











## My design philosophy is...

My design philosophy is simply to aim for "wow" and everything else falls into place. When it comes to designing, it is a constant challenge to balance the practical with the desirable and inevitably design spaces for its intended uses. You want to create a space that has energy and at the same time provide intimacy.

## What kind of design software and equipment do you use in your work?

I still believe in old school designing methods of sketching and drawing and encourage the same. As for rendering, we usually deal with those who practice on 3DMax, Rhino etc.

## A notable change you wish to bring in the industry?

I would definitely want to make materials more accessible and encourage the use of more and more local materials. Also, I believe that knowledge of materials should be expounded more diligently in design institutions itself.

## Your takeaway or lesson learnt from Architectural discourse

In terms of design, I look forward to challenging design projects. The expectation levels are very high when it comes to hospitality design. It is also challenging to deliver a seamless design in terms of smooth operation/ functioning of the restaurant while creating stunning design concepts and adhering to any project restraints, all at the same time.



