

Aaryan Suraj Jhangiani

Colourist & Interactive Media Designer

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EXPERIENCE

Visionary Co. · Freelance Video Colourist

MAY 2026 – PRESENT · REMOTE

- Colour graded a commercial campaign for URBANTONIX and an independent Arc'teryx spec project, developing distinct visual treatments through iterative feedback with directors and creative stakeholders.
- Refined exposure, colour separation and shot consistency through masking, targeted adjustments and shot-by-shot matching in DaVinci Resolve.

Self-Employed · Independent Content Creator

FEBRUARY 2024 – JANUARY 2026 · REMOTE

- Built an independent photography and video platform to more than 10,000 Instagram followers and approximately one million monthly views at peak.
- Created a free Mini Lightroom Preset Pack with 1,274 Gumroad downloads over six months, alongside a free Graphic Design Booster Pack with 330 downloads.
- Responded to organic demand after a reel reached 1.3 million views by rapidly packaging the featured photography into a paid wallpaper product and building a comment-triggered ManyChat delivery flow, generating eight purchases.

BIGFOOT · Video Colourist Intern

NOVEMBER 2024 – JANUARY 2025 · BANGKOK, THAILAND

- Completed a supervised regrade of a Huawei advertisement as a technical training project under a professional colourist, practising colour correction, shot matching and look development.

Bloom Film Design Ltd. · Video Editing Intern

JUNE 2024 – JULY 2024 · BANGKOK, THAILAND

- Developed an early edit and structural direction for the company's showreel, with elements of the work informing its later continuation by another editor.

CERTIFICATIONS

Google UX Design Professional Certificate — Google, December 2025

UI Design Patterns for Successful Software — Interaction Design Foundation, January 2026

EDUCATION

Monash University

Bachelor of Information Technology

Major: Games and Immersive Media

February 2023 – December 2026 (expected)

Melbourne, Australia

SELECTED PROJECTS

Rhythm Rider

Sound Designer, Music Composer & UX/UI Designer

Composed the soundtrack for a five-person third-person arcade rhythm game, creating audio cues for dodge timing and result feedback, then designed the HUD and menus in Figma and collaborated with the lead programmer on implementation.

ROOTS

Filmmaker, Editor & Colourist

Shot footage in Hong Kong and developed it over five months into a personal short film, directing the post-production process across editing, narrative development and colour grading.

SKILLS

CREATIVE

Colour grading · Video editing · UX/UI design · Sound design · Music composition · 2D illustration · Photography · Videography

TOOLS

DaVinci Resolve · Premiere Pro · Photoshop · Lightroom · Figma · Logic Pro · Unity · Procreate · Maya · Substance Painter

PLATFORMS

Gumroad · ManyChat · Trello

LANGUAGES

English — Fluent · Mandarin — Conversational