

Prateek Saxena

b. January 17, 1992
Mumbai, India

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Bachelor in Design (B. Des)

in Fashion Communication (2009-2013)

from National Institute of Fashion Technology, Bangalore (India)

Prateek Saxena is a young designer and developer, whose interest lies at the intersection of design and technology.

PATH SEVENTEEN

Cascade

is a multiplayer word game for the web.

Vertigo

is a simple vertical scrolling HTML5 game.

2012-2013

Rails Development UI Design & Development March 2013

I was responsible for its game design, creating CSS3 animations, Rails development and implementing WebSockets. Cascade was a Notable Runner Up at Mozilla GameOn and was featured at Indie Prize: CCA13.

Development Game Design & Art June 2013

Vertigo is an open-source, simple vertical scroller game made using Canvas and Audio for the web, and packaged neatly for use on Firefox OS. It was made for clay.io's Got Game? competition. I was responsible for the game design, related game art and development in HTML 5.

CLIENT WORK

PyCon India 2013

is a premier Python conference

Design

August 2013

I designed the website for this year's edition, created the print collaterals and conference t-shirts, including illustrations.

AndGoWhere

is an travel website for finding hidden properties.

Rails & Front-end Development December 2012

I was responsible for Rails development and creating a full-fledged CMS for AndWhereGo, in addition to doing the front-end development to achieve pixel-perfect implementation of the website design

TECHNICAL SKILLS

Interface & Graphic Design

Proficient in Adobe Photoshop, Illustrator, InDesign, CSS and creating drawables for Android & web interfaces. Familiar with Macromedia Flash, bookbinding and print-making.

Development

Ruby on Rails, HTML, CSS, JavaScript, Canvas
Preferred text editor: Emacs

INTERESTS

Street art and screen printing

Interested in exploring the idea of art in public spaces. Experimenting with print making techniques like screen, block and stencil to create thought-provoking artworks that also make the urban landscape visually stimulating.

Pixel illustration

Enjoy the nostalgia associated with pixel illustrations, and have been drawing pixel portraits as a long continuing project.

Music Production and Mixing

Teaching myself music production and sound engineering. Have also played as a DJ at clubs in Bangalore, including Enigma, Loveshack and O Bar.

Film Editing & Motion Graphics

Took the film editing course in my final year of college. Taught myself AfterEffects and made short motion graphics.