

# RAHUL SHARMA

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ARCHITECT | MULTIMEDIA DESIGNER

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## PROFILE

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Rahul Sharma, an architect and multimedia designer based in Berlin, specializes in media architecture, spatial design, and generative art. With a diverse portfolio, he has contributed to a variety of projects for both private and government organizations. His expertise spans multimedia design, exhibition design, retail design, interactive installations, and immersive spaces, making him a versatile creator for phygital experiences.

## CONTACT

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[www.raulsharma.art/](http://www.raulsharma.art/)

## SKILLS

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Art Direction  
Multimedia Design  
Concept Development  
Spatial Design  
Conceptual Storyboards  
Projection Mapping  
3D Art  
Generative Art  
Interactive Installations  
Live Visual Performances

## SOFTWARES

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Adobe Creative Suite  
TouchDesigner  
Blender  
Autodesk AutoCAD  
SketchUp  
Microsoft Office  
FIGMA  
Agisoft Metaspaces  
Stable Diffusion

## EXPERIENCE

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Multimedia Designer @ Twelve X Twelve, Berlin

### Oct 2022 - Present

- Collaborated with the creative team to develop multimedia concepts and execute design projects across websites, social media, and digital advertisements.
- Translated client requirements and brand guidelines into visually captivating multimedia content with graphics, animations, and audio elements.
- Designed and produced multimedia presentations for client pitches and promotional campaigns, effectively communicating key messages and brand identity.
- Worked closely with web developers and programmers to integrate multimedia elements into websites, ensuring optimal performance and user experience.

## EDUCATION

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University of Europe for  
Applied Sciences, Berlin

**2021 - 2022**

Masters in New Media  
Design

Chitkara University, India

**2012 – 2017**

Bachelor of Architecture

Design Intern @ Flora & Fauna Vision, Berlin

**Sept 2021 - Nov 2021**

- Assisted in conceptualizing and developing design concepts that engage users and evoke desired emotional responses.
- Contributed to the creation of interactive prototypes, mock-ups, and storyboards to communicate design ideas effectively.
- Conducted user research and analysis to gain insights into target audiences and inform design decisions.
- Worked closely with senior designers to implement visual and interactive elements, including graphics,

Community-in-Residence Program, Satellite Lab (Space Saloon)

**June 2020 – Aug 2020**

Together with a diverse team of student participants, workshops leaders and experts, the program set out to develop collaborative Do-It-Yourself projects by developing a growing digital toolkit. The initiative aimed to explore alternative forms of pedagogical engagement as both participants and tutors collectively learned a range of new interdisciplinary skills based on existing, easily-accessible online resources.

Project Architect @ Spaces Architects@ka, New Delhi

**July 2016 – Dec 2020**

- Led and managed multiple architectural projects of varying scales and complexity.
- Collaborated with clients to define project objectives and design criteria
- Developed and presented creative design concepts, including concept sketches, diagrams, and 3D models, to effectively communicate ideas to clients and project teams.
- Produced detailed architectural drawings, specifications, and construction documents that met industry standards and regulatory requirements.
- Successfully managed project budgets, tracked expenditures, and optimized project resources to achieve cost-effective outcomes.
- Conducted regular site visits to ensure construction progress aligned with design specifications and addressed any design-related issues.

## REFERENCES

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### **Basel Naouri**

Faculty member of New Media Design master's programme -  
Artistic Scientific Researcher at the School of Arts and Design

Founder and Director of [TimeLab, Berlin](#)

[naouribasel@gmail.com](mailto:naouribasel@gmail.com)

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### **Riccardo Torresi**

Computational Designer / Creative Developer at [Field.io](#)  
Guest lecturer in the Master Program New Media Design at  
University of Europe Berlin

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## ACHIEVEMENTS & EXHIBITIONS

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Anti-Spatial, 100 Jahre 100 Stunden, Flughafen Tempelhof, Berlin

**Oct 2023**

Un-Tangible, Catalyst University, Berlin

**May 2022**

Anti-Spatial, Kotti-Shop Superfutures, Berlin

**Oct 2022**

Creative Code Art Festival, LightBox, New York City

**Nov 2020**

Algorithmic Art

State Pavilion Gold Medal, India International Trade Fair, New  
Delhi

**Nov 2018**

Shortlisted B.Arch Thesis, Delhi Architecture Festival

**Jan 2016**

## PERFORMANCES

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Samsara - Mahnushya, 100 Jahre 100 Stunden, Flughafen  
Tempelhof, Berlin

**Oct 2023**

Festival of Animation – Silent Green, Berlin

**September 2023**

Blank Pages, Arkaoda Berlin

**September 2023**

Transonic, Tuesday Co-working Berlin

**July 2022**

Transonic II, BTK Berlin

**September 2022**