, ensuring the final solution encourages pause rather than prolonged engagement.

TARGET AUDIENCE

The target audience for BRB is Gen Z users aged 18–28 living in urban environments, who experience digital fatigue and want to get out of the digital realm to slow down and reconnect with everyday life.

Figma | Photoshop

User Research

User research revealed high digital fatigue among Gen Z users and a lack of calm, non-performative solutions for disengaging from screens.

Competitive Analysis

Most digital wellbeing tools reduce screen use through gamification, productivity framing, or strict restrictions. BRB differs by encouraging intentional disengagement through calm rituals, urban exploration, and offline rewards.

Company Name	BRB	Forest	Minimalistic Phone
Company Info	Digital Detox App	Focus Timer App	Simple Phone Interface
Encourages less screen time	✓	✓	✓
Gamification or streaks	✓	✓	✗
Offline, city-based engagement	✓	✗	✗
Long-term, real-world rewards	✓	✗	✗
Calm, non-performative design	✓	✗	✓

Quantitative Research

An online survey was conducted with Gen Z users aged 18–28 to understand phone usage patterns, digital fatigue, and attitudes toward slowing down. The insights informed key design decisions for BRB.

Screeners

- Aged 18–28
- Urban residents (Mumbai)
- Regular smartphone users
- Experience screen fatigue or overstimulation

Observations

78%

Reported checking their phone frequently without a clear reason.

67%

Felt mentally tired or overstimulated after extended screen use.

71%

Expressed a desire to slow down but did not know how to do so consistently.

47%

Found existing wellness or mindfulness apps overwhelming or performative.

66%

Said walking or observing the city helped them feel calmer.

98%

Were open to using a minimal app designed to reduce screen time.

Pain Points



1. **Unconscious Phone Use**

   Users frequently check their phones out of habit rather than intention, leading to prolonged screen time without meaningful engagement.

2. **Digital Fatigue**

   Constant exposure to feeds, notifications, and information leaves users mentally tired and overstimulated.

3. **Lack of Calm Alternatives**

   Existing wellness solutions feel overwhelming or performative, offering few simple, pressure-free ways to slow down offline.

User Persona



NAME: Garima Anand
AGE: 24
EDUCATION: Master's Degree
JOB: Research Assistant
LOCATION: Mumbai, India
HOBBIES: Walking, Reading

Bio

Garima enjoys quiet moments and observing details around her. She uses her phone mainly as a tool rather than for constant interaction. Social media feels overwhelming, and she prefers private ways to document her experiences.

Personality

- Reflective
- Introverted
- Detail-Oriented
- Calm

Pain points

- Overwhelmed by social comparison online
- Feels pressured to share moments publicly
- Lacks private, meaningful ways to document life

Goals

- Capture moments without social validation
- Spend more time offline
- Build a personal archive of everyday experiences

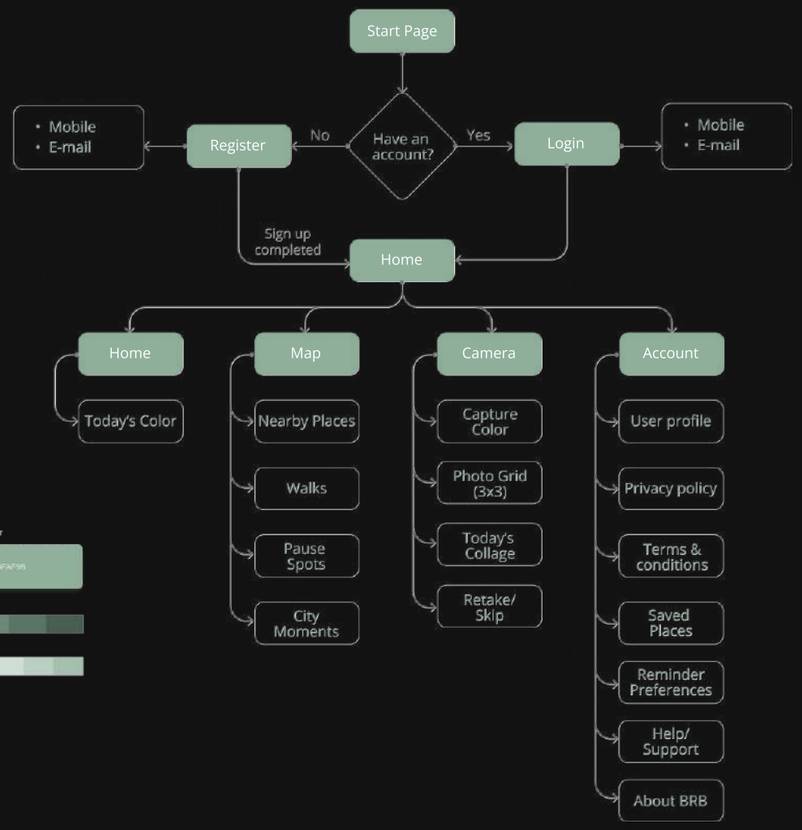
User Journey Map

Persona: Garima Anand

Goal: To slow down after work and reduce mindless phone use without pressure.

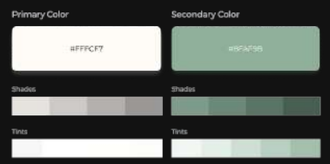
Actions	End of Workday	Discovering BRB	Engaging Offline	Reflection
Task List	1. Leaves office 2. Checks phone automatically	1. Sees a calm prompt 2. Reads without interaction	1. Walks without goal 2. Notices daily color	1. Takes a photo 2. Closes the app
Feeling	🙂	😤	🙂	😌
Thoughts	"I'm exhausted." "I'll scroll for a bit."	"Another app?" "This feels quiet."	"This is calming.." "I don't need to rush."	"That was enough." "I can stop now."
Improvement Opportunities	Introduce a pause moment	Keep onboarding minimal	Encourage phone-down time	Gently end interaction

Information Architecture/User Flow



Style Guide

Color Palette



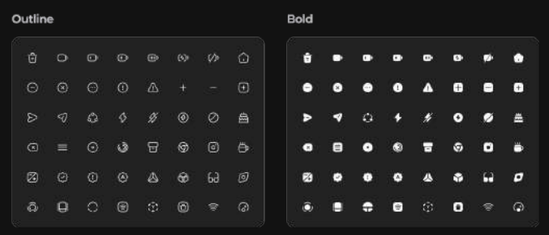
Typography

Aa **Font** Montserrat

Montserrat Bold · Montserrat SemiBold · Montserrat Medium · Montserrat Regular

Name	Font Size	Line Height
Heading 1	24 px	36 px
Heading 2	20 px	28 px
Body - Large	18 px	24 px
Body - Regular	16 px	24 px
Body - Small	14 px	22 px
Caption	12 px	16 px
BUTTON	16 px	24 px

Iconography

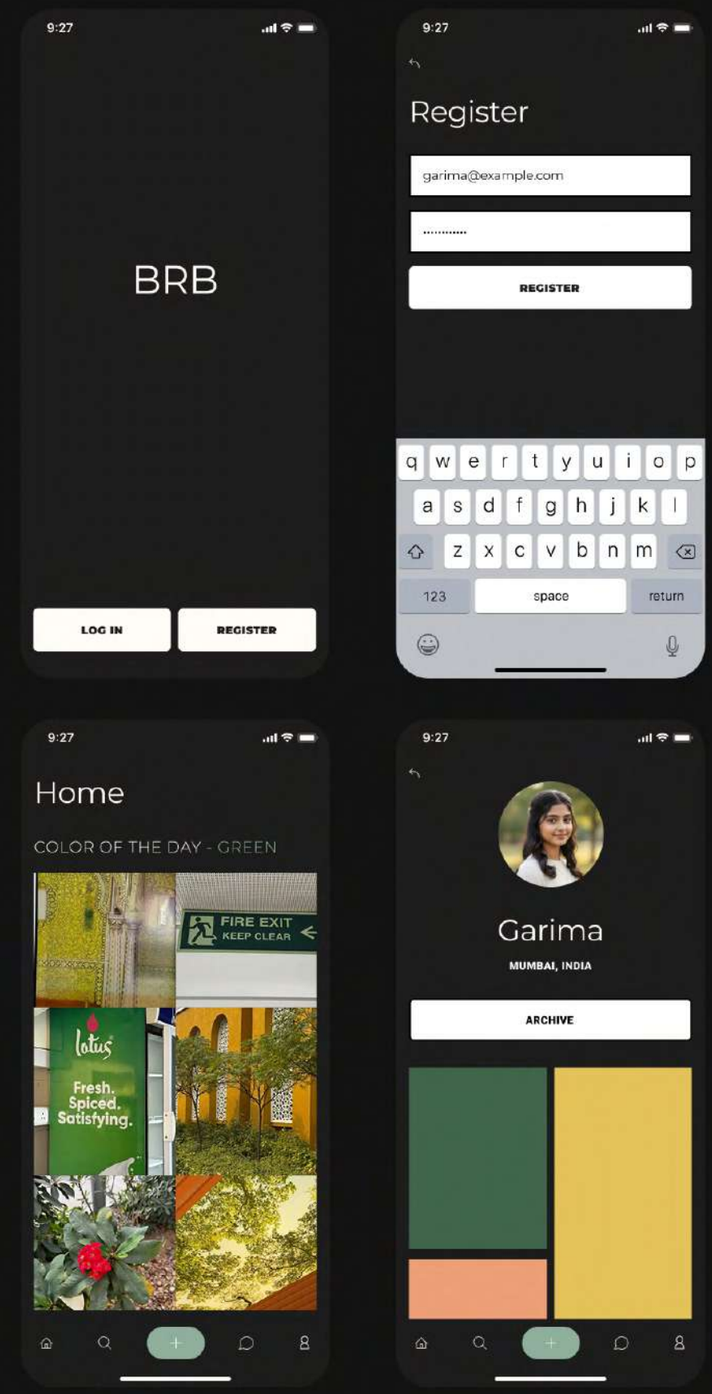


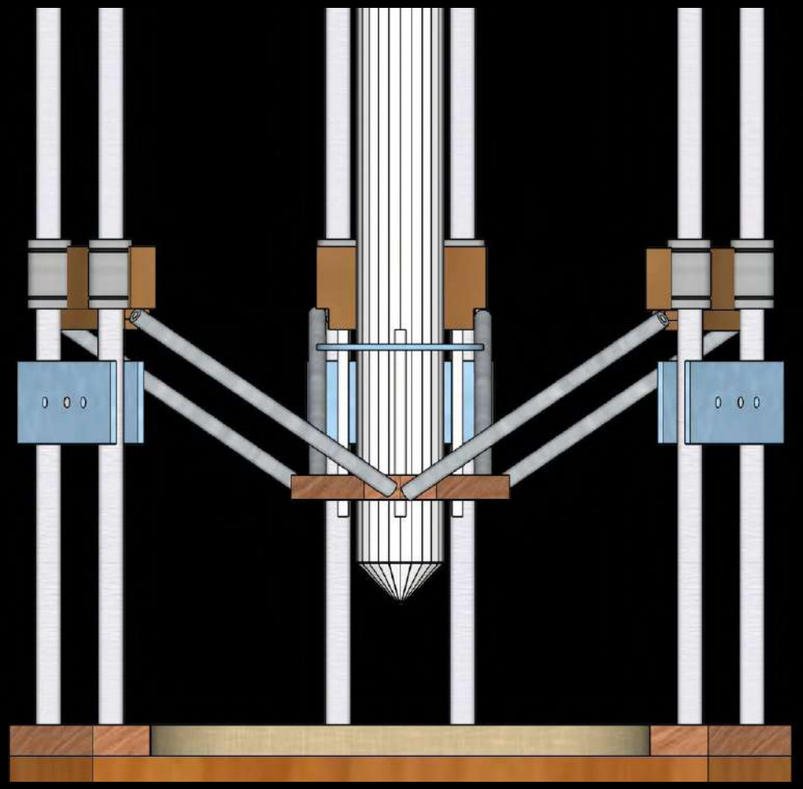
Sketches/Low-fidelity Wireframes

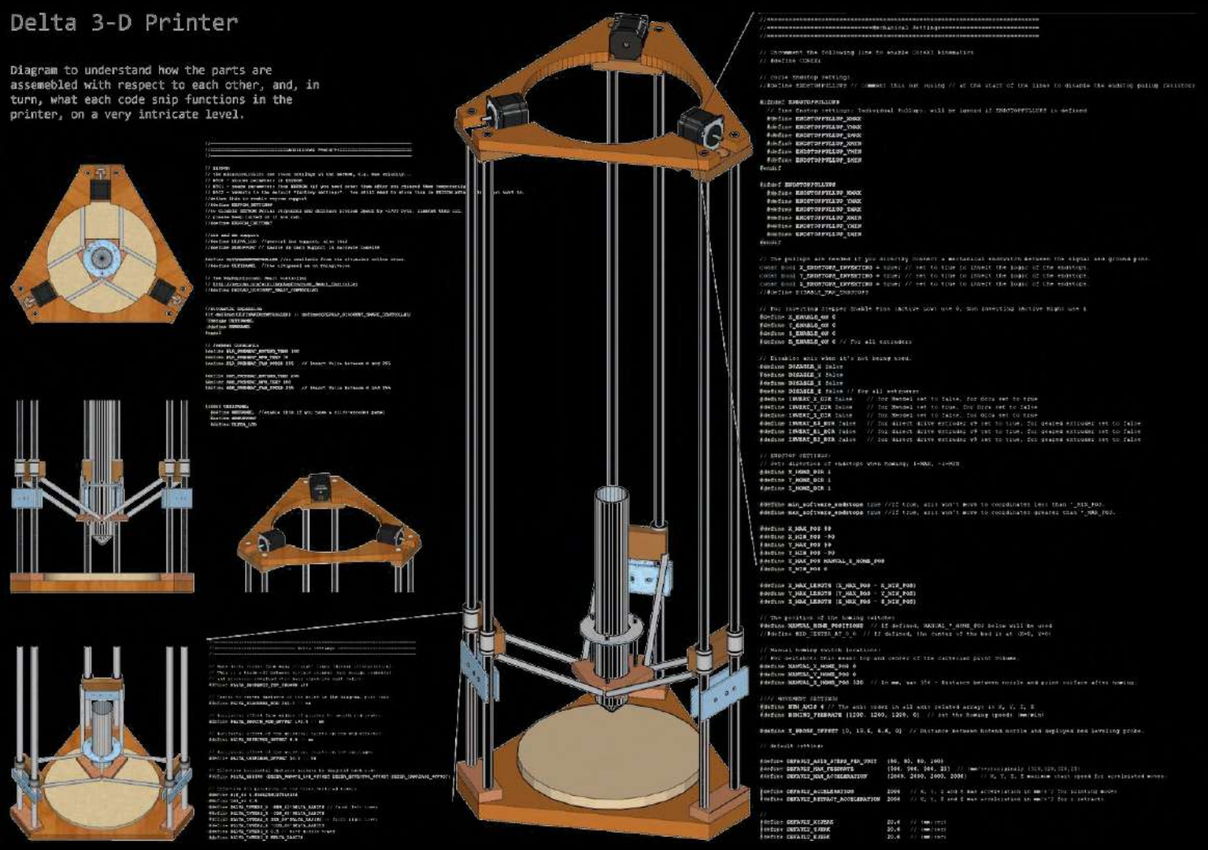


Figma | Photoshop

High-Fidelity Screens







05

DELTA 3-D PRINTER

SEMESTER 3 - ARCHITECTURAL KITCHEN

w/ Gauri Shinde

AIM AND INTENT

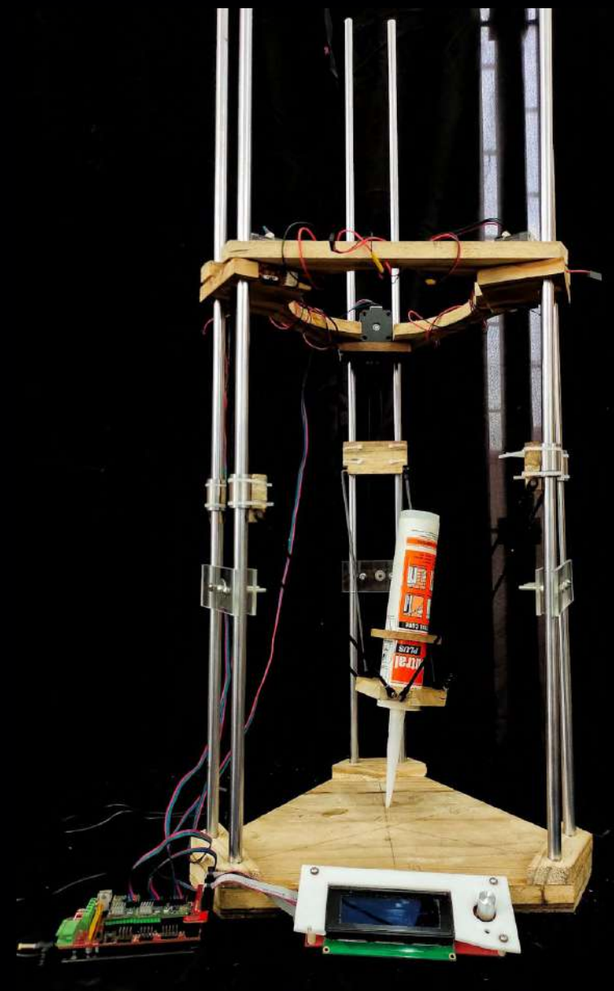
To make a delta 3d printer using the parts of the cartesian 3d printer available in college. Writing and constructing a working code for the printer to work. Also, to design a blueprint of the next step of the 3d printer.

RESEARCH QUESTION

The approach to form-making or form-finding and material explorations are seen through the idea of tools.

“How do the tools shape our idea of form and space? How are design processes shaped around the tools which we use, or in the other way? Also, with the tools that exist today, how can tools be rethought, or how can the tools be upgraded with advancement in technology?”

So, we decided to rethink the present cartesian 3d printer and upgrade it to a delta 3d printer, which makes it much faster, efficient and more versatile. We would also be setting up a base for the next version of the printing tool.



SketchUp | AutoCAD | Photoshop | Python

06

ABRIR / OPEN

BLURRING THE BOUNDARIES

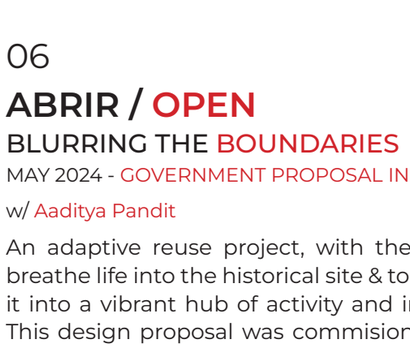
MAY 2024 - GOVERNMENT PROPOSAL IN PORTUGAL

w/ Aaditya Pandit

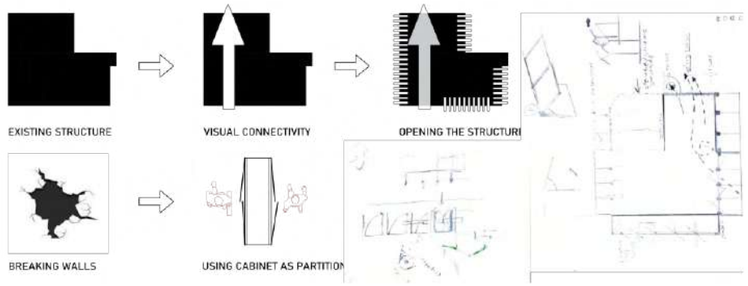
An adaptive reuse project, with the intent to breathe life into the historical site & to transform it into a vibrant hub of activity and innovation. This design proposal was commisioned by the Government of Portugal, in collaboration with FabLab, Lisbon. To provide a contextually apt design, we travelled across Europe for a month, studying similar sites and programmes, performing precedence analysis for our proposal. We divided ourselves into 3 scales of intervention -- “Open Space & Landscape”, “Facade & Fenestration” and “Interior Spaces”, to focus and detail specific aspects of the design, to bring out an efficient design proposal.

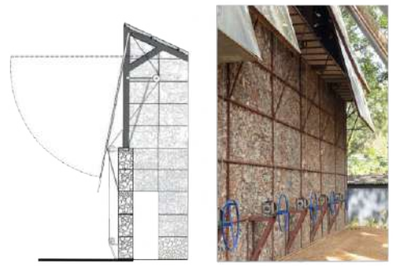
DESIGN REQUIRMENTS

Providing flexible spaces for workshops & interdisciplinary activities, fostering collaboration and creativity. To consider the diverse needs of the user group and how the design can facilitate interaction and exchange.



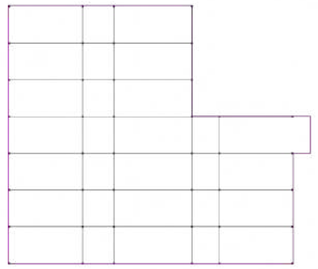
SITE



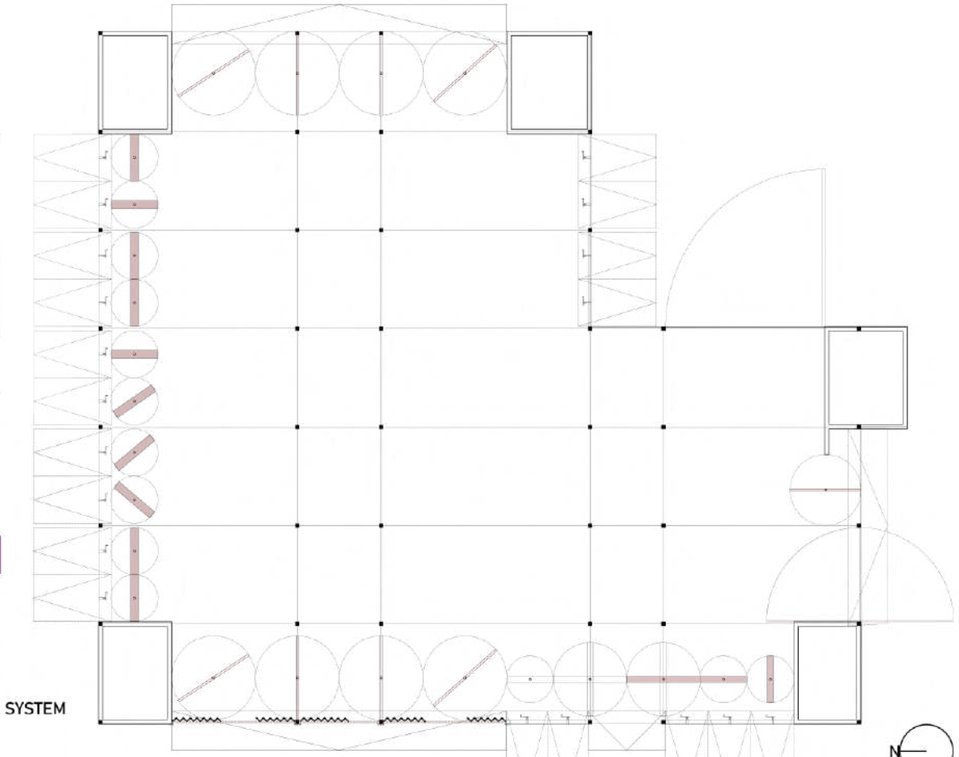


REFERENCE FOR OPENABLE PANELS

PROJECT BY: SAMIRA RATHOD / THE CONTAINER



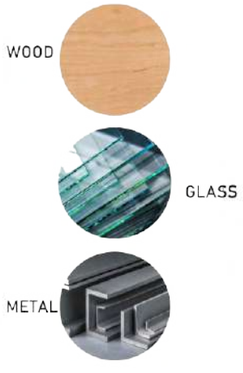
RETAINING THE EXISTING STRUCTURAL SYSTEM

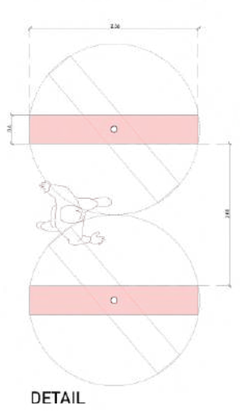


PLAN

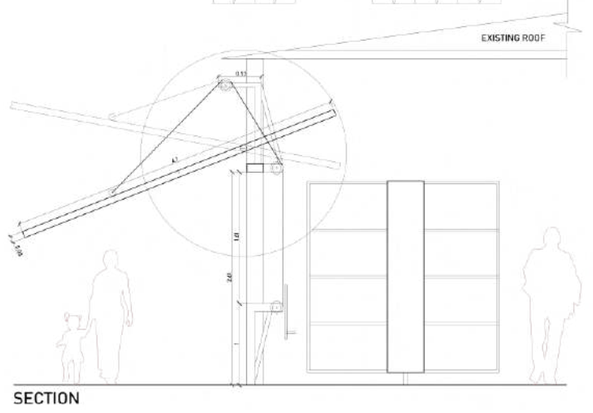


3D MODEL





DETAIL



SECTION



INTERNAL



INTERNAL



EXTERNAL



EXTERNAL

SketchUp | AutoCAD | Photoshop | Enscape

07

WORKING DRAWINGS

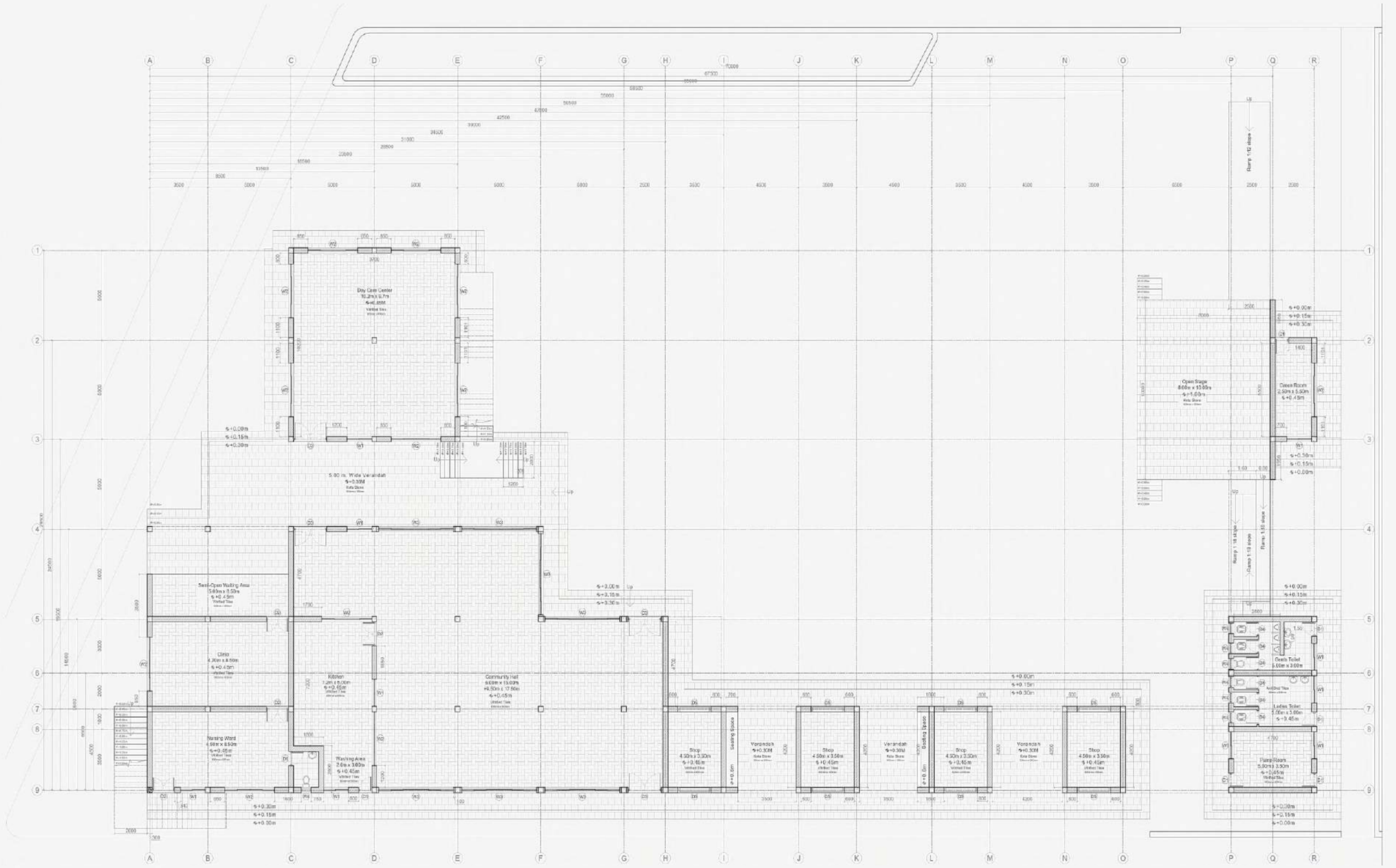
BIMBISAR NAGAR, GOREGAON

SEMESTER 6 - BUILDING MAKING

This course was to equip myself to carry
tailed development and refinement of b
design through technical resolution of str
systems, material performance and expe
member assembly, threshold-enclosure
and process of construction. I was expe
comprehensively resolve the design fro
cept to actualization and generate a co
tion documentation set along with sp
tions, quantities and estimation.

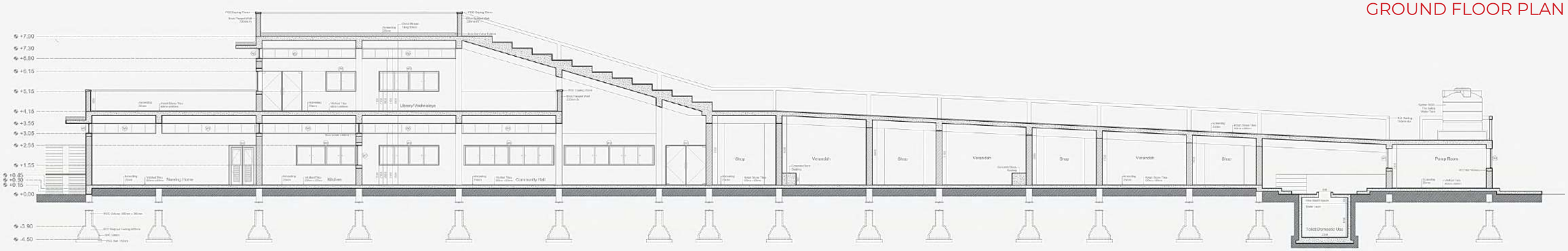
DESIGN PROGRAMME

- Day-Care Center
- Community Hall
- Community Kitchen
- Clinic
- Shops
- Washrooms
- Pump Room
- Stage
- Green Room
- Playground
- Gym
- Library & Reading Room
- Plant Nursery



GROUND FLOOR PLAN

SECTION A - A'



SketchUp | AutoCAD





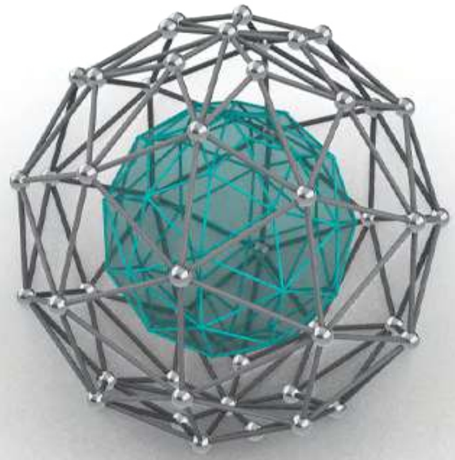




CREATIVE EXPLORATIONS

GRASSHOPPER | LUMION

GEODESIC SPHERE



GRASSHOPPER

It sparked my curiosity with its power to create complex, parametric designs. Its ability to automate and explore forms that would be challenging by hand keeps me intrigued. I'm passionate about pushing the limits of parametric architecture and excited to delve deeper into advanced design algorithms.

LUMION

This tool transformed how I visualize architecture, allowing me to craft immersive, realistic renderings. Experimenting with lighting, materials, and environments has been a creative journey. I'm continually exploring new techniques to elevate my renderings and enhance the narrative quality of my designs.

THE GHERKIN, LONDON

Rhino | Grasshopper | Lumion

unwavering

in a town where dreams take flight,
lived a girl of beauty rare,
her eyes, like stars, shone through the night,
a glow that made the moonlight seem faint.

she moved with grace, like a gentle breeze,
her smile, a sunbeam's warm caress,
she could have any heart with such ease,
but one heart loved her, more than these.

a humble man with eyes so true,
saw in her more than just her face,
he loved her for the light he knew,
the kindness in her soft embrace.

he whispered words that came from deep,
of dreams and hopes he wished to share,
in secret thoughts he'd often keep,
a love so pure, beyond compare.

for in his voice, she found her peace,
and in her eyes, he found a subtle breeze,
no need for any pretence or caprice,
cause after all, they both are meant to be.

love, quietly

love, I find, is not a shout,
it's in the whispers, all drawn out,
in gentle acts, in quiet ways,
a steady warmth that never sways.
it's in the spaces, soft and wide,
where two hearts walk, not pushed or tied.
no rush, no need for grand display,
just growing stronger day by day.
in silence, love takes root and grows,
like unseen rivers, it quietly flows.

her name

her name was just a whisper then,
a syllable lost in the crowd,
but now it lingers in my pen,
soft, deliberate, proud.
it weighs more than I ever knew,
a gravity I can't undo.

jealous

lowkey jealous that they breathe the same air
you do,
hear your laugh without a pixel in view.
while i sit here, screen-lit and still,
chasing your presence through glass and will.

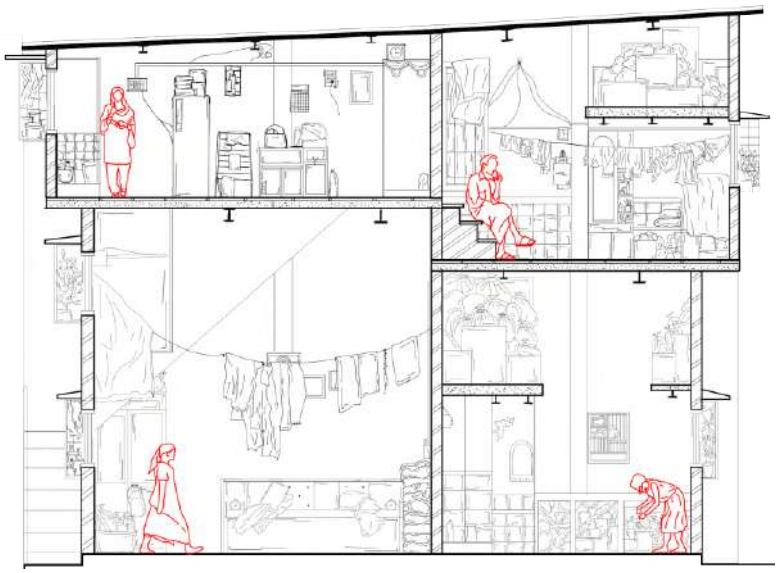
they pass you by, unaware what they've got,
while i replay moments that i never forgot.
every word from you feels like gold,
yet slips through my fingers, too far to hold.

distance mocks me in silent grace,
between my heart and your fleeting face.
still i stay, foolish, maybe true,
haunted and healed by the thought of you.

first time the universe spoke

she walked in, and the world exhaled.
as if it had held its breath, waiting for her
arrival.
i didn't notice the air shifting at first,
not until she looked at me,
and suddenly, i existed in a way i never had
before.

she didn't even know...
didn't know that her presence,
had cracked the sky open,
that in the quiet chaos of her being,
i found the first note of a song
i'd spend a lifetime trying to finish.



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