

NAMITA SENTHIL KUMARAN

Architect | Spatial Designer



I'm an experimental architect, I love making unconventional designs and I have a futuristic mindset. With an interdisciplinary creative practice spanning architecture, visual storytelling, digital media and spatial design, my work explores how environments can function as narrative mediums that shape emotion, perception and cultural experience.

Through architectural training at the Indian Institute of Technology Kharagpur, alongside work in graphic design, UI/UX and visual media, I have developed a design approach that treats space as an experiential narrative rather than purely physical form.

"Spaces are my canvas, my art is where I curate a meaningful experience"

EDUCATION

- 2019-24 **Bachelors in Architecture (Hons.)** | Indian Institute of Technology, Kharagpur.
- 2019 **Higher Secondary Certificate** | Ballari Independent P U College
- 2017 **Secondary School Certificate** | St. Philomena's Composite P U College.

SKILLS

Architecture & 3D Design

Revit | Rhino | AutoCAD | Sketchup

Visualization & 3D Animation

D5 +Ai | Lumion | Unreal Engine | Blender

Post processing & Visual Communication

AdobePhotoshop | InDesign | Procreate | Fresco | Illustrator | Aftereffects | Premiere pro

UI-UX & Web Design

Figma | Adobe XD | Claude code

Gen AI & Creative Tech

MidJourney | ChatGPT | Claude | DALL E

Coding

C++ | HTML

Languages

English | Italian | Hindi | Tamil | Kannada | Telugu

Interests

Immersive media | Painting | Poetry | Philosophy | Culture | Global economics & Finance

Spiritual Certificate

Energyhealing | I-ching | Rekhi

CREATIVE PRACTICE

Architecture & Interior Design
Experience Design & Spatial storytelling
Immersive storytelling & Cinematic visualization
Digital environments
Visual media, Graphic design & Branding

PROFESSIONAL EXPERIENCE

- May-July 2022 **Architectural Intern** | **fba Consulting** | Chennai
Elevation design, interiors, detailing for a lakeside residence. Rendering for a Residential Campus.
- Dec-Jun 2023 **Architectural Intern** | **ksk Architects** | Ballari
Worked 4 projects, designing interiors, elevations, furniture, & garden landscapes, while handling 3D modeling, renders, client meetings, walkthroughs, and site visits.
- Jan- Jul 2025 **UI-UX & Graphic design** | **Kovai Soft** | Remote
Designed and prototyped responsive UI/UX solutions for web and mobile platforms.
- 2020-22 **Design Director** | **Orolingo** | Kharagpur
Branding, social-media, logo, mascot, course material design & UI/UX design.
- Jul-Sep 2021 **Content Creator** | **Ozziee** | Remote
Handled brand development, mascot design, content creation for social media, & publicity.

PROJECTS

- 2025 **Farmhouse Design | Architecture** | Bengaluru
- 2025 **3 bhk Interior Design | Turnkey** | Hyderabad
- 2024 **Exhibition Stall Design | Balaji Glass** | Kolkata
Designed & executed custom stall, ABID Interiors Fair 2024, Kolkata.
- 2024 **Website Design |Flamingo** | Remote
Re-branding a gift hamper digital store.
- 2023 **Branding & Logo | Topsy Turtle** | Hyderabad
Branding, Logo and Packaging Design for an F&B Cloud Kitchen.
- 2022 **Virtual Platform | Spring fest** | Kharagpur
Designed the virtual platform for the first hybrid spring fest of a virtual IIT Kgp in a mystical setting.

LEADERSHIP

- 2021-22 **Design & Media Head | Spring fest**
Designed digital & print media for outreach-800+ colleges and 600+ corporates, social media reach of 2L+. Led a two-tiered team, managing design schedule & setdesign for entire fest.
- 2020-21 **Magazine Secretary | SSAP council**
Led a two-tier team of 32 for Sthapati 2022, article curation from renowned architects & firms, editorial design, & publicity management.

ACHIEVEMENTS

- 2024 **Art Experience & Rehabilitation | Thesis** | Mumbai
Designed an immersive experience and rehabilitation center in a futuristic setting to merge therapy with experiential architecture
- 2022 **Citation, Landscape Trophy | ZoNASA** | Kolkata
Bagged the Gold in the 6hr Landscape trophy.
- 2021 **Sthapati 2021 | ARP, IIT Kgp** | Kharagpur
Headed & designed the annual Magazine, Dept of ARP IIT Kgp, India's biggest college magazine having a reach of 12000+ students, 300+ colleges and international firms.
- 2021 **National Finalists | ANDC** | Kharagpur
Top 100 entries nationally in the Annual NASA Design Convention.



design portfolio

Namita Senthil

2026



cOntents

2023-2024
GRADUATION THESIS

Revartlise

Art experience & Rehabilitation center

Mumbai, India | Academic Project

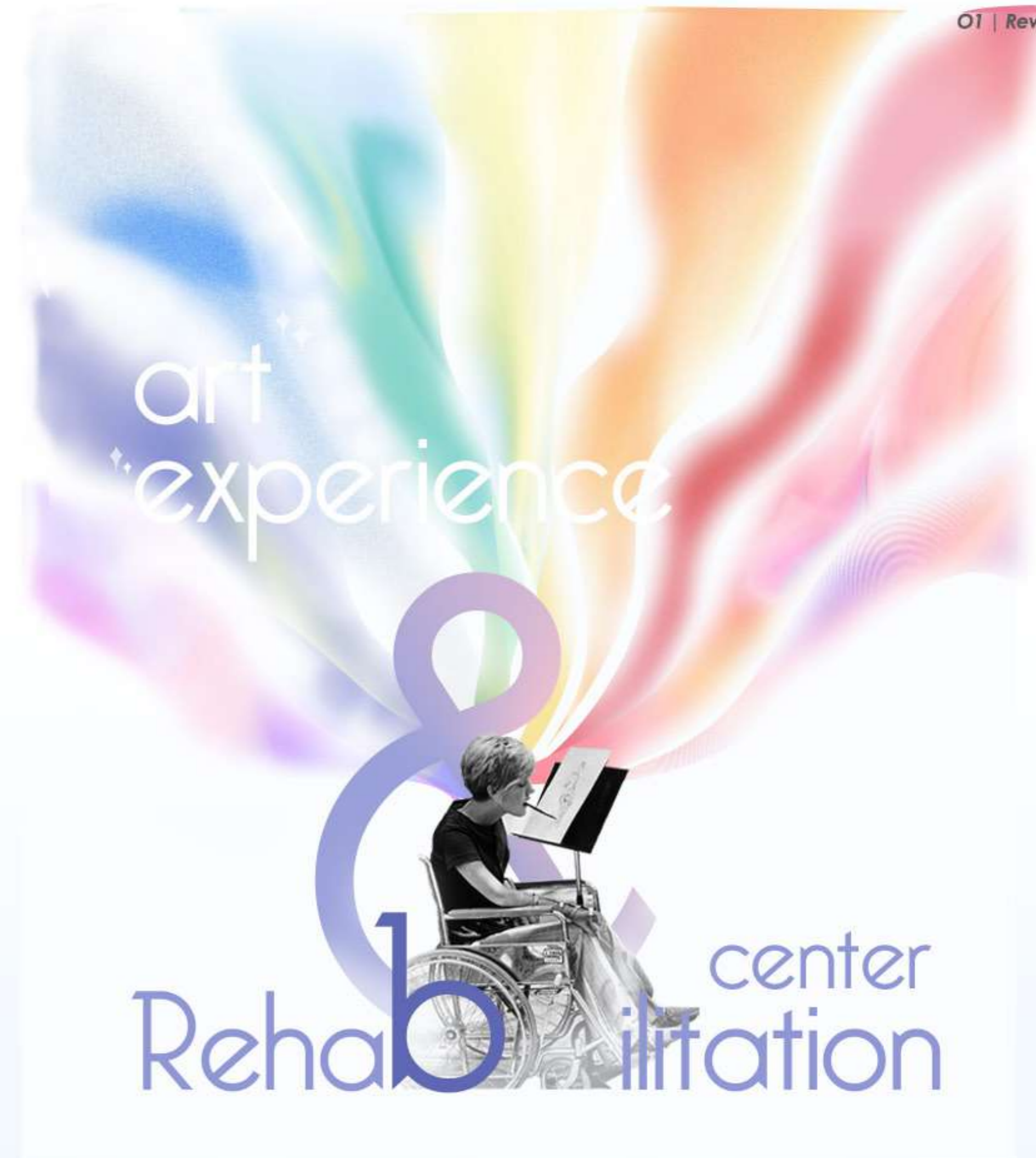
Abstract

RevARTlise explores how multisensory environments—integrating art, light, materiality, sound, scent, and spatial interaction—can influence human cognition, emotional regulation, and healing.

The project redefines architecture as an interactive system rather than a static container, responding to human presence, vulnerability, and perception.

Through a sequence of immersive galleries, transitional pathways, and contemplative spaces, the thesis investigates how calibrated environmental stimuli support mental well-being, rehabilitation, and self-reflection.

Emphasizing barrier-free and inclusive design, RevARTlise integrates biophilic and digital interventions to propose an experience-driven model for therapeutic environments applicable to healthcare, education, and cultural contexts.



GRADUATION THESIS

Revartlize

Art experience & Rehabilitation center

Problems

Inadequate Mental Health Spaces in Urban India

Urban India lacks accessible, inclusive, and non-clinical environments that support mental well-being beyond conventional medical infrastructure.

Limited Inclusive Design for Differently-Abled Users

Existing therapeutic and cultural spaces fail to integrate barrier-free, sensory-sensitive, and empowering environments for differently-abled individuals.

Underintegration of Art as a Healing Medium in Architecture

Art's therapeutic potential remains largely underutilized in architectural design, with few spaces enabling multisensory engagement, emotional regulation, and social awareness.

MENTAL HEALTH: THE NUMBERS ARE TROUBLING



Mental health infra scarce in India

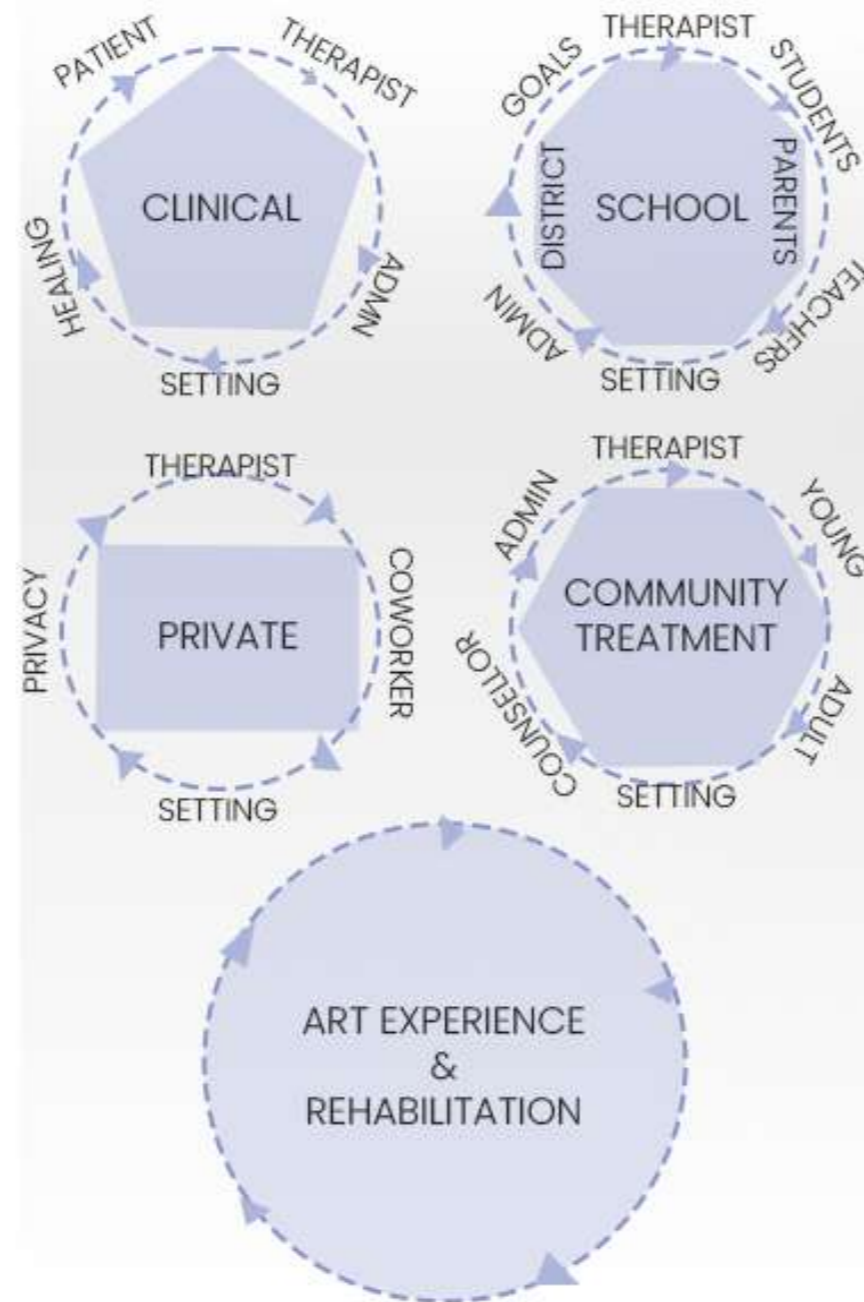


User Persona



THERAPISTS & MEDICAL PROFESSIONALS
 MENTAL HEALTH ISSUES INDIVIDUALS
 DIFFERENTLY- ABLED INDIVIDUALS
 STUDENTS & VISITORS

ART THERAPY ACROSS SECTORS



Vision

"The vision of this thesis is to establish a state-of-the-art facility that not only provides an immersive art experience but also a haven for rehabilitation through art therapy."

Concept



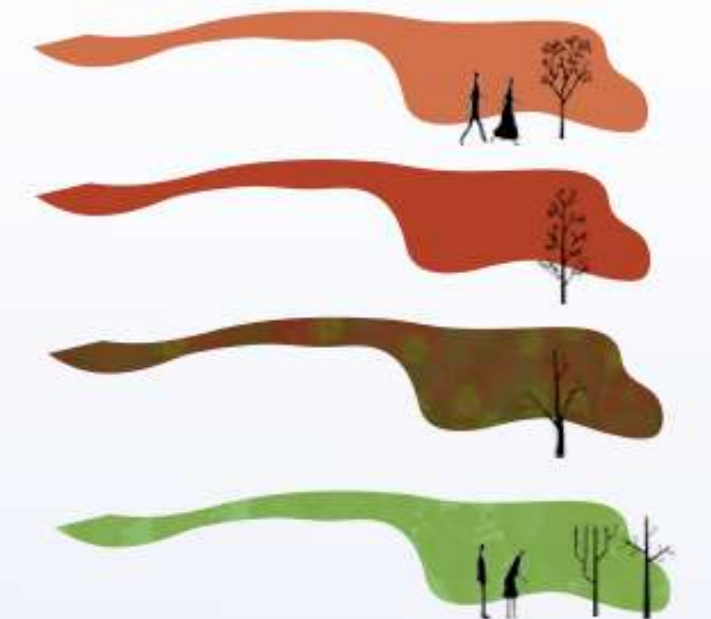
A Skywalk glazed with Rainbow colors to create an experience as if you're walking on the rainbow towards the sky.

A sky deck situated on the topmost floor of the studio leading from a ramp that extends from skywalk that opens to a scenic view of the lake, entailing seats and a space for contemplation after the creative journey throughout the experience center



Project mission & goals

The mission is to create a space that is inclusive, sustainable, and therapeutically beneficial, leveraging the latest in art technology to enhance the therapeutic process. Ultimately, the project aspires to set a precedent for future architectural endeavors that merge art, therapy, and technology in urban landscapes.



LIVING MURAL

The copper panels naturally patinate, they shift through a spectrum of colors, showcasing the passage of time and the dynamic interplay between art and nature. This evolving façade reflects environmental conditions, creating a unique, site-specific artwork that celebrates the harmony between the built environment and the natural world.

GRADUATION THESIS

Revartlise

Art experience & Rehabilitation center

Core Experience Pillars of the Art & Rehabilitation Centre

Multisensory Art Therapy

Integration of light, sound, texture, olfactory scent, and movement to support emotional regulation, cognitive calm, and sensory healing through immersive spatial experiences.

Immersive Digital & Interactive Environments

Projection-mapped, responsive galleries where architecture acts as an interface, enabling interaction through movement, gesture, proximity, and presence.

Nature-Integrated Healing (Biophilic Experience Design)

Physical landscapes augmented with digital light, water, and materiality to evoke contemplation, restoration, and mind-body connection.

Community-Based & Collective Experience

Shared spaces that encourage non-verbal social connection, collective participation, and inclusive healing through art and art therapy.

Embodied & Movement-Led Interaction

Curated paths, ramps, and installations that use slow movement and bodily engagement as tools for mindfulness, reflection, and somatic awareness.

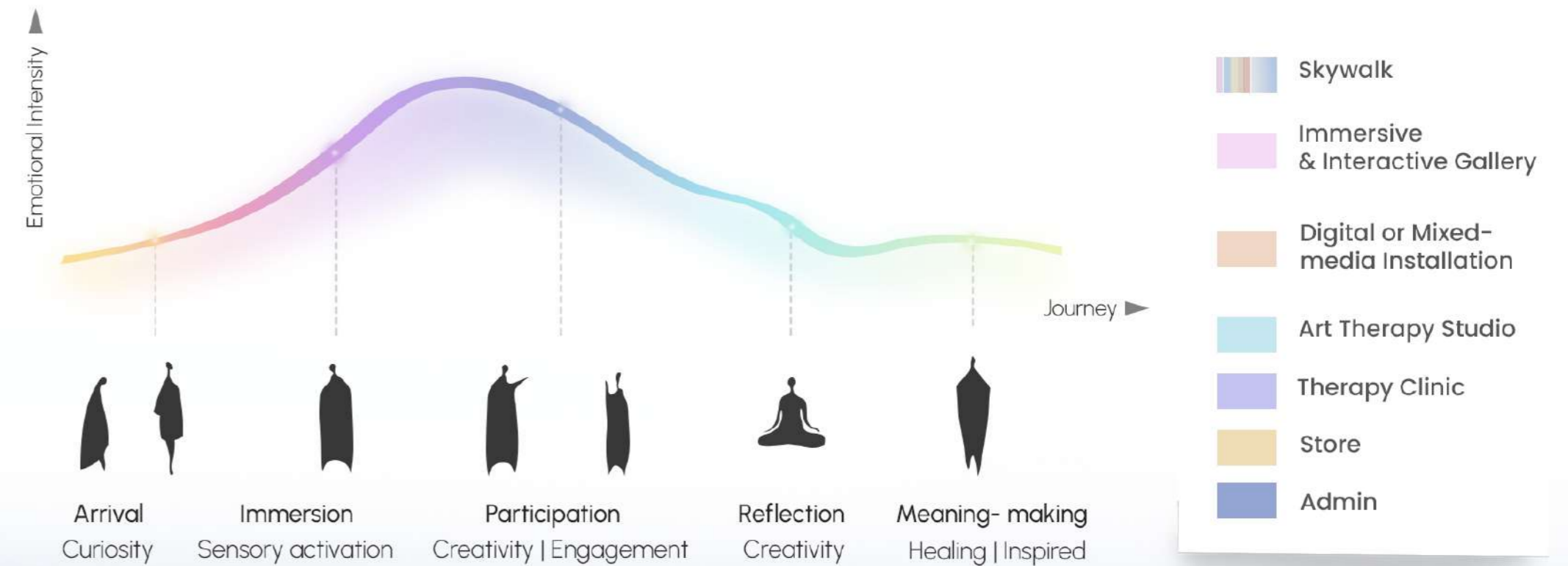
Art-Driven Rehabilitation & Mental Wellbeing

Architecture and digital art as therapeutic systems supporting recovery, creativity, focus, and emotional resilience across healthcare, education, and public contexts.

User Journey

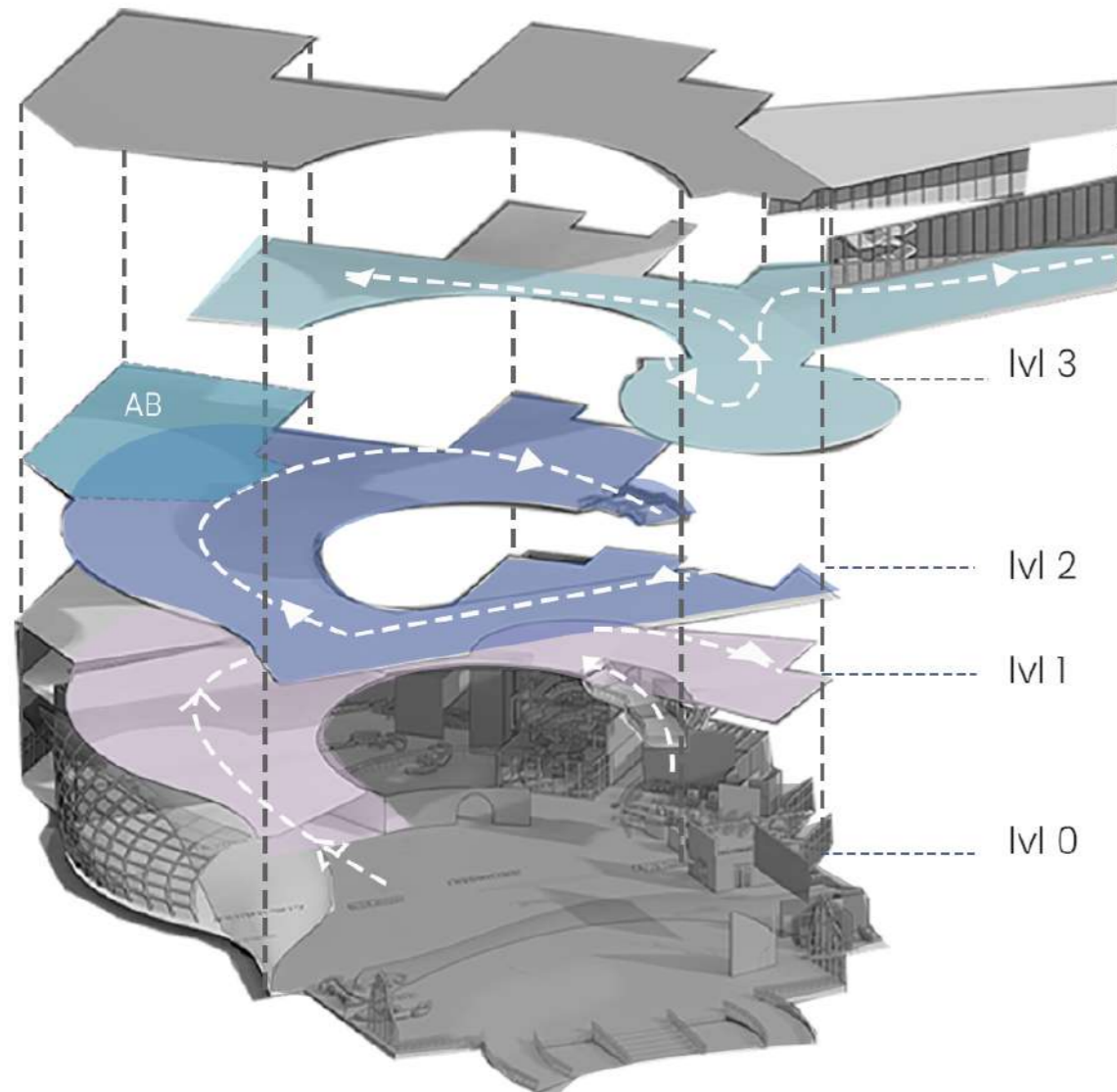
Emotional & Cognitive Engagement Over Time

Graph mapping the Journey of the user against emotional intensity over the course of visiting or inhabiting in the art experience and rehabilitation center.



Exploded view of the Art Experience Center

Showing the circulation of the galleries progressing towards each higher level.
 A barrier free, inclusive and a seamless experience of the journey of the entire extire center.
 Mainly, intended for the user to be immersed inside the space and experience the spatial articulation of art and experiences.



Galleries

Light & Chromatic Therapy Gallery

Horizons of Light

A linear gallery calibrated with time-based light transitions simulating circadian rhythms from dawn to dusk. Uses layered translucent materials, filtered daylight, and programmable LEDs to modulate color temperature and luminance levels. The space induces physiological calm, visual adaptation, and temporal awareness.

Designed to reduce sensory fatigue and promote mental clarity and tranquility.

Interactive Haptic Gallery

Creators Paradise

An interactive digital environment where touch-based interfaces, motion sensing, and proximity triggers allow users to actively generate visual compositions. Physical contact and gestures modulate color hues, light intensity, sound frequencies, and haptic feedback, creating a real-time multisensory response system. Designed to stimulate cross-modal perception, creativity, and cognitive engagement, the space positions the user as a co-creator rather than a passive observer.

Multisensory Gallery

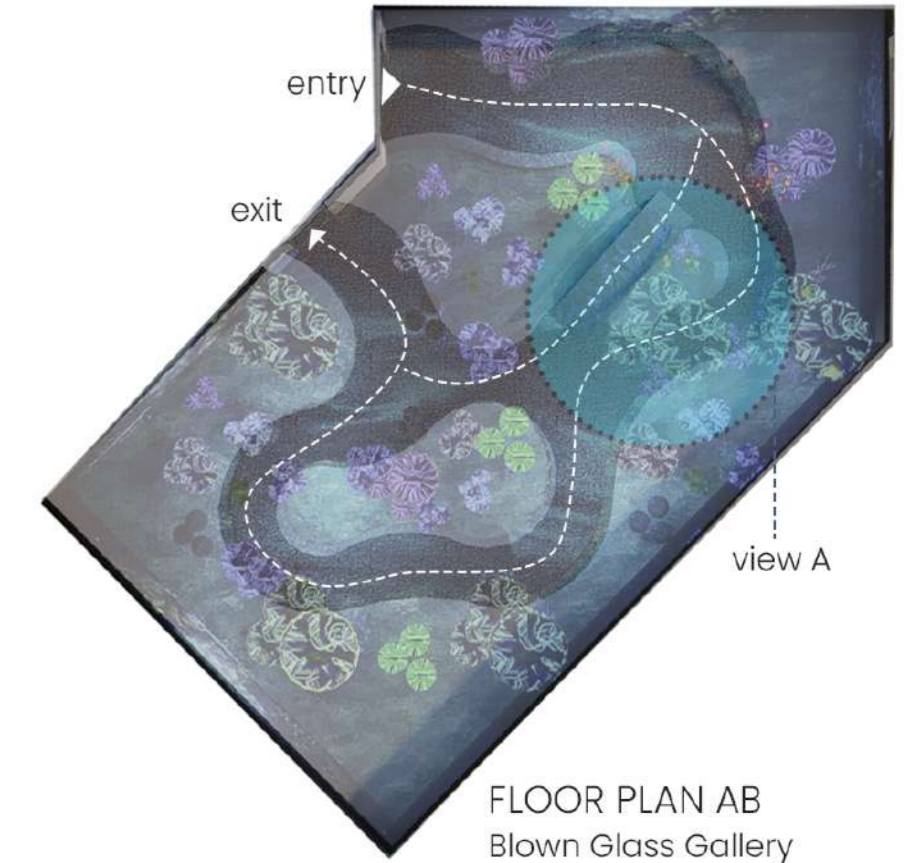
Immersive multisensory environment integrating light, sound, texture, reflection, and olfactory cues inspired by natural ecologies.

Inspired by Dale Chihuly's blown glass, creating a space to stimulate senses, with irididescent hues and gentle scents to create an intuitive spatial experience.

Scented plantings and humid microclimates aid sensory grounding and emotional regulation.

Layered visuals and reflective surfaces, glowing water enhance depth perception, calmness, and focus.

Gentle nature sounds, ambient whispers, and ethereal water sounds to create a peaceful mood.



GRADUATION THESIS

Revartlize

Art experience & Rehabilitation center

View of the walkway between Rehab residence to the Therapy Studio

Therapeutic Transition Walkway
A stroll in the garden



A controlled transition corridor connecting the rehabilitation residence to the therapy facility, designed to minimize environmental allergens while maintaining visual continuity with nature.

Enclosed glazing allows daylight and landscape views, Integrated glass flora, suspended butterflies, and creeping installations create a seamless biophilic experience.

Ambient soundscapes of birds and water combined with subtle scent diffusion support sensory grounding and stress reduction.

The pathway functions as a neurological buffer zone, preparing users emotionally and cognitively for therapy sessions.

Outcomes and Insights

Space as Interface

Architecture can function like an interaction system—responding to human presence, movement, and sensory thresholds.

Experience Before Form

Design decisions are driven by psychological and sensory impact, not aesthetics alone.

Multisensory Design as Therapy

Light, sound, scent, texture, and rhythm can measurably influence stress, cognition, and emotional states.

Sequencing & Narrative Thinking

Spatial progression is treated like a user journey—entry, immersion, reflection, recovery.

Controlled Nature Simulation

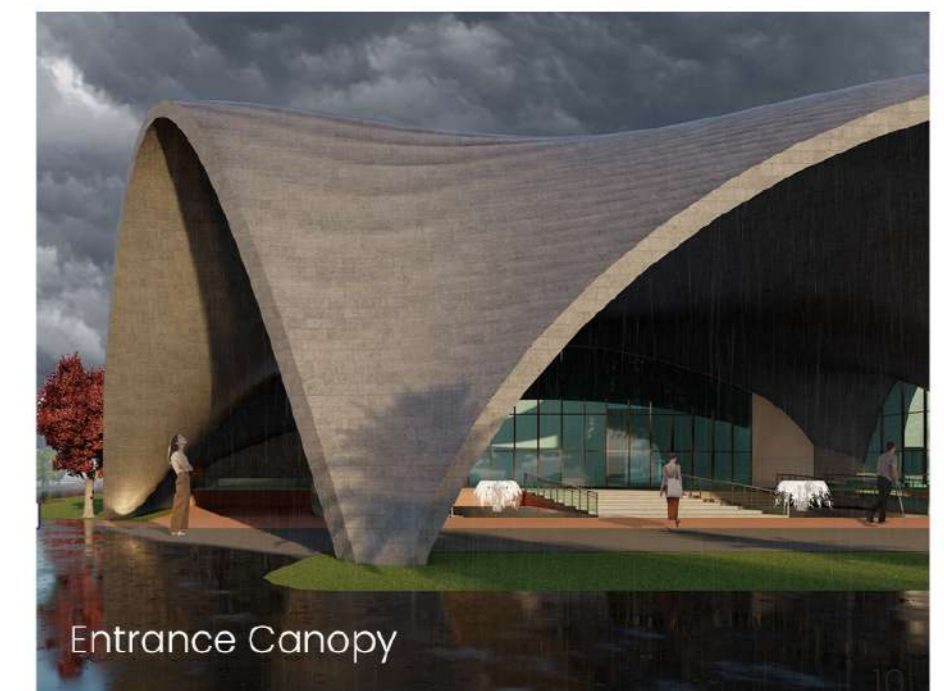
Biophilic experiences can be digitally mediated to avoid allergens, climate dependency, and sensory overload.

Barrier-Free Inclusion

Universal design ensures seamless accessibility for people with physical, sensory, and cognitive disabilities, enabling equal participation without segregation.



Exterior Views



2022

DESIGN & MEDIA DIRECTION

Folklore Fiesta

Theme Based Design

Cultural Fest, IIT Kharagpur

Non-Academic, 2021-2022

Spring Fest Design and media head is a year long responsibility, designing, managing and overlooking all projects throughout the fest, from set design to virtual worlds, for the public engagement to sponsors' brand marketing, a strategic yet fun process.

Selected are some highlighted projects of my work during this tenure.

From theme selection to the successful launch of every event, Folklore Fiesta — Spring Fest 63rd Edition is a close-to-heart, extensive time, deeply invested project of mine. A new-age, first of a kind hybrid fest in India.



Virtual Platform Map
Orthographic view



Theme:
*What if IIT Kharagpur existed
in the ancient medieval era?*

During the latter part of Covid period, the virtual platform reimagined the IIT Kharagpur campus as a hybrid fest experience, allowing audiences to explore familiar spaces digitally. Through the Folklore Fiesta theme, modern landmarks were transformed into a medieval, folktale-inspired world of castles, forests, and courtyards. The Main Building, Nehru Museum, Clock Tower, and Tagore Open Air Theatre appear as fragments of an ancient scholarly realm, shaped by the campus's real geography. By juxtaposing the contemporary with an imagined past, the platform explores how knowledge, community, and storytelling transcend time and place.

- a IIT Kgp's Main Building
- b Tagore Open Air Theatre
- c IIT Kgp's Gymkhana
- d 2.2 Lake
- e MT Clock Tower
- f Nehru Museum
- g Arena



Main Building

Clock Tower

Gymkhana

Nehru Museum

Audi Kalidas



Audi Netaji



Events & Concerts were shown in these Auditoriums, in their respective Arenas and Locations as present on campus

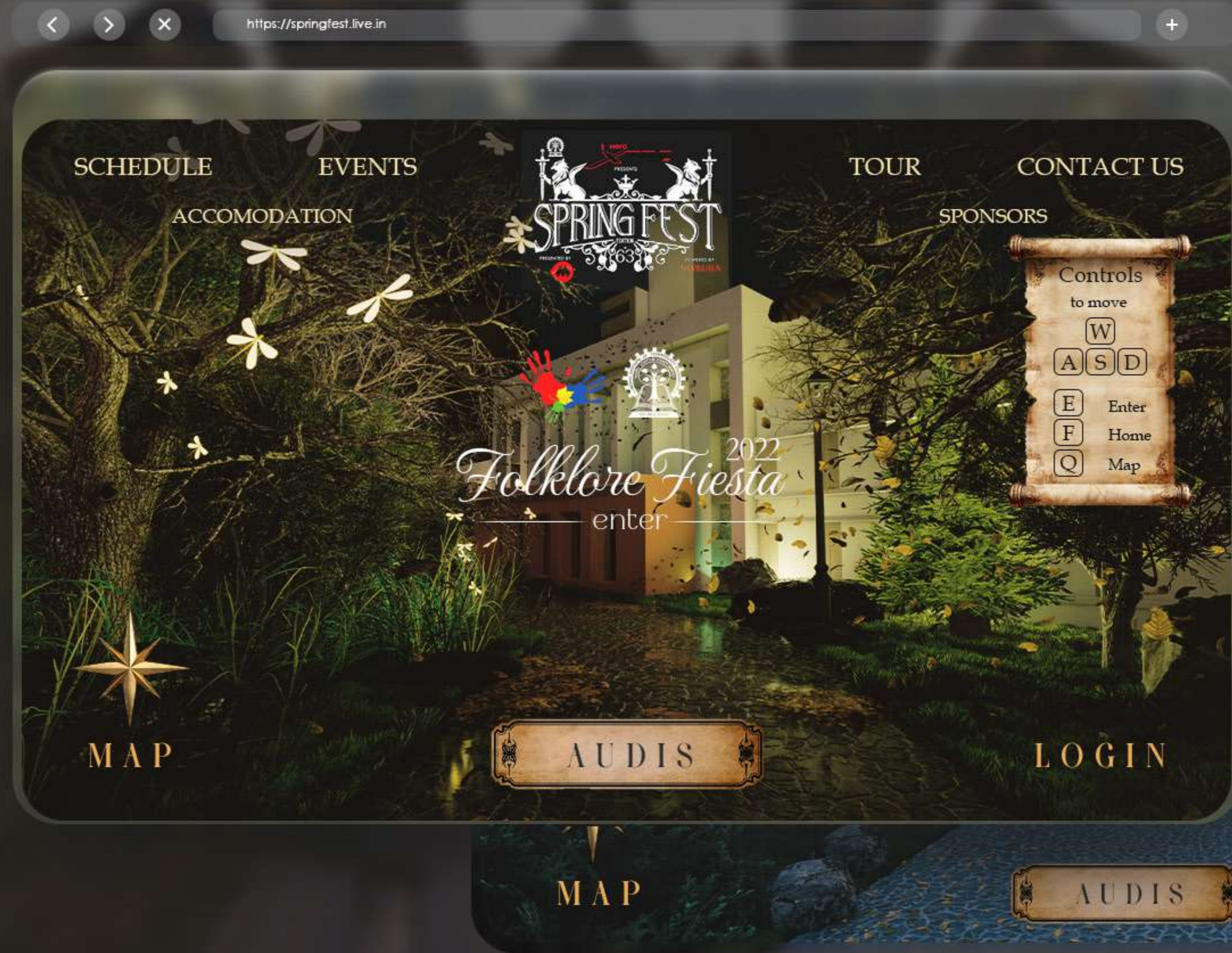


Virtual Platform walkthrough



Virtual Platform Release

Virtual Platform Tour view & Interface



2022 Edition
Spring Fest

FOLKLORE FIESTA

TAKE A LEAP OF FABLE

Official Website

LOGIN / RE

Theme:
Castle Walkthrough

The castle-themed website draws inspiration from legends, and medieval symbolism, the interface transforms navigation into a journey – inviting users to enter rather than browse. The castle becomes a metaphor for collective storytelling. Architectural elements guide users through events, schedules, and stories, merging functional clarity with narrative immersion.

SF WEBSITE

Annual Spring fest official Website handling 80K+ registrations, housing event details, schedule and location of the fest, with sponsors' information, accomodation booking, merchandise and other relevant information.

SCHEDULE

MARCH INTO THE
Castle

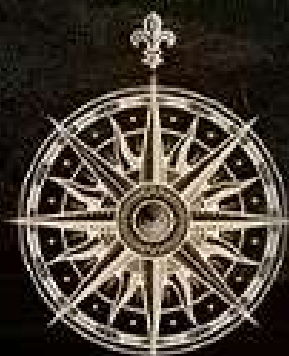


Website walkthrough



Website release

Website design
Duration: 3 weeks



M A P



Core Concept

A simple interface but engaging and interactive website, containing elements of the castle as a part of the theme along with the Virtual Platform.

This is also set in the same era forming the central folklore core of the Folklore Fiesta virtual platform.

Official Website Interface Design



2022
INTERIOR INTERACTION DESIGN



Casa De Origine

Interactive space design
6th semester | Academic Project

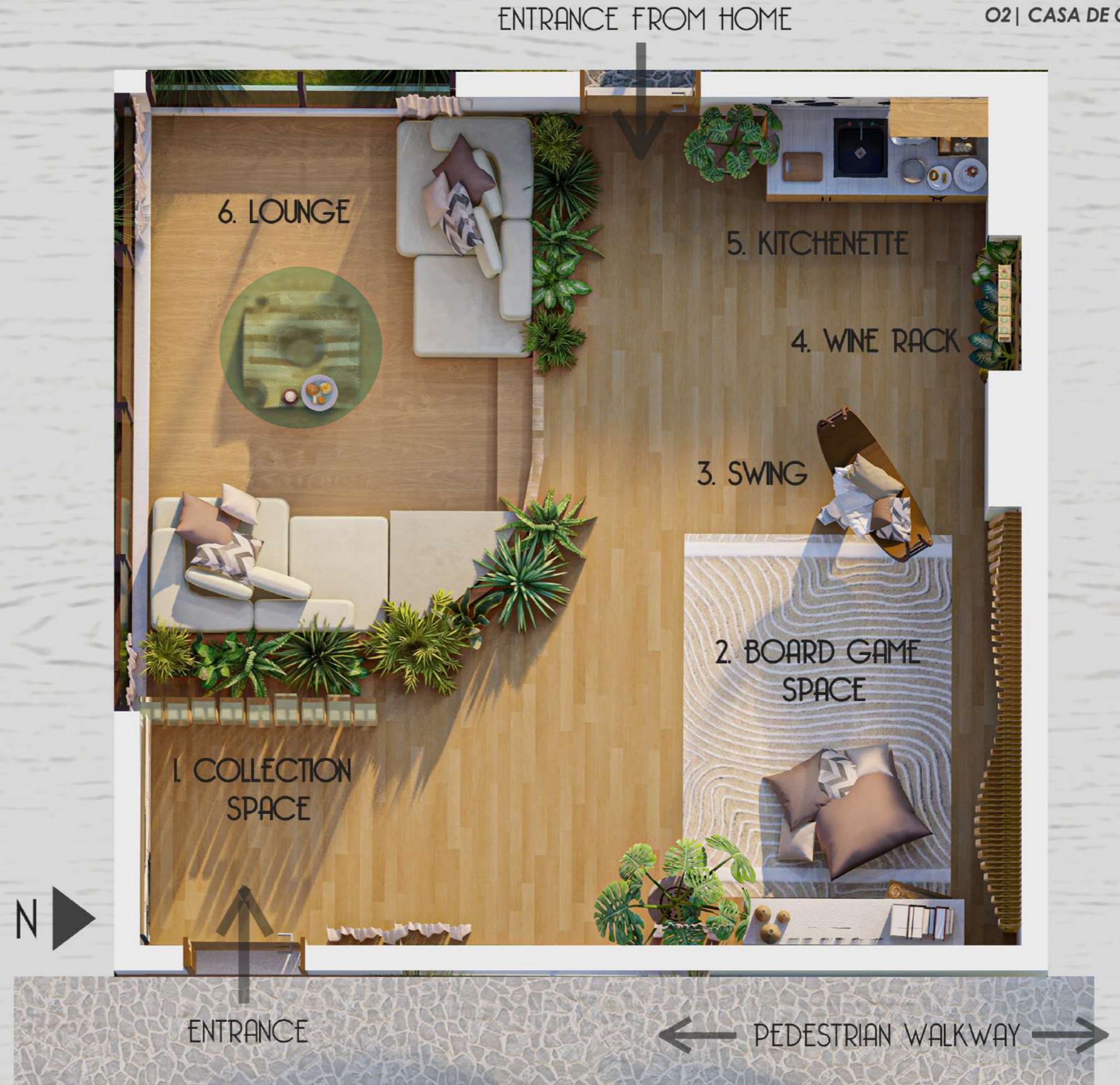
Casa di Origine is a compact interaction space designed within a 7 × 7 m footprint, conceived as an immersive interior ecosystem inspired by Charles Darwin's explorations and relationship with nature. The project translates Darwin's journeys and evolutionary thinking into a spatial narrative, where materiality, light, texture, and movement work together to create a contemplative, interactive environment. Designed for a small community of like-minded individuals, the space functions as both a social and introspective setting, encouraging observation, curiosity, and sensory engagement. The interior captures its essence as a "still ecosystem," allowing users to interact with the space through perception, proximity, and experience—bridging interior design with experiential and interaction-driven spatial thinking.

FLOOR PLAN

The entire space was designed to capture Darwin's ethos in minimal elements, materials and color scheme. Every element is inspired from any of his life work or discovery, his fondness for nature and concoting it into this interior space.



FURNISHING MATERIALS



The megatherium fossil inspired ceiling installation traces evolutionary forms. Curated displays of finches, insects, and beetle specimens function as tactile and visual interaction points, encouraging close observation and slow engagement. Natural materials, warm lighting, and biophilic elements create an environment that evolves through user presence—transforming the interior into a living archive where science, curiosity, and habitation intersect.

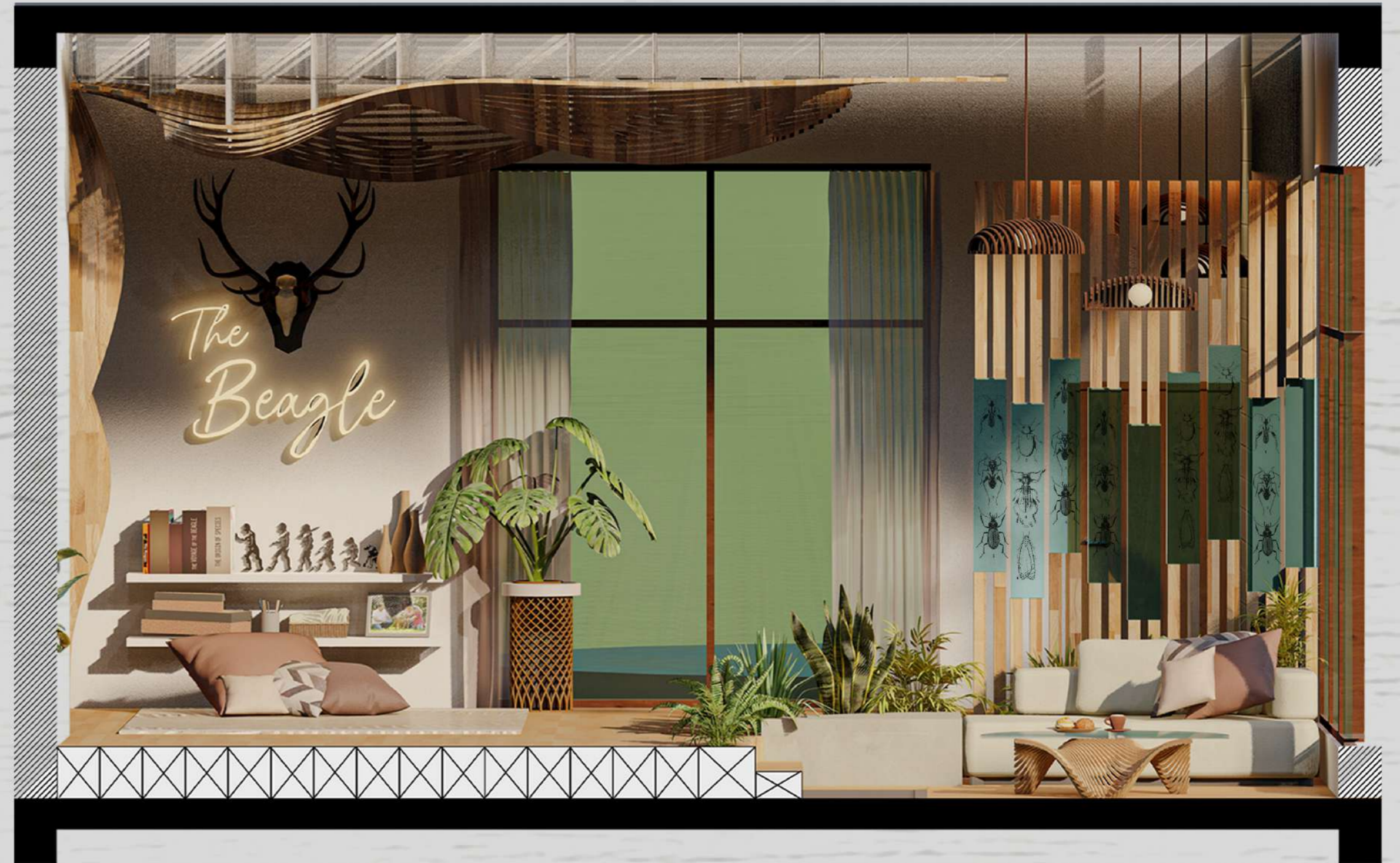


SECTIONAL PERSPECTIVE

Sections bringing out Darwin's brand, right from his journey on The Beagle, to Galapagos Island's species, the beautiful ceiling inspired from megatherium's fossil, to his book, The Origin of Species, to the Evolution of Man. In addition, his interest for hunting and hobby of beetle collection & his fancy for wine.



Section AA'



MOODBOARD



2022
INTERIOR DESIGN

Tiny Tods

Pediatric Clinic Design
6th semester | Academic Project



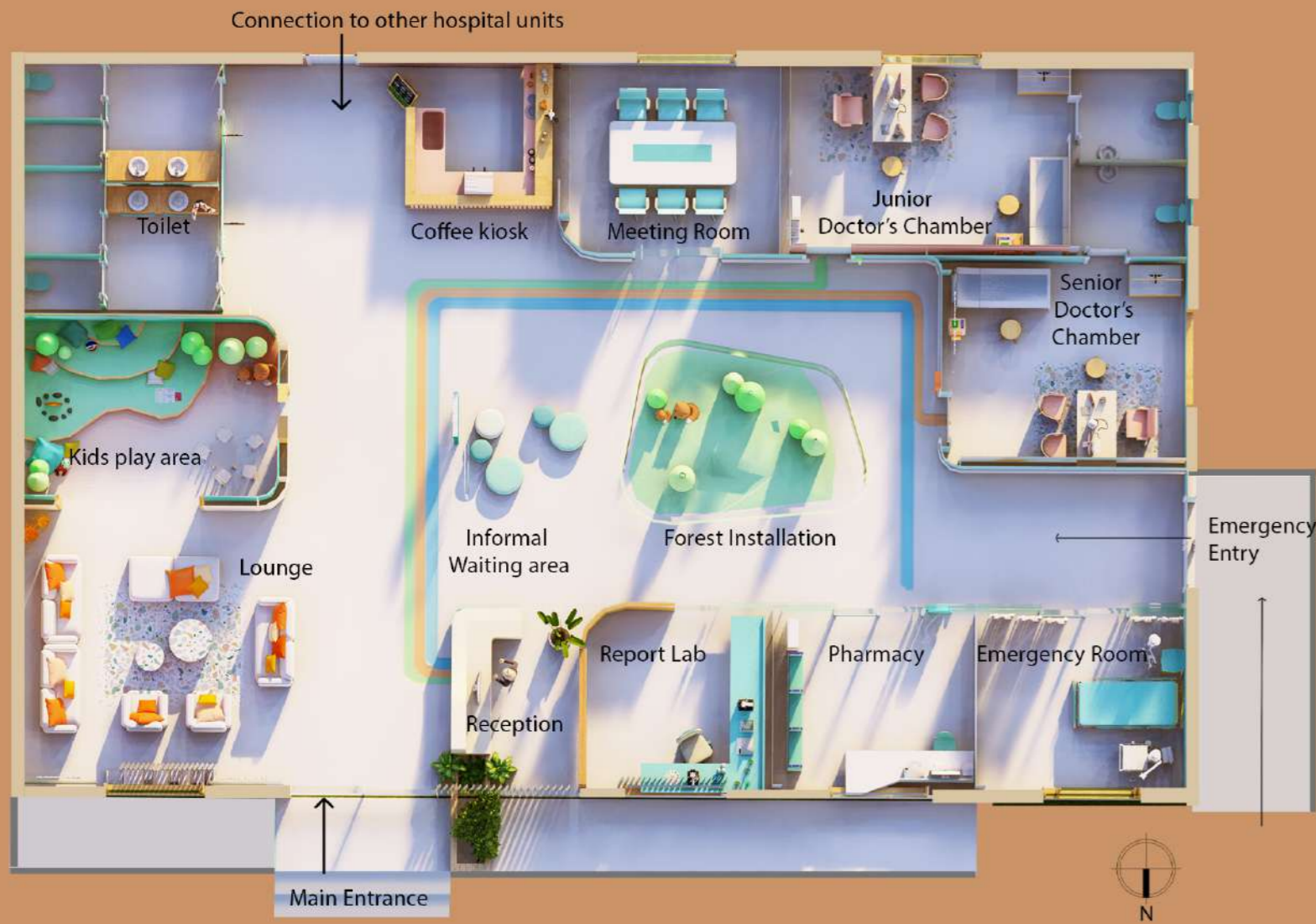
Waiting Lounge



Pediatric Clinic

Group Project - 2 members

The brief demanded us to design a private Pediatric clinic proposing the functional grouping of the sub-spaces within the total space envelope and present an attractive, child friendly as well as appropriate environment for the patients and other visitors.



FLOOR PLAN

The entire space of 24000 x 15000 mm is themed to be an abstraction from the movie : MADAGASCAR. The characters are a part of the design elements and the palette corresponds to the coastal settings in the movie. Furnishings like terrazo is used in carpet to compliment the plain pastel colors. Floor map is another important element which helps the kids navigate throughtout the clinic.



INFORMAL WAITING AREA



CONSULTATION ROOM



KIDS PLAY AREA

A cute camping play area amidst a safari environment complementing the Madagascar theme for the kids to have an engaging waiting area.



03
INTERIOR DESIGN

Kavya's Residence

Freelance, 2024

The Client demanded a traditional but aesthetic atmosphere, with modern elements. Right from choice of wallpaper to the minute detail in the Pooja partition element, everything was tailor made to the client's wants. Tried to achieve a homely character to the interiors for her single mother and was very happy with the result.





LIVING ROOM

Designed the interiors using a blend of natural and elegant materials. The space features a custom pooja partition with intricate detailing, rattan cane accents, and soft, nature-inspired wallpaper. A sleek false ceiling with ambient lighting enhances the warm, inviting atmosphere, complementing the wooden elements for a cohesive and balanced look.





POOJA PARTITION

This custom Pooja Partition combines rich walnut wood, elegant white marble, and textured rattan cane for a refined, modern aesthetic. The crown features intricate geometric detailing, adding a subtle touch of craftsmanship. The partition balances tradition and contemporary design, creating a serene and stylish focal point for the pooja space. The lotus painting at the back blends traditional floral motifs with the modern design of the space.





2021

ARCHITECTURAL DESIGN



METROPOLITAN CULTURAL CENTER

Tokyo, Japan

Academic, 5th semester

This project proposes a cultural center situated within a metropolitan context, conceived as a spatial dialogue between traditional and contemporary architectural languages. The design synthesizes aesthetic principles, material expressions, and cultural practices drawn from different historical periods, translating them into a cohesive, modern public realm.

Central to the experience is an immersive Zen garden, functioning as a contemplative pause within the urban fabric. Through sensory sequencing, spatial layering, and cultural symbolism, the project fosters reflection, community engagement, and a heightened awareness of time, tradition, and place.



JAPANESE ZEN GARDEN

A traditional Japanese garden, wThe Japanese Zen garden is conceived as a restorative landscape that offers mental stillness within an urban environment. Through carefully composed elements—raked gravel, natural stone, water, and seasonal vegetation—the space encourages slow movement, mindfulness, and quiet observation. The garden is experienced along a continuous promenade with framed views and deliberate pause points, allowing users to engage through sight, sound, and subtle sensory cues. The restrained material palette, balanced proportions, and controlled visual access create a calming environment that supports stress reduction, emotional regulation, and contemplative healing through nature-based spatial design.

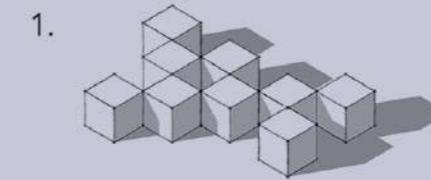
Use of Engawa, a passageway in a typical Japanese styled house facing the garden, Kohi pond & the most famous japanese promenade designed to be seen from a path circulating around the garden, with fixed stopping points for viewing.



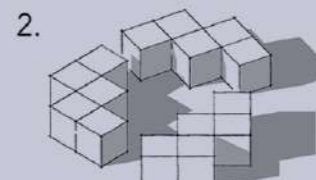
FORM GENERATION & CONCEPT



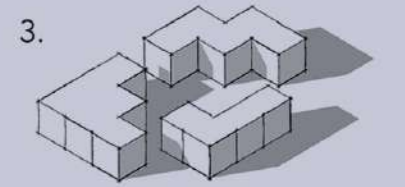
SECTION AA'



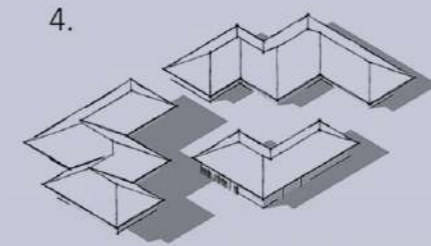
1. Starting with the initial concept of cluster of houses found in villages. A pattern of mass and void can be observed in such an arrangement, signifying the Japanese 'ichimatsu' pattern.



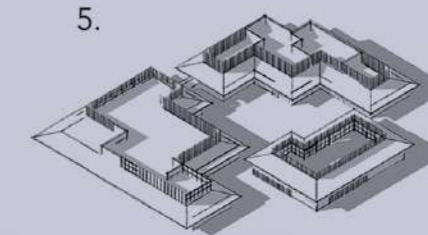
2. Further clustering of blocks according to functional Zoning. The zoning derives its concept from the Shinto symbol of 'Tomoe' which is the coexistence of three worlds.



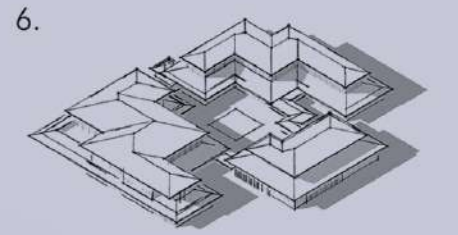
3. Creation of the shaded courtyard which would act as a plaza for civic activities like festivals, fairs, workshops, etc



4. Addition of sloped roof in the form to protect from heavy rainfall. The roofs have a slope of 20 degrees to evoke the style of traditional Japanese architecture



5. Addition of floors according to need of the program. Polycarbonate curtain walls have been added to permit daylight.



6. Finally, adding another layer of roof to add contemporary Japanese elements. Due to the polycarbonate wall, the centre would act as a lamp at night, symbolising the beacon of Japanese culture and tradition.





KOI pond

Bamboo Passageway

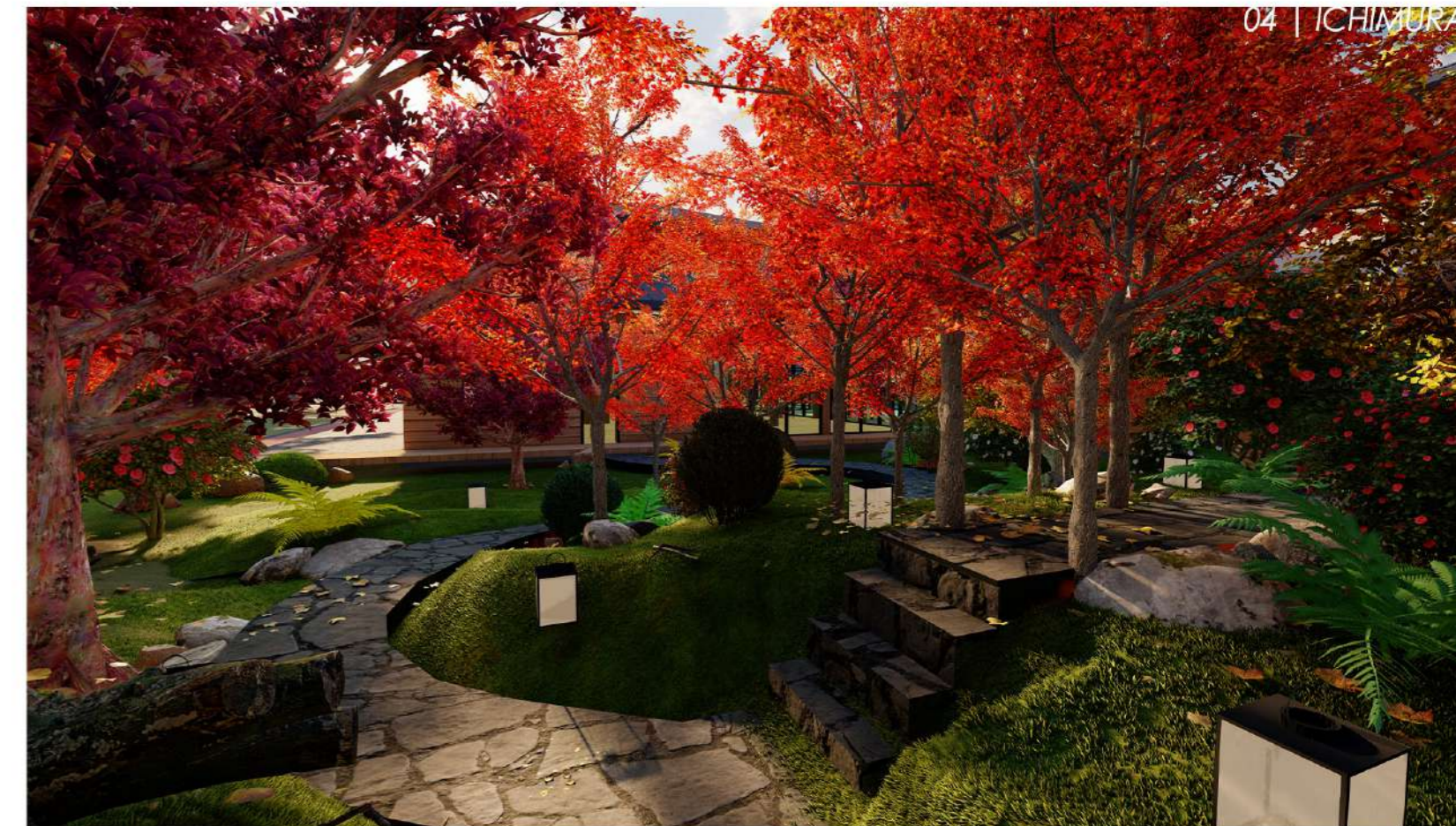
Inspired by the Arashiyama Bamboo Forest, this passageway emphasizes enclosure. Vertical bamboo groves frame a narrow walkway, creating a filtered play of light, shadow, and sound as wind moves through the stalk.

The linear progression encourages slow movement and introspection, offering a transitional experience that disconnects users from the urban context and reorients them toward nature-based sensory healing.



Japanese Promenade Garden

The Japanese promenade is designed as a slow, meditative journey through layered landscape experiences. A gently articulated footpath with subtle level variations guides movement while encouraging pause and awareness. Seasonal planting—Sakura trees in bloom and autumnal Japanese maples in shades of red and orange—creates a temporal dialogue between change and continuity. Traditional stone lanterns and bamboo elements provide visual rhythm and soft illumination, reinforcing a calm, grounded atmosphere. The promenade supports mindful walking, sensory engagement, and quiet reflection through controlled spatial sequencing.





Character illustration



A typical day.



A beach resort



A dark bedroom

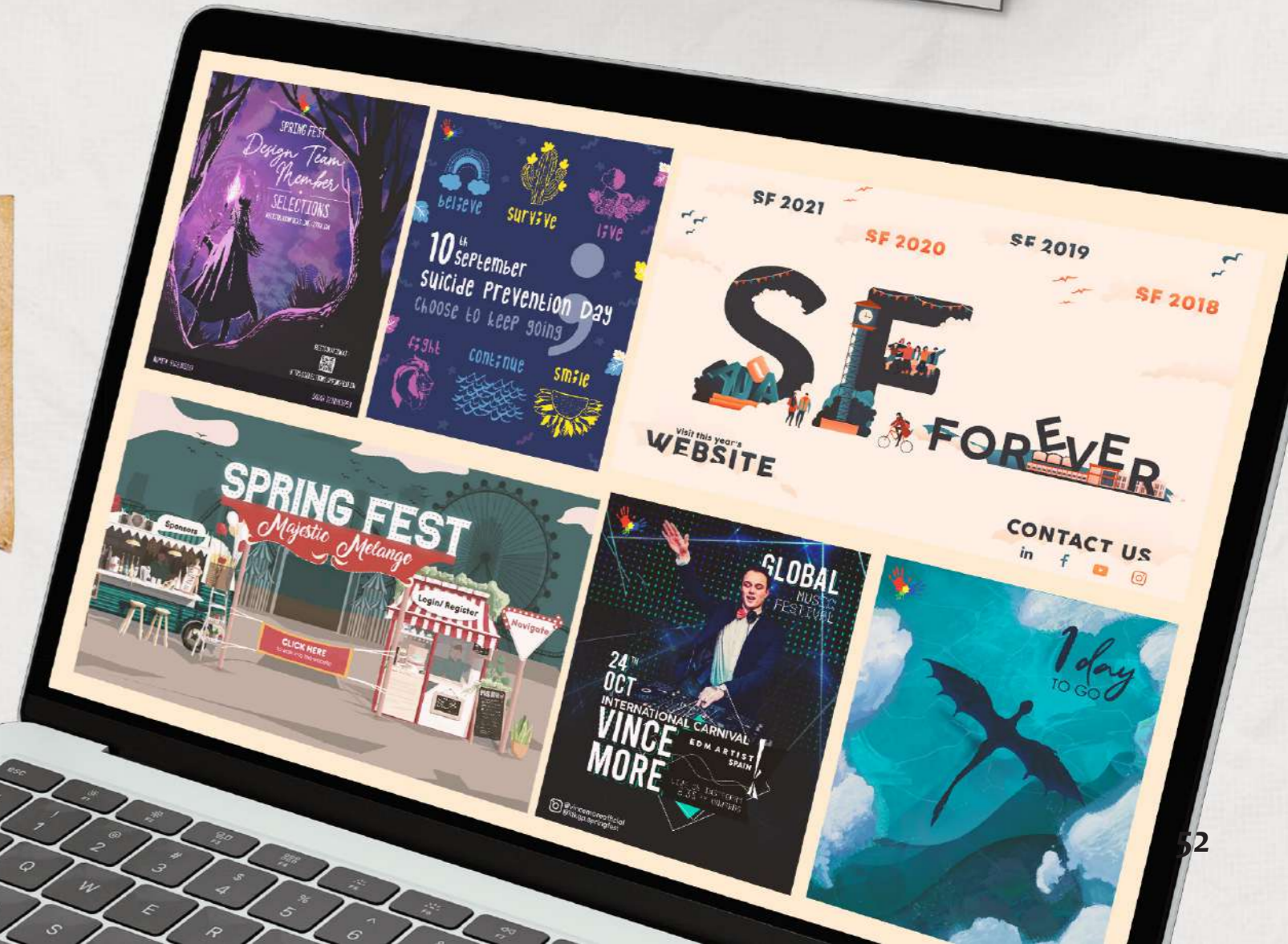


A lounge on a rainy day

Sthapati 2021



Graphic Design
Webpage



Namita Senthil Kumaran

+91 9448380269

nayymita@gmail.com