

# Ansh Gunjan Trivedi



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## Website & Blog:



[anshtrivedi.com](https://anshtrivedi.com)

## About:

*Hi, I'm Ansh — I design with a pencil in one hand and a camera in the other. Welcome to a display of how my ideas come to life!*

Born in Mumbai, raised in Japan and Singapore, and now designing my days away in Ahmedabad. I'm a product design student at CEPT, but before that, I was a curious kid making videos, films, creating insane LEGO contraptions, building DIY gadgets, and turning school projects into personal adventures.

I love building things that work — not just in form and function, but in feeling. From **Kona** (a flat-pack modular furniture system built for longevity) to **Btnd**. (a mechanical shortcut that halves tailoring time), **Membo** (a mindful camera that captures objects), and my **Tabla Wearable** (rhythm as a physical interface), my work spans systems, interaction-led prototypes, and tactile tech — with the occasional DIY speaker builds, video shooting and editing work and a lot more brain stimulation!

## Quick facts:

- 100/100 in Math (ISC Boards)
- 12 + years of video making
- Tabla-trained for 4 years
- IP Rights Holder
- Elected Cultural Secretary (CEPT)
- Camera nerd

## Skills :

- Photoshop, Indesign, Rhino3D, Fusion 360, Keyshot, Bambu Studio
- Arduino, Raspberry Pi, 3d printing, prototyping
- Sketching, Ideation, Form Development
- User Research & Journey Mapping
- Sustainable, Manufacturing-ready Design
- Video Production & Editing (FCP, Premiere)

## Education :

- Eklavya School, Ahmedabad (2022)
- CEPT University, Ahmedabad (2022-2027) - BDes, Product Design
- IPCB, Portugal (2026) - Exchange

## Work :

- Intern – Science Communication & Outreach Institute for Plasma Research (IPR), Gandhinagar
- Branding – Wellness Space LLP
- Programme Ambassador- CEPT

## Achievements :

- ◇ Nominated for Student Exchange in Portugal (Top 2 in the Batch)
- ◇ Faculty Nominated Academic Excellence 2024
- ◇ Merit Based Scholarship at CEPT (All 5 Years)
- ◇ UCEED All India Rank 134

# Contents:

## A. Design Projects



## B. Videos & Marketing



## C. Beyond Design



## A. Design Projects

1. Btnd



2. E-Tabla



3. Membo



4. Kona



5. Aluminaire



6. Unibrella



# Btnd.

A Hand Operated Button Sewing Machine (2024)



## Brief:

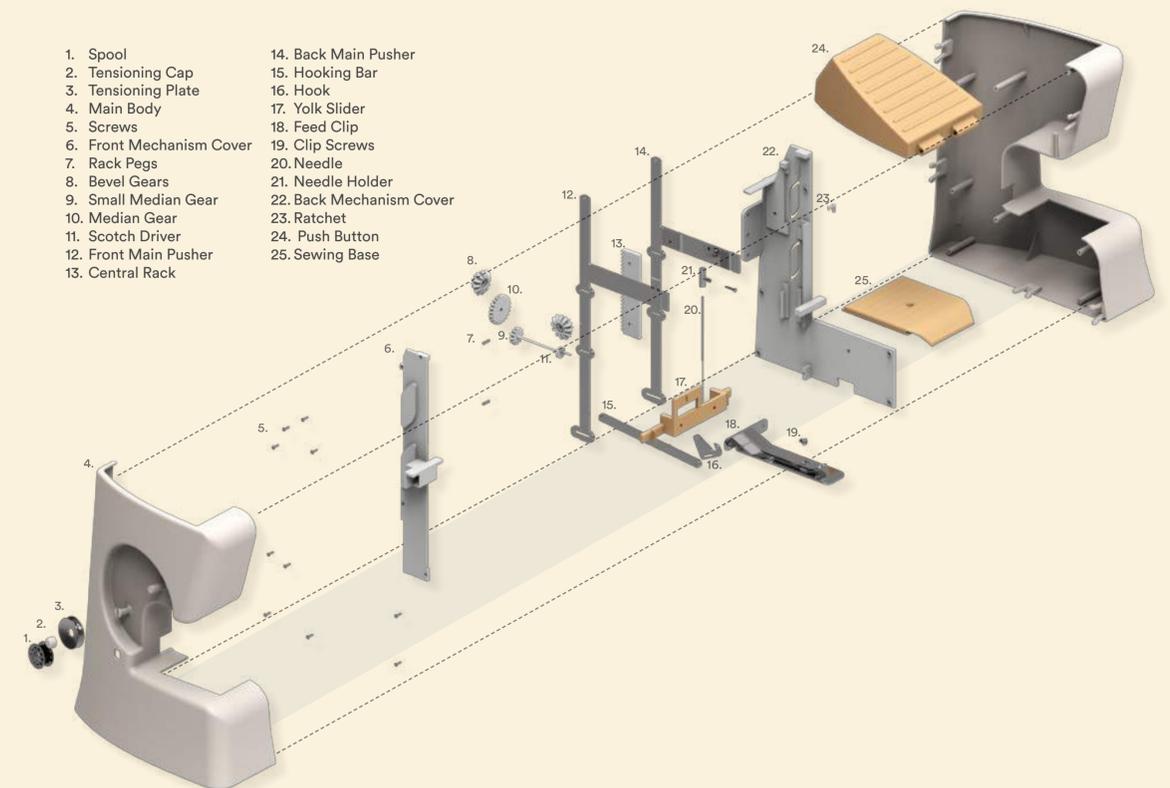
Design a **mechanical button-sewing machine** that makes sewing **fast, easy, and ergonomic** for repetitive use. It should work without electricity or batteries, be **affordable** for small tailoring units, and built for **longevity** and repairability.

## Learnings & Skills:

- Ethnographic & Market Research
- Conceptualisation
- Mechanisms
- Model Making
- 3D Modelling
- Laser Cutting & 3D Printing
- Rendering

## Description:

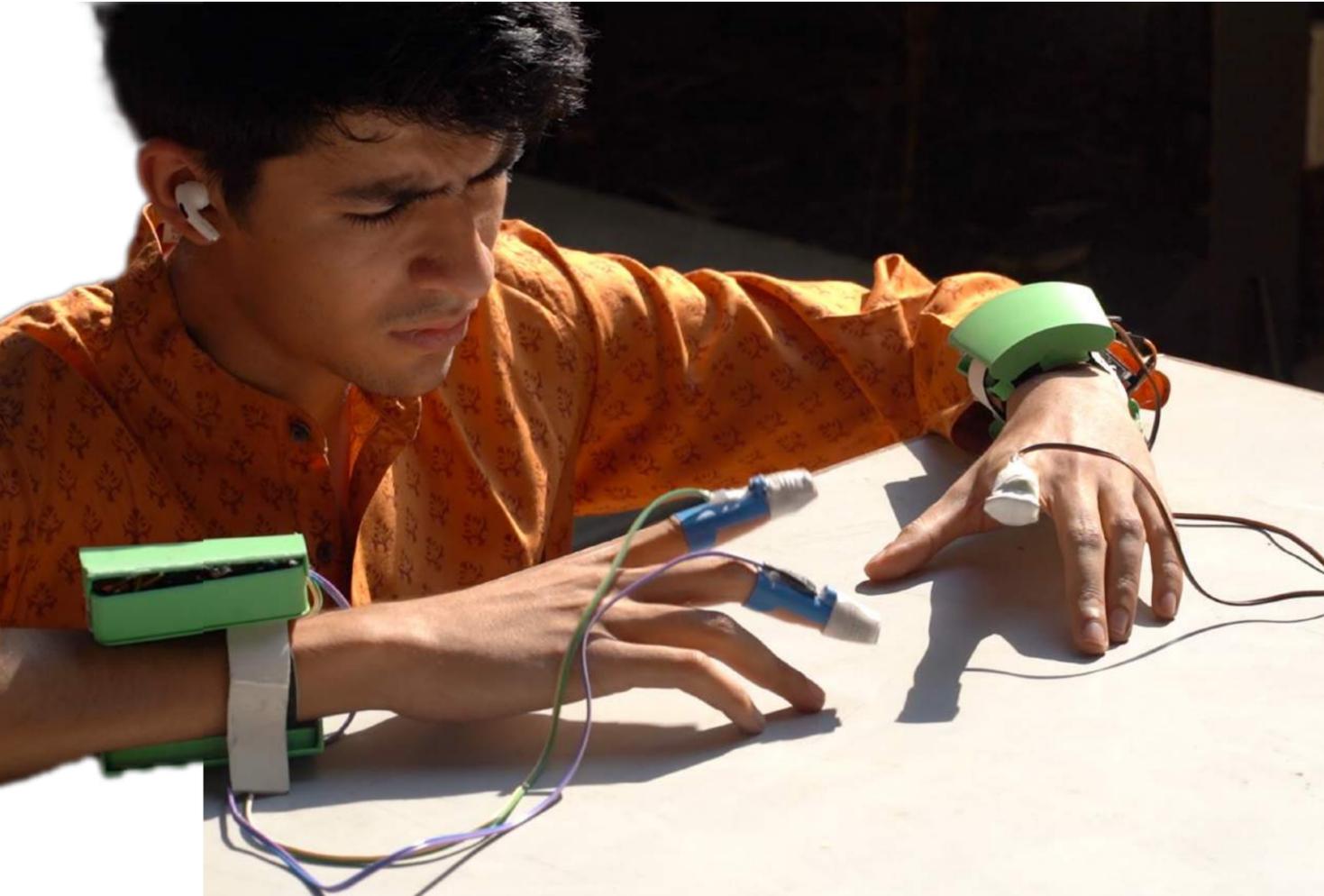
The Btnd. Tabletop Button Sewing Machine is a game-changing semi-automated mechanical tool designed to simplify repetitive button sewing tasks for tailors and small to medium businesses.



# 2

## E-Tabla

The World is Your Tabla (2025)



### Brief:

Creating a **wearable tabla device** that allows the user to play it on any and every surface while not taking away from the experience. Also adding functionality and leveraging digital possibilities.

### Learnings & Skills:

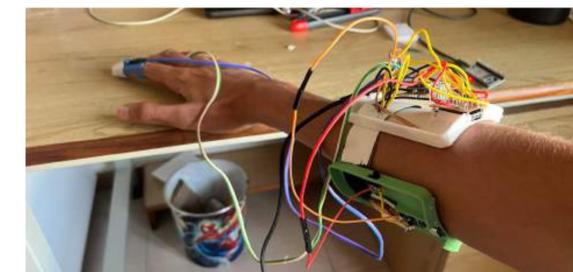
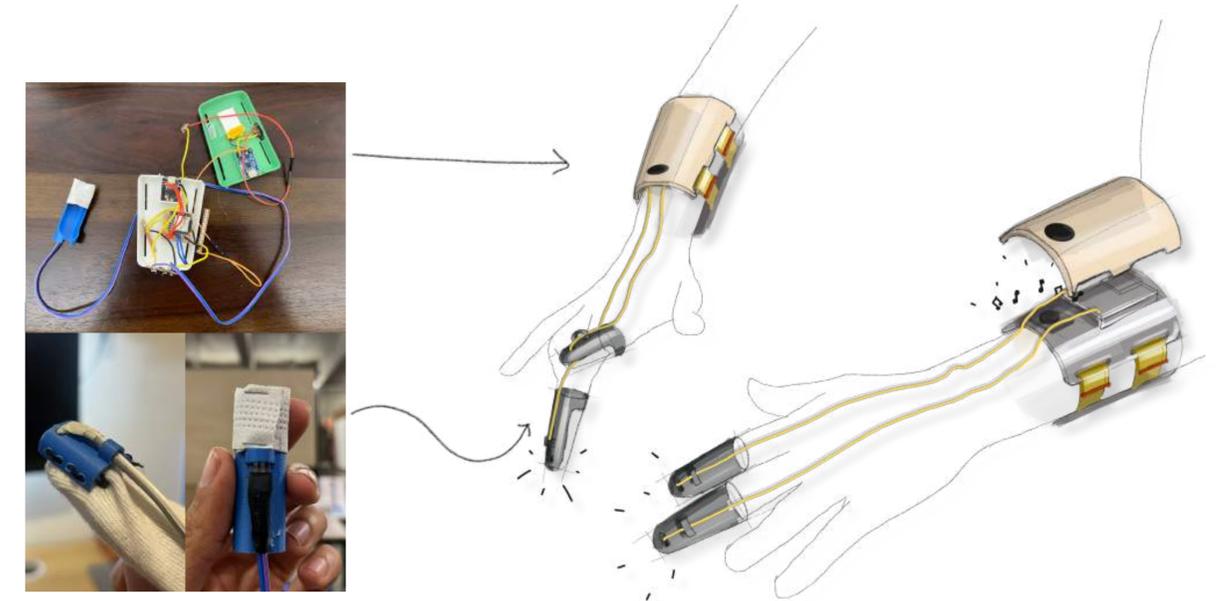
- Arduino & Electronics
- Coding
- Sound Recording & Mixing
- Rapid Prototyping
- Wearable Design
- User Experience

### Description:

All tabla players have the **habit of playing the tabla on any and every surface** they see. One cannot carry around a tabla all the time because they are bulky and require a lot of setup.

Solution? **Bringing the tabla experience to any surface, anywhere, and anytime!**

Additional functionality like **recording and playback** could assist learning and to help one sharpen their Tabla skills!



Scan to view the whole video of this project!

# 3

## Membo

Hold Memories Forever (2025)



### Brief:

The aim of this project was to create an experience that **fuses digital and physical/tangible artifacts** to create memories while keeping the whole process **mindful and intentful**.

### Learnings & Skills:

- Arduino & Electronics
- Coding
- Poetic Thinking
- Rapid Prototyping
- User Interface
- User Experience

### Description:

Its an innovative and new take in the realm of cameras and capturing experiences wherein physical memories are stored. It was a month long project on designing for phygital cultures wherein i chose to make a product in the realm of mindful capturing and recall.

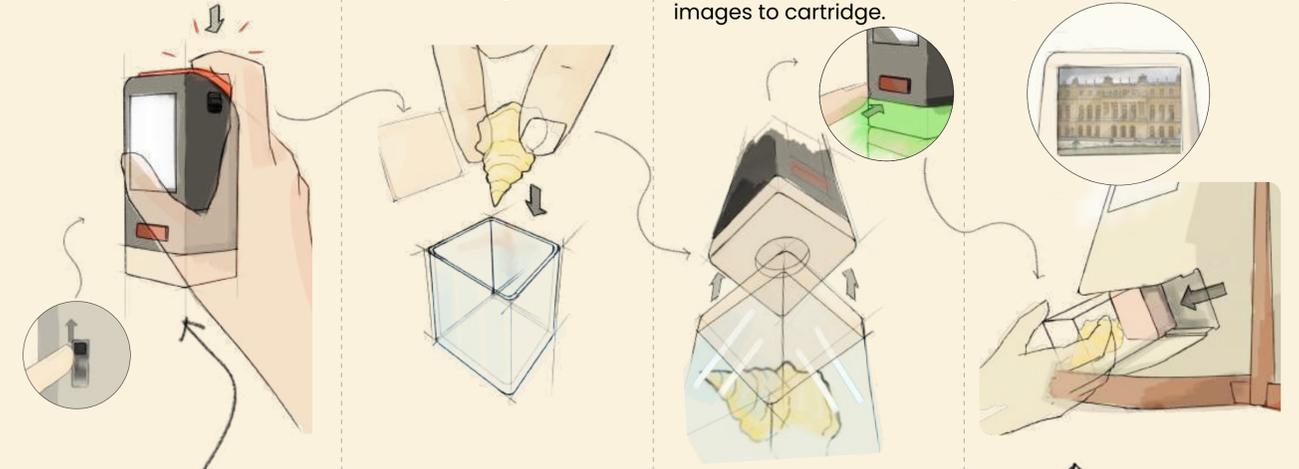
### How it works:

1. User take the Membo outside while exploring and sees something interesting.
2. Turns on device
3. Presses the Capture Button to take pictures.

4. User continues capturing multiple images.
5. user also collects small interesting objects near them and puts them inside cartridge.

6. At any point attaches cartridge to base of device.
7. When done capturing, user presses orange save button on the front.
8. Device saves and links images to cartridge.

9. User gets back home.
10. Finds intriguing cartridge.
11. Slides it into dock.
12. Sees slideshow of images taken around the object.



(Left)The Membo captures and fuses memories with objects placed inside its cartridge.

(Right)The Dock revives memories stored in cartridges linked with physical and tangible keepsakes!



Scan or click to view full video on this project!

# 4

## Kona

Flat-Pack, Table System (2025)



### Brief:

To design a **flat-pack coffee table system** that balances structural integrity, material efficiency, and longevity—using a minimal number of parts, intuitive assembly, and **production-ready detailing** to reduce material waste, shipping volume, and long-term replacement.

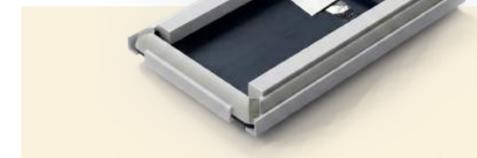
### Learnings & Skills:

- Flat-pack Design
- Casting End-to-End
- Iterative prototyping
- Manufacturing-Ready CAD
- Assembly and tolerancing
- Corner-led system design
- DFM

### Description:

This flat-pack coffee table system has a **single cast-aluminium** that acts as the structural and visual highlight. Developed through hands-on foundry work, lots of prototyping, and testing, this furniture design project demonstrates how manufacturing constraints, material efficiency, and intuitive assembly can drive a cleaner, and longer-lasting furniture system.

Flat Pack

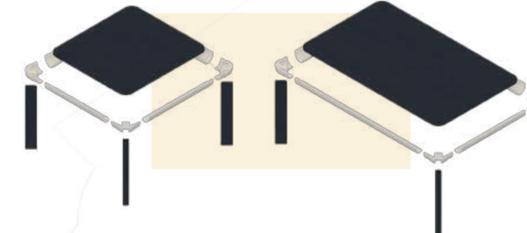


### The Corner

The standardised casted corner allows:

1. Modular heights & spans.
2. Multiple Tabletop Options
3. Enables Flat-Packing & Easy Assembly
3. Rounded and Clean Visually

Standardised Components



Only 2 Bolts Per Corner



### Hands on Making:

Hands-on fabrication of the final prototype involving metal casting, grinding, drilling, cutting, sanding, surface finishing, and full assembly to validate structural strength, tolerances, and build quality.



# 5

## Aluminaire

Highly Recyclable Classroom Lighting Fixture (2023)



### Brief:

Creating an **easily & quickly disassemble-able and highly sustainable lighting solution for schools** which would help enhance the learning environment in terms of better lighting and also visual appeal.

### Learnings & Skills:

- Ethnographic & Market Research
- Concept Development & Sketching
- 3D Modelling & Rendering
- Iteration & Testing
- Sustainable Material Application

### Description:

Aluminaire is a **modular, recyclable light designed for classrooms** — a colorful anodized form with a **one-click end-cap mechanism** that makes repair and recycling effortless!

**Iterations**

**Final Concept**

Assembled

Step 1 - Remove End Cap

Step 2 - Diffuser Falls off  
**Plastic Separated**

Step 3 - Led Housing Slides Out

Mounting Clamp

Outer Housing

LED Housing

End Cap

LED Strip

LED Clamp

Diffuser

**Product Specifications**

Voltage: 220-240v, 50HZ  
Wattage: 20 WATT  
Colour Temperature: 6500K  
Lumen Output: 2000lm  
Dimensions: 912x40x60mm (LxWxH)

Housing Material: Anodized Aluminium  
Mounting: Aluminium Clip  
Diffuser Material: Polycarbonate

Components: 2 x Mounting Clamps, 2 x End Caps, 1 x Outer Housing, 1 x LED Housing, 1x Diffuser, 2 x LED Clamps, 1x Circuit and LED Strip.

Available Finishes: Anodized and Polished- Pink, Green, Blue, Purple, Orange, Brown, Yellow.

6

# Unibrella

One Piece, Frameless Umbrella (2023)



## Brief:

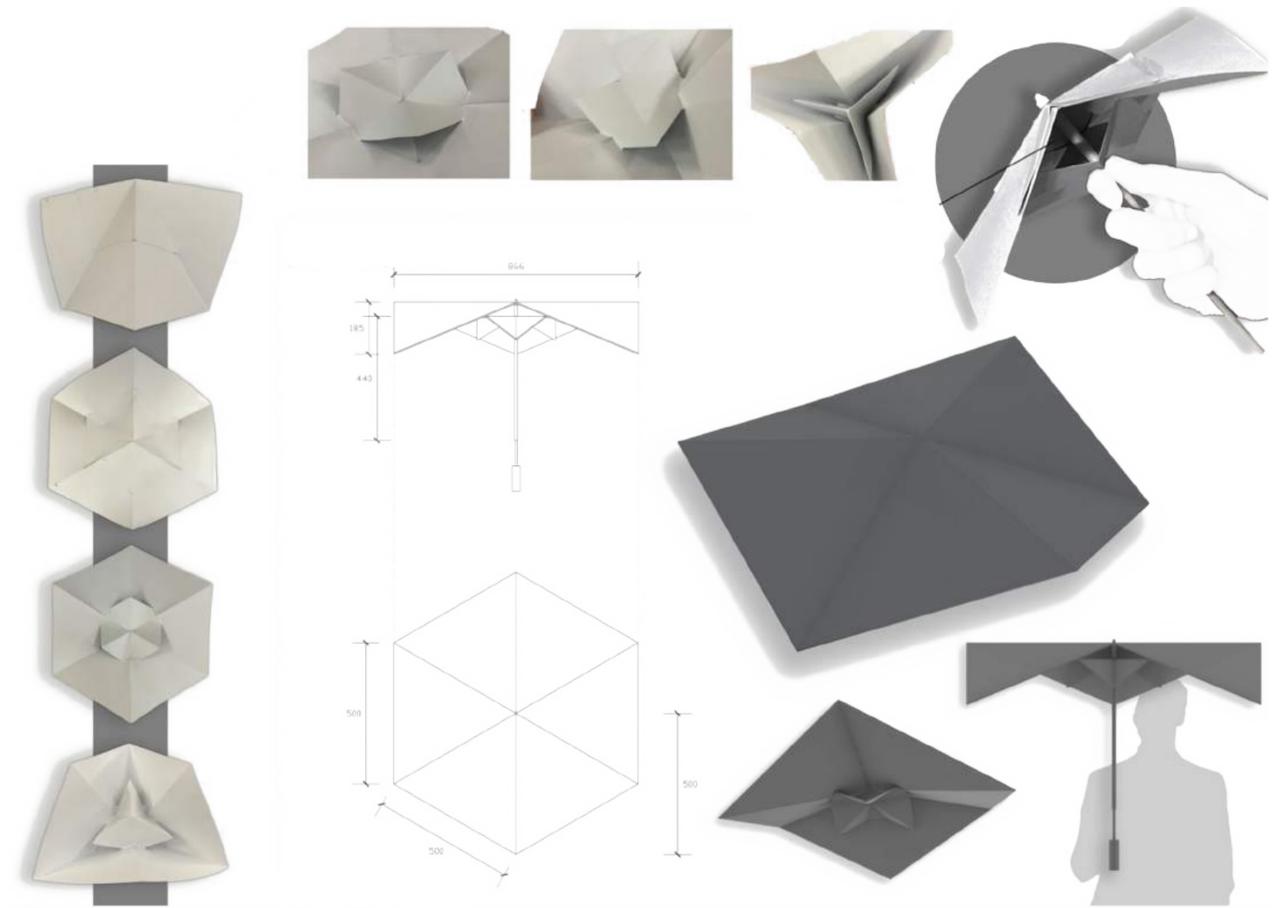
The aim of this project is to **make an umbrella using Polypropylene**. This involved figuring out its characteristics and leveraging them to my advantage in constructing a **frameless and simple** yet elegant looking umbrella

## Learnings & Skills:

- Form studies
- Paper Model Making
- Plastic Research
- 3D Modelling
- Technical Drawings

## Description:

The aim was to **get rid of the frame** and create a mechanism that would keep the canopy strong enough to be used during the rain. An **innovative snapping mechanism** was conceptualised using PP's unique snap fit possibilities.



## Intellectual Property Rights for Design

Receiving the document for government recognised Intellectual Property Rights on Unibrella's design. In photo: **CEPT President, Faculty of Design Dean and CEPT Provost**. (L to R)



# 7

## Thought Catcher 1.0

Side Project (2026)

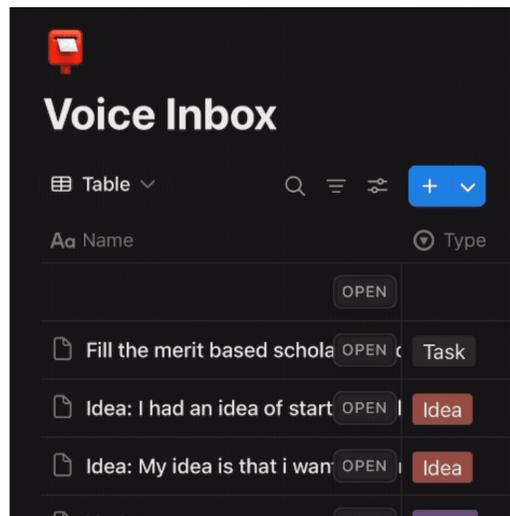


### About the Project:

Thought Catcher (TC-01) is a screenless bedside voice device that captures late-night ideas with a single button press, transcribes them offline, and syncs them to Notion—designed to protect focus and sleep by removing the need for a phone.

### Learnings & Skills:

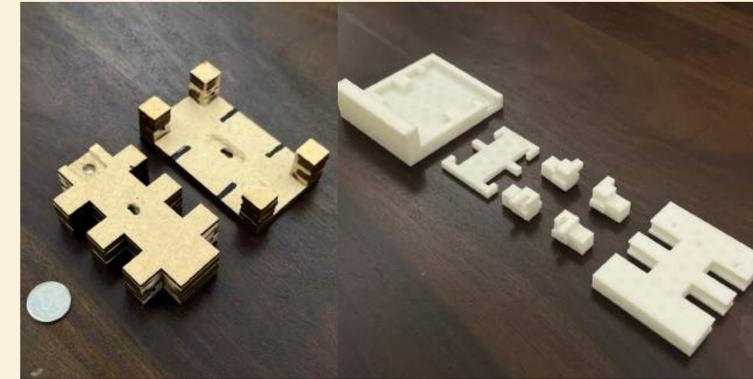
- Machine Learning
- Electronics and Networks
- 3D Modelling
- Voice to Text Interpretation
- Mechanisms and 3D Printing



# 8

## Dustbin Puzzle Paradise

Summer Course on Puzzles (2024)



### About the Course:

(Top) One has to remove the coin stuck inside the cuboid. A tool with a magnet on one end is provided and there are no visible moving parts.

(Left) 3D maze with hidden tunnels and traps. Final key is a part of the puzzle itself and has to be moved for completion.



# 9

## Woodcut Printing



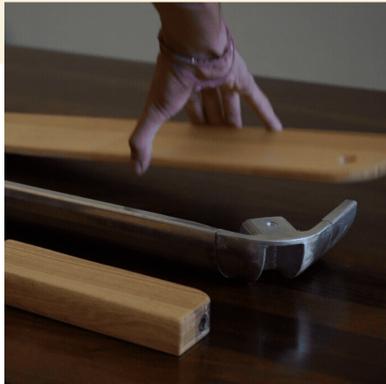
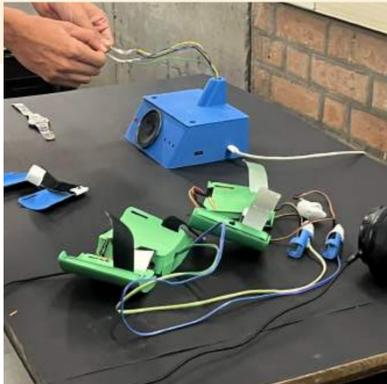
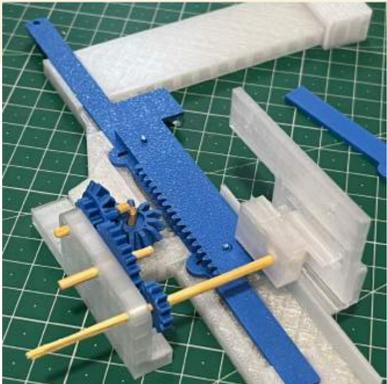
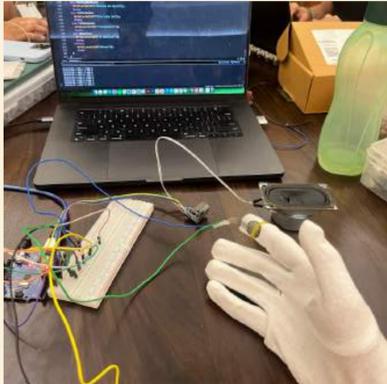
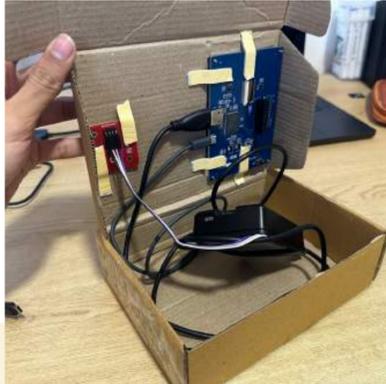
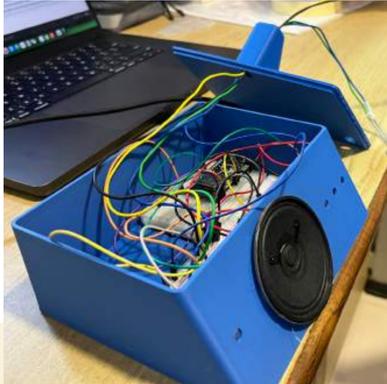
### About the Course (2023):

In this project **2 custom woodcuts** featuring unique designs were meticulously carved onto wood and utilized to **produce multiple prints**. A task in terms of craftsmanship and creativity.



# Prototyping

Each project goes through **multiple rounds of iteration** and **prototyping**. From low fidelity paper models, to medium fidelity proof of concepts, to final models. Each step is given utmost importance.



## B. Videography, Branding & Outreach

1. Foley Art – Sound Production



2. Commissioned Video Work



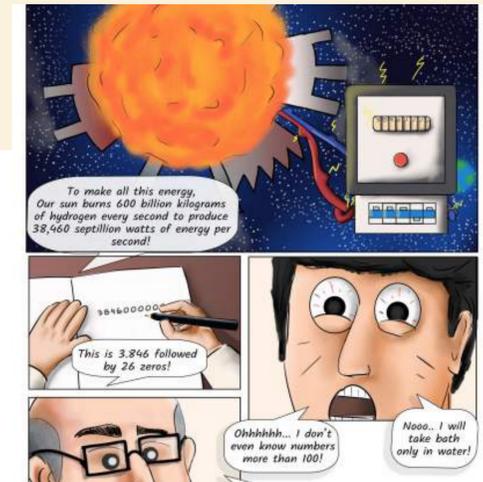
3. Bottle Sleeve Branding



4. Interactive Keychain

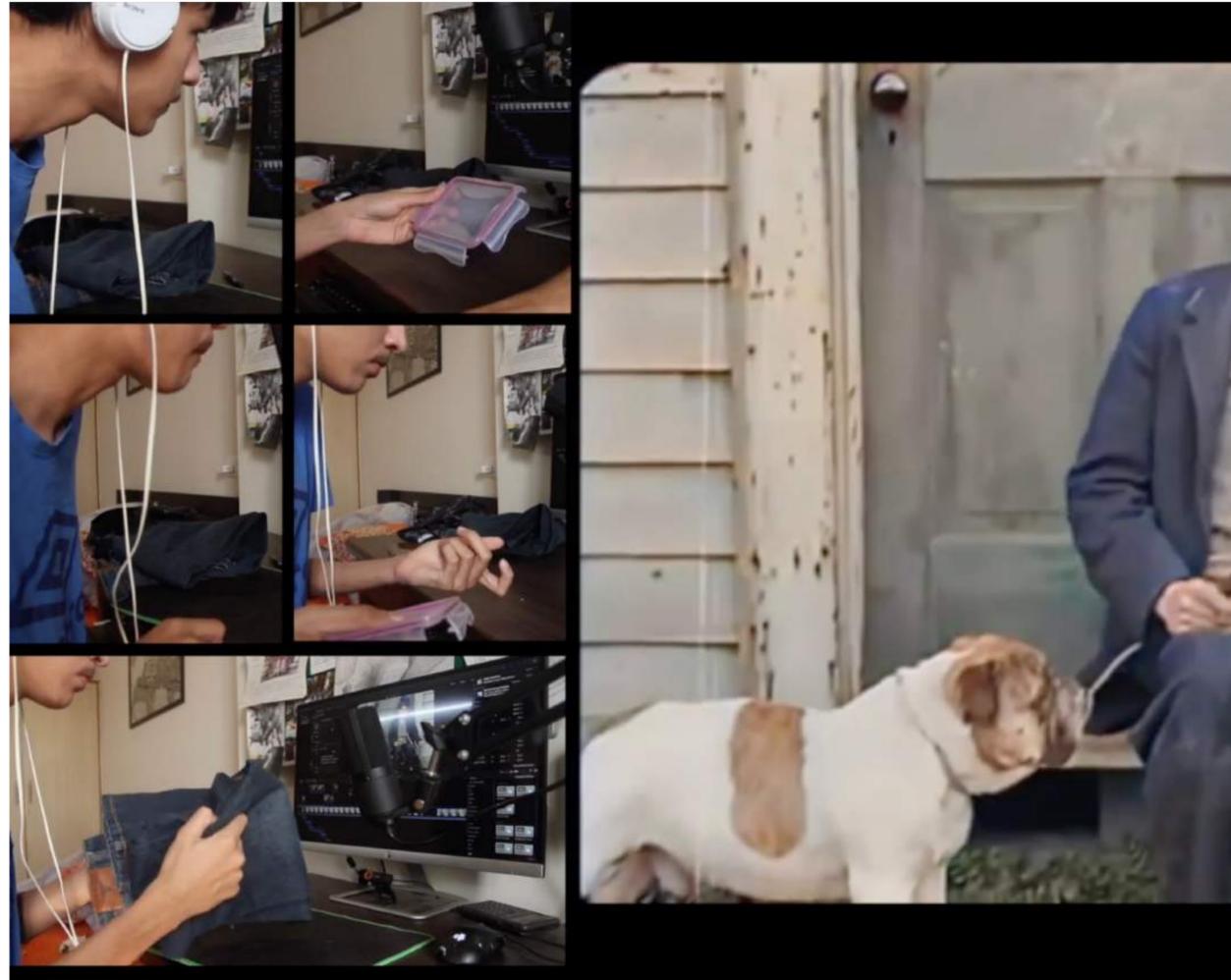


5. World of Plasma



# Foley Art – Sound Production

Charlie Chaplin but with Sound! (2022)



## Brief:

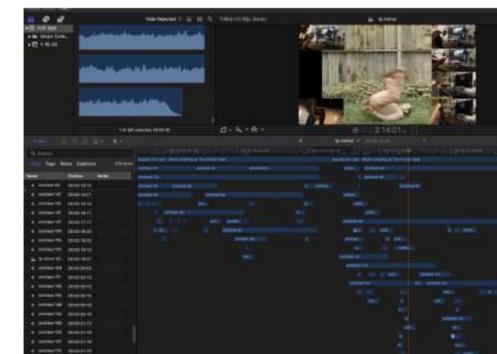
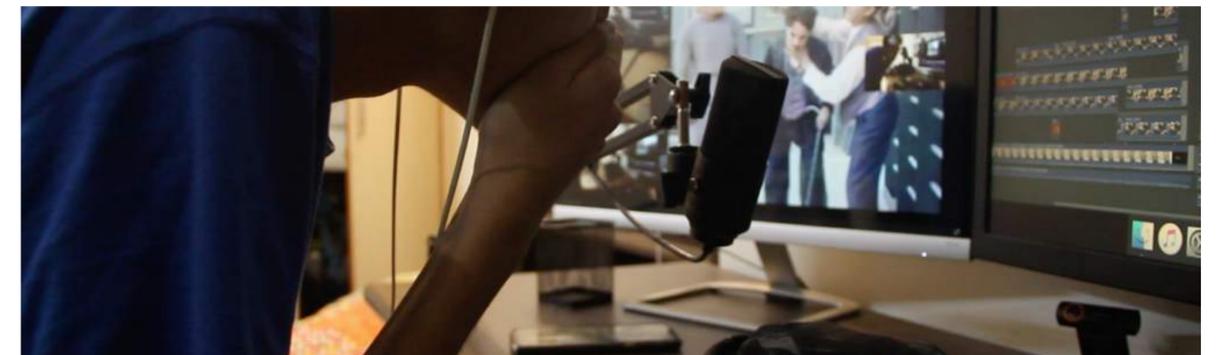
*Charlie Chaplin just got a tad bit better with some sound masalas! This project was a part of an elective project i had in school, wherein i choose to learn the art of foley and sound production.*

## Learnings & Skills:

- Form studies
- Paper Model Making
- Plastic Research
- 3D Modelling
- Technical Drawings

## Description:

I chose to learn the **art of Foley** and creating **sounds for videos from scratch**. I chose Charlie Chaplin as there were quite a few fun actions that could be interestingly given sound effects. I **analyzed the movements of the characters** and tried to think of ways to make those sounds. I then started searching for objects that could help recreate the sounds produced in the video.



Scan or click to view full video on this project!

## 2 Commissioned Video Work

Shooting & Editing Videos Commercially (2023-25)



### About:

I have always had a knack for video production. It started with **youtube videos when I was 9**, to making **short films for competitions** and also **currently working commercially**, shooting and editing videos for clients.

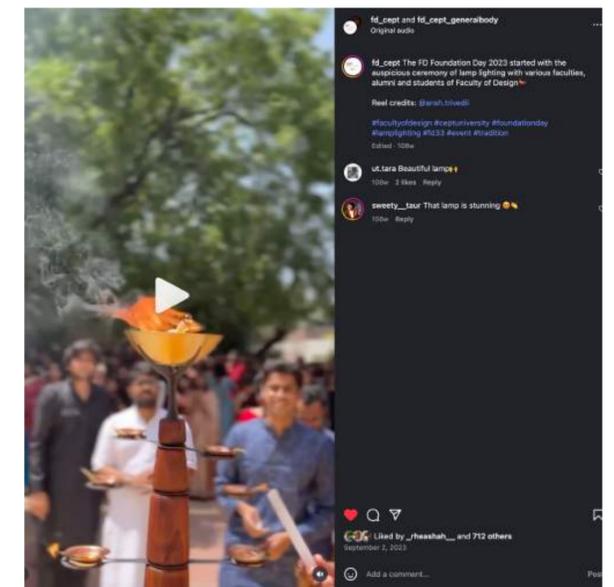
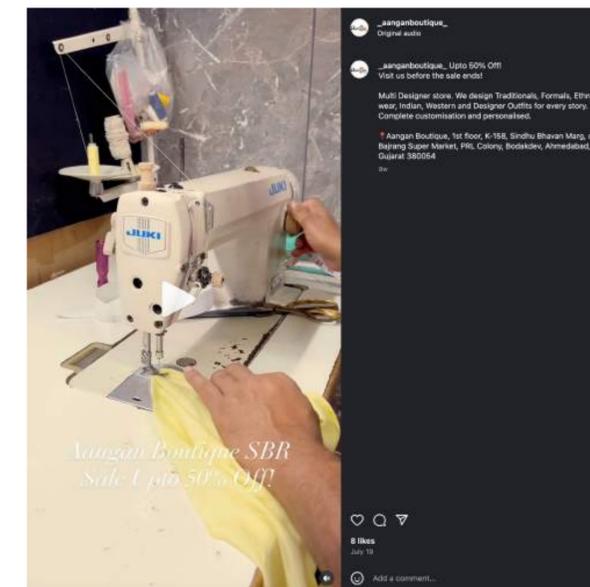
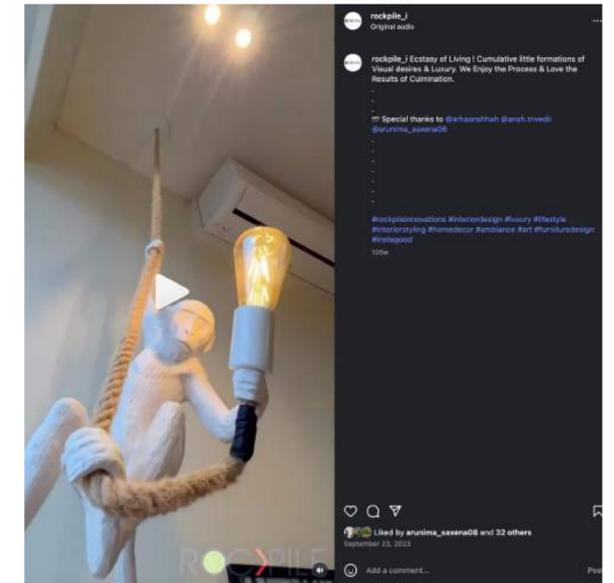
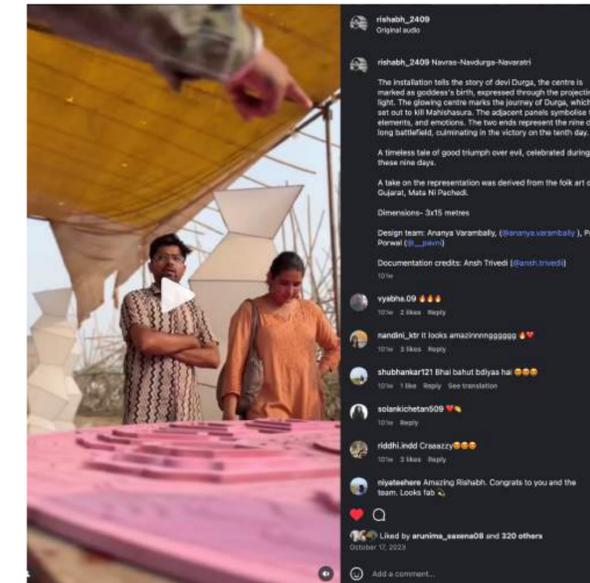
### Learnings & Skills:

- Camera & Equipment Usage
- Cinematography
- Video Editing
- Client Compliance
- Colour Grading
- Sound Production

### Description:

Left to right, row wise:

1. Start to finish shoot for **Mandli** (Famous Garba Event) backdrop.
2. Multiple short videos for **Rockpile** (a brand that does interiors & architecture).
3. Video Bank Creation for **Aangan Boutique** (Premium Boutique in Ahmedabad)
4. Made multiple videos for **CEPT University and Faculty of Design**. Co-headed documentation at multiple events. Most have crossed 10k views!



3

## Bottle Sleeve Branding

Designing a Functional Momento for Guests at an Event (2025)



### About:

The aim of this project was to **brand a generic bottle into a bottle by Wellness Space**. It was **designed to be removable** as it was a gift that was given to guests at an event.

### Final Output

The sleeves were then used for over **30 bottles, in 3 different sizes**. They still continue to use this design

4

## Interactive Keychain

Interactive Portfolio & Pocketable Fidget Toy (2025)



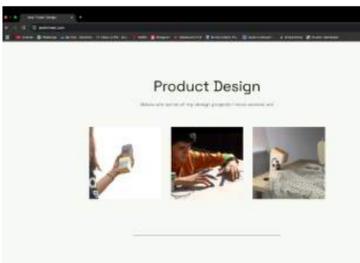
### About:

**A tap opens my website.** The keychain itself- A miniature of one of my featured design projects (Btnd.). Designed specially for a trip/course to Sweden, the keychain acted as **a momento while also being a fidget toy!**

### Final Output

Anyone who taps their phone on the keychain has my website open up!

[anshtrivedi.com](http://anshtrivedi.com)





## C. Beyond Design

1. Student Council



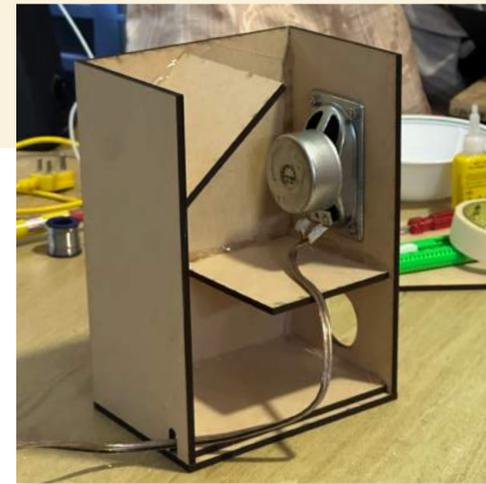
2. Tabla Player & Enthusiast



3. Young Maker & Creative



4. DIY Speakers



# Elected Student Council

Cultural Secretary, Documentation Head and lighting (2022)

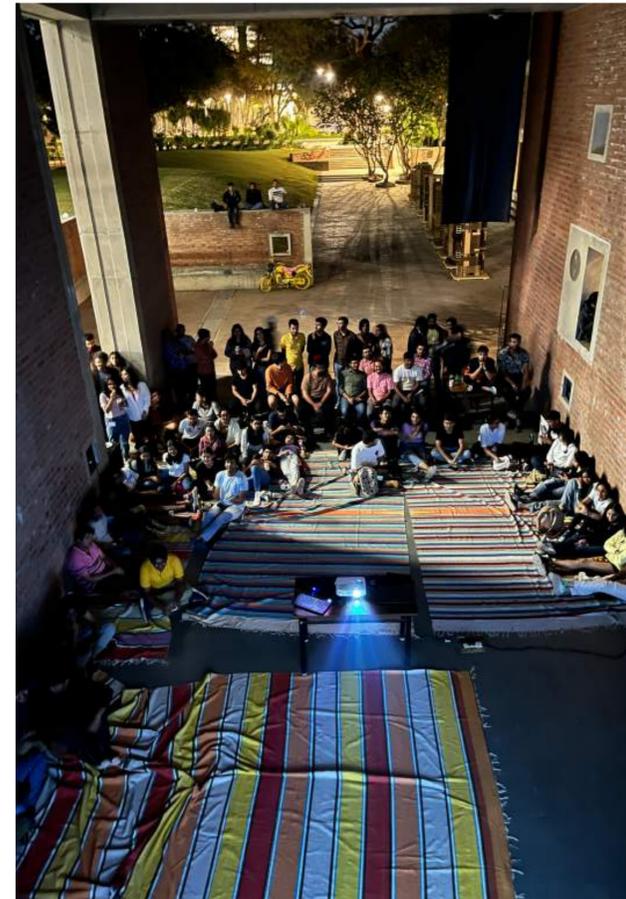


## About:

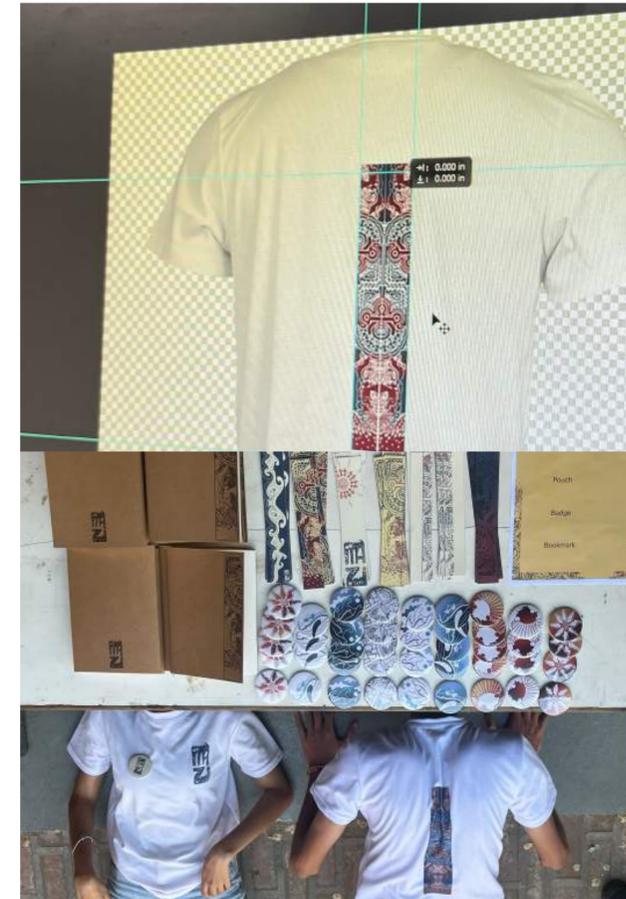
*I got elected as a student council member in my **first year at CEPT**. As a cultural secretary, i had to **organise and execute events** and other cultural activities.*

## Learnings & Skills:

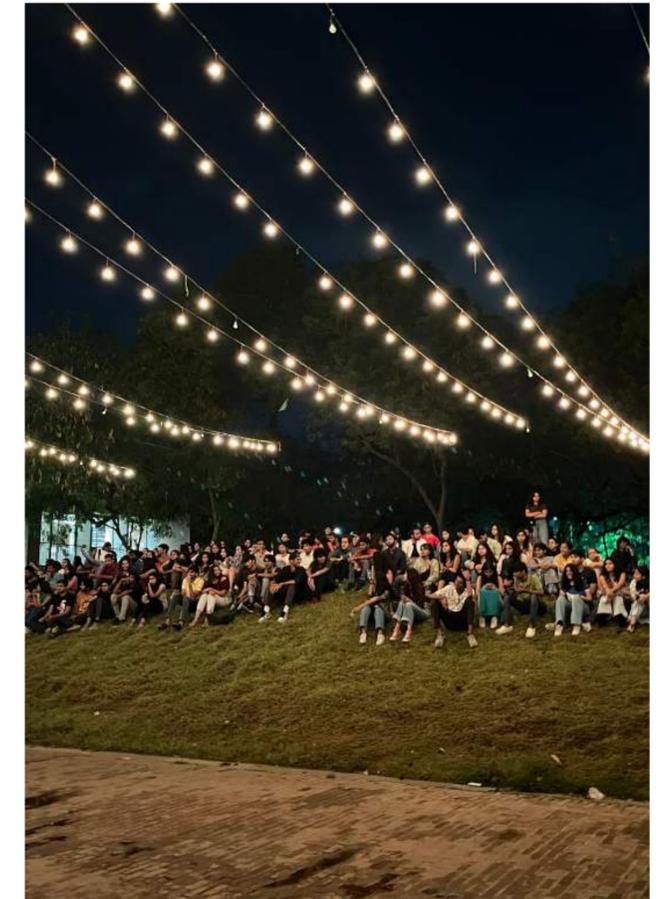
- Leadership
- Teamwork
- Organisation
- Real-World Problem Solving
- Event Planning
- Management
- Budgeting



*We organised small events like this Football World Cup Screening*



*Also looked over merchandise and other momento designs and marketing them.*



*Also organised MAZI - a 3 day long campus wide event that included cultural, educational and sports events. A lot of organisation, planning and execution.*

## Tabla Player & Enthusiast

Enjoying the Tabla Since 6, Still an Avid Learner



### About:

*Have grown up with classical music. I also love and appreciate beats and repeated listening has given me the capability to edit videos very differently by **understanding sound and rhythm***



*Still learning the tabla to date.*

## Young Maker & Designer

Have Always Enjoyed Creative Tasks



### Young Ansh:

*Somewhere in me, **that kid still builds, draws, and dreams**. I was the kid who built wild LEGO cities before breakfast. Who took apart toys not to break them, but to understand them.*



*LEGO was my go to pass-time as a kid.*

# DIY Speakers

New Found Hobby of making Speakers at Home (2025)

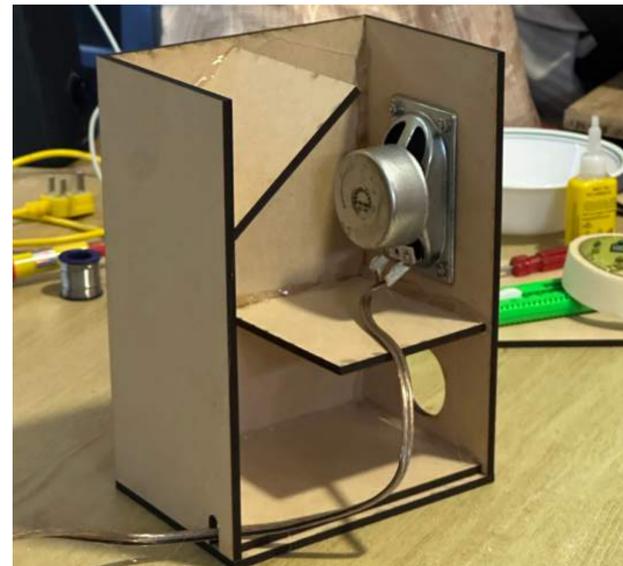


## About:

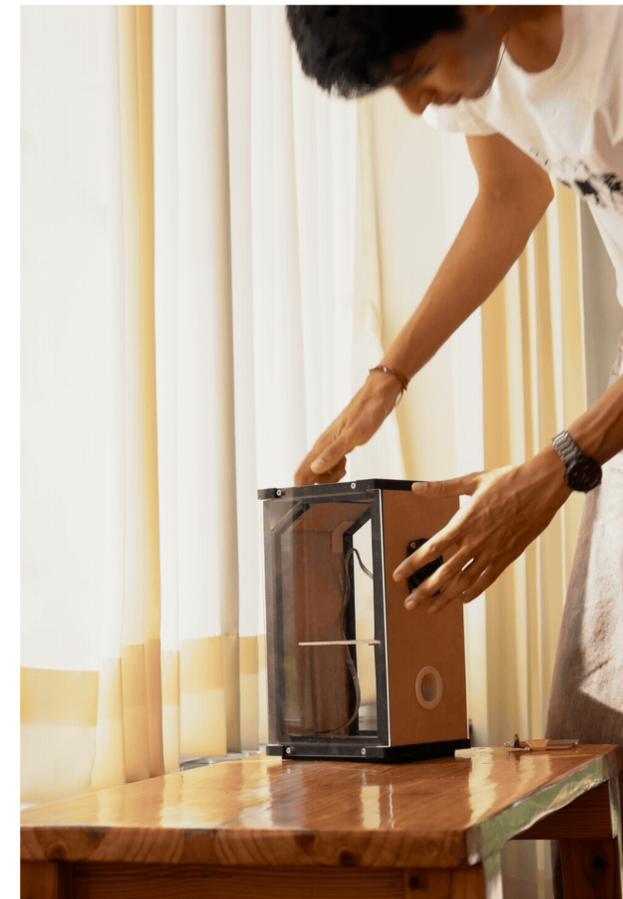
*I have always been fascinated by music and media. Speakers somehow are at the perfect spot between music and product design. Making one (actually more) has become a new hobby.*

## Learnings & Skills:

- Acoustics
- Electronics
- Laser Cutting & 3D Printing
- Photography
- Sound Engineering



*A lot of making was involved. Lots of learnings on chambers, wiring and also some physics.*

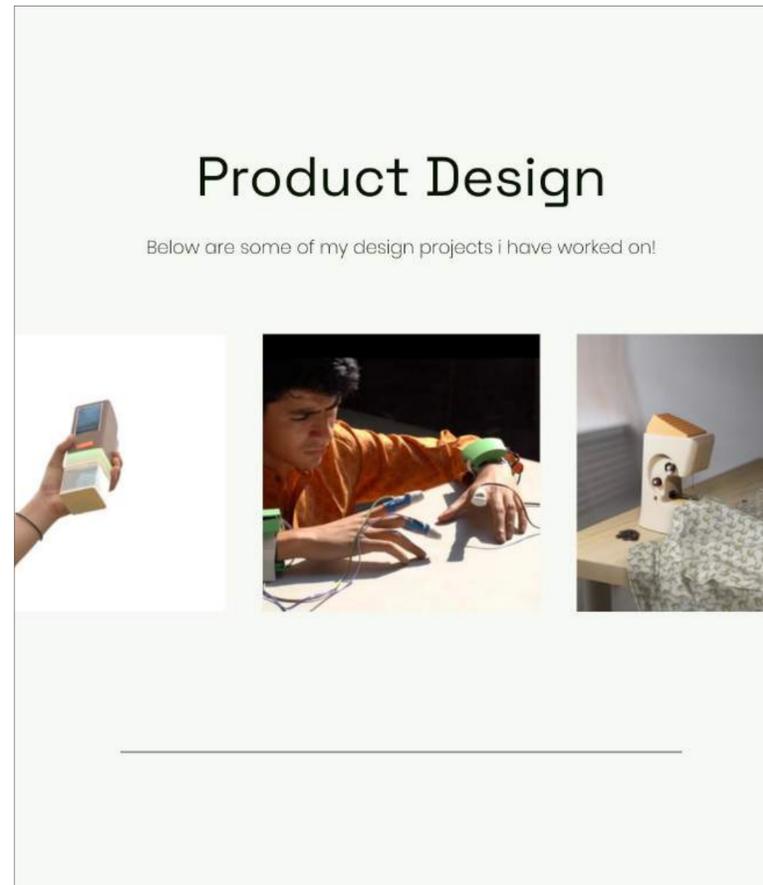


*A second one with transparent sides and easy assembly. (Didn't work as well)*



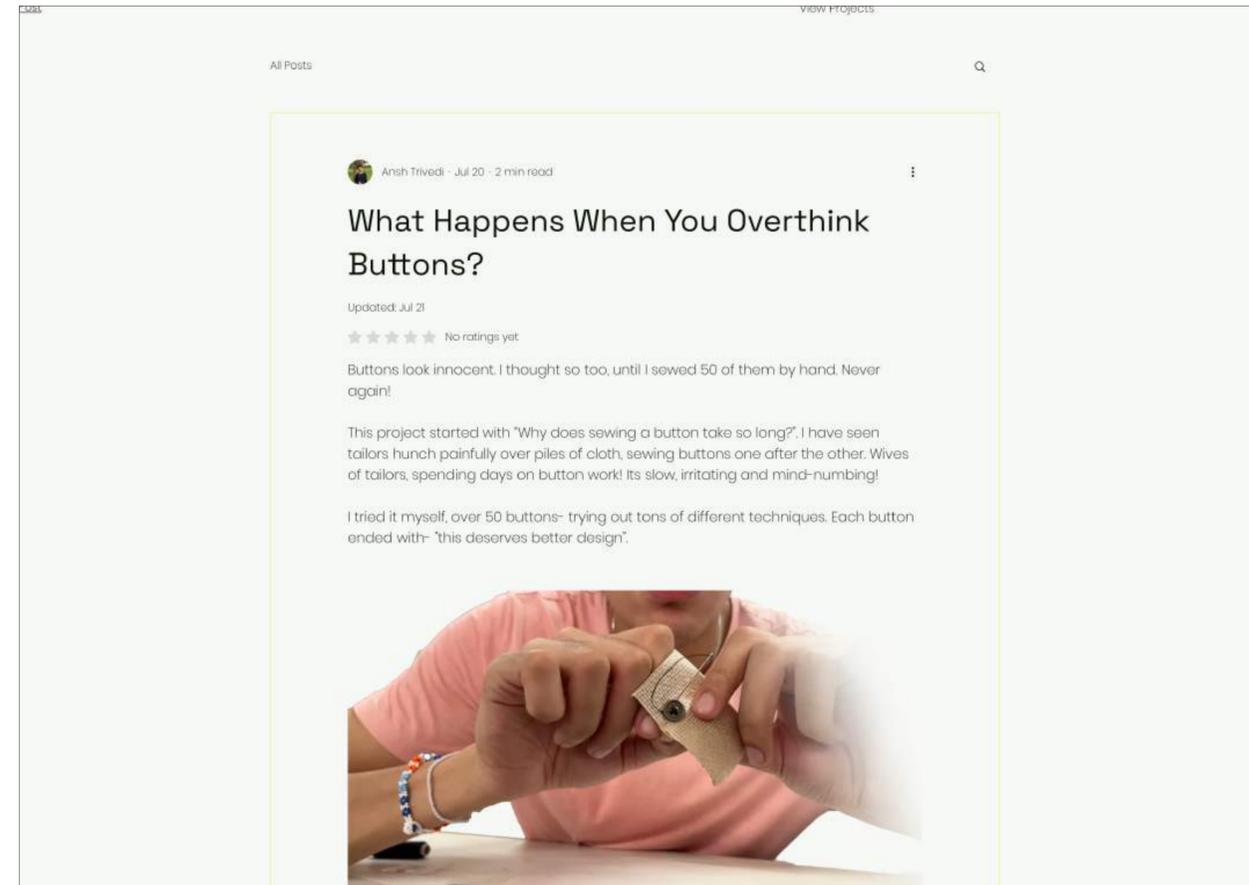
# Website & Blog

(2025)



## Website:

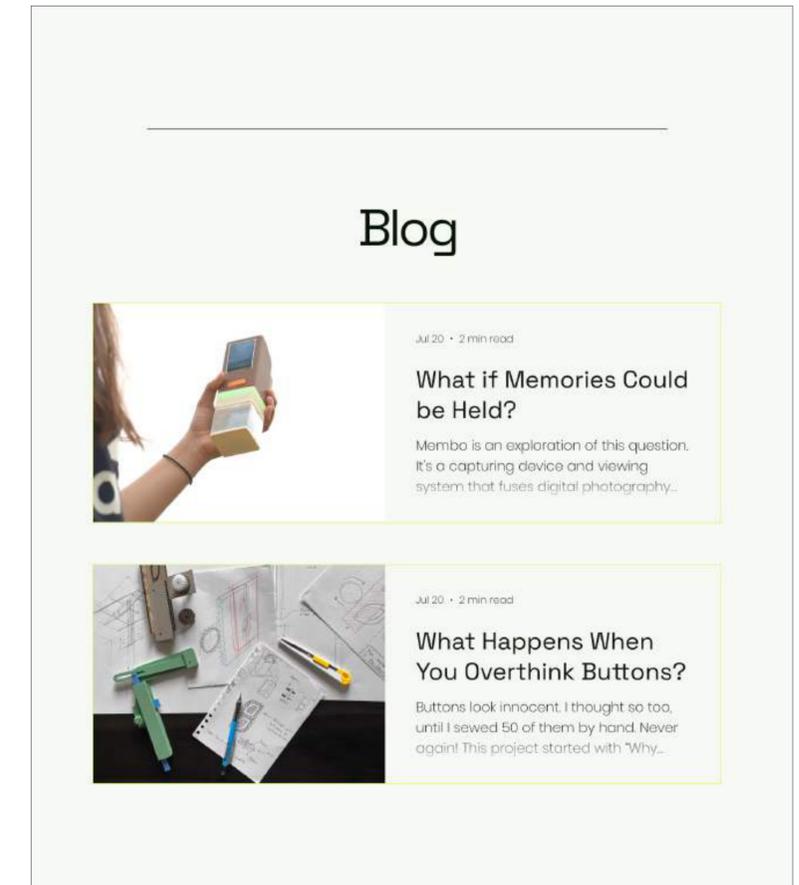
*I made a website to showcase all of my work, including projects from way back in school to projects im working on currently.*



## In 6 months:

- 1000+ organic, unique viewers
- A growing archive of projects
- Visitors from 18+ countries
- Dozens of insights I wouldn't have seen otherwise
- 5 long-form blog posts

anshtrivedi.com/blog



## Blog:

*I post blogs that are about different projects of mine. **Talking about my design process, problems faced, interventions and the iterative making process** involved in my workflow.*