Ritika Chhabra

Senior Graphic Designer

Hello, I'm Ritika, a Senior Graphic Designer with over 14 years of experience in the creative industry. Throughout my career, I've honed my skills across diverse fields, including graphic design, digital marketing, poster design, brand design, logos, emailers, brochure, typography, UI/UX design, and promotional campaigns. I pride myself on being adaptable, imaginative, and committed to delivering innovative solutions.What sets me apart is my passion for continuous growth and exploration. I am always seeking opportunities for self-improvement, whether through mastering new design techniques or exploring the latest industry trends. I believe in pushing creative boundaries and experimenting with fresh ideas to elevate my craft.

Outside of work, I'm an avid traveler, always on the lookout for inspiration from different cultures, landscapes, and people. These experiences constantly fuel my creativity, allowing me to bring fresh perspectives and originality to every project I undertake.

Professional Experience

May 2019-till date

Games 24x7 (Department: RummyCircle)

Role: Senior Graphic Designer - (Deputy Manager)
Platform: Desktop, IOS, Android

Responsibility includes:

* Offer Campaigns design for RummyCircle
* Emailer Design for Rummy Circle
* Banners for Acquisition
* Brochure
* Gift Hamper
* Logos
* Posters

Jan 2019-May 2019 (On contract)

Apra Labs Pvt. Ltd

Role: Senior Graphic Designer
Platform: Android

Responsibility includes:

* Design UI for software app
* Design game art elements and marketing campaign

March2013-Jan 2019

GSN GAMES Pvt ltd

Role: Senior Game Artist/ Senior Graphic Designer
Platform: Facebook, Android and IOS.

Responsibility includes:

* Creating Concept art for the game bingo bash using photoshop, flash Design
* Worked on creating Marketing campaigns for promoting the game using photoshop.
* Worked with technical team in creating art assets for the game and the sale popups.

Nov 2012-March 2013

TechAhead Software

Role: Ui/UX Artist
Platform: Android and IOS.

Responsibility includes:

* UI/UX designing for applications using Photoshop and illustrator.
* Created art designs for Mobile Applications.

May 2012-Nov 2012

Inox Apps

Role: Game Artist and Ui/UX Artist
Platform: Android and IOS

Responsibility includes:

* Ui/UX design for apps
* Concept art and production for games.

April 2010-May 2012

Q2a Billsmith

Role: Junior Visualizer
Platform: Flash Games for kids, E-learning, Magazine for kids.

Responsibility includes:

* Illustration designing for e-learning
* Layout designing for magazine using Photoshop, illustrator and flash.
* Logo, Book Covers and spreads designing.

Contact Details

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Portfolio: www.ritikachhabra.com/

LinkedIn: www.linkedin.com/in/ritika-chhabra-b5ab27a0/

Software

Adobe photoshop

Adobe Animate

Adobe illustrator

Expertise

Digital Marketing Art

UI/UX Design

Concept Game Art

Print Media

Technical Art
(Making assets for developers)

E- Learning Art

Education

Diploma in Advance Animation from Maya Academy of Advance Cinematics (MAAC),Delhi.

Higher Senior Secondary Exam (XII) from CBSE in 2007.

Senior Secondary Exam (X) from CBSE in 2005.

Languages

English

Hindi