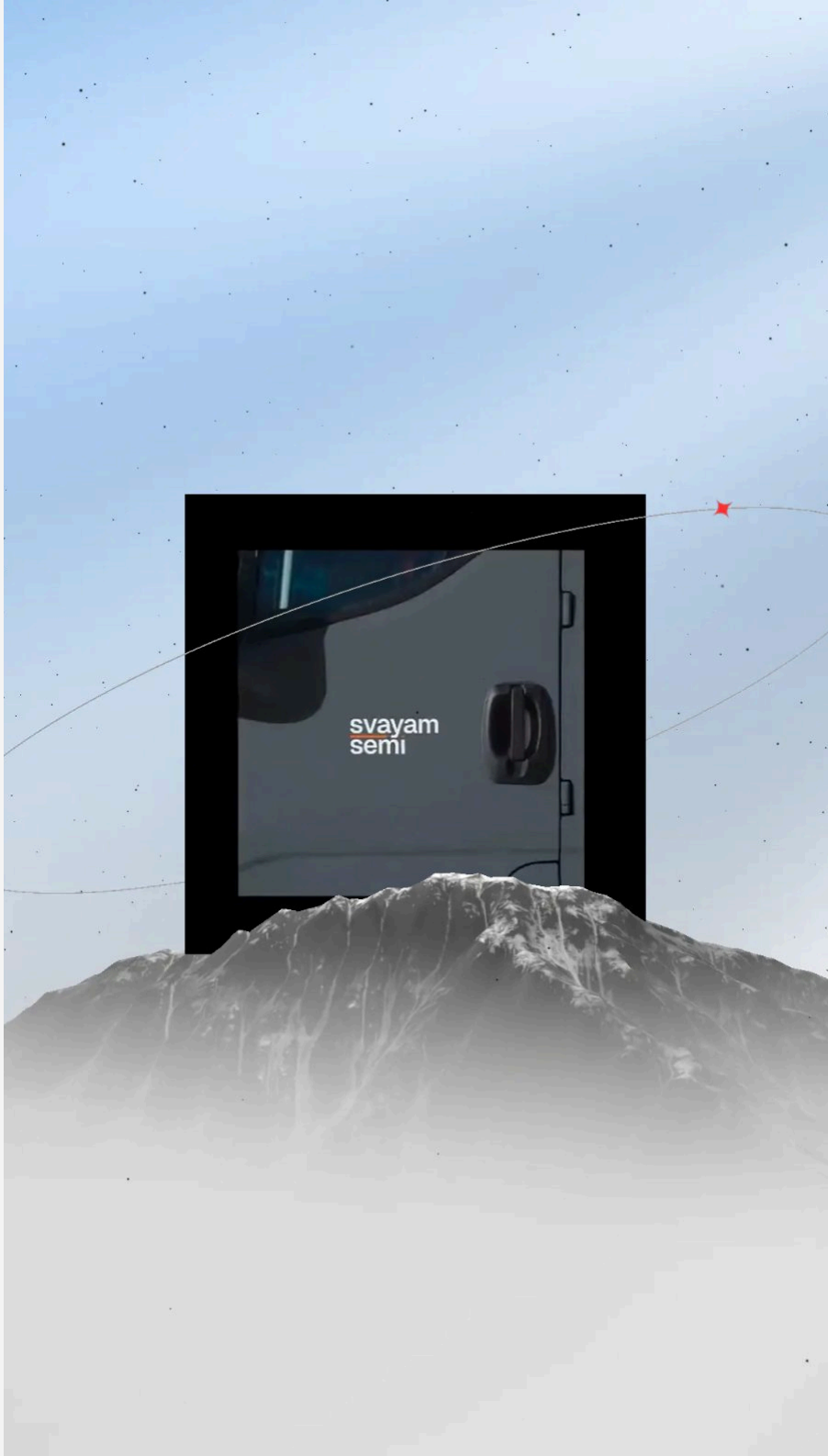
BUNQ LABS

November 2026

Company profile

Your story ✦ designed damn well



BENGALURU, INDIA BUNQLABS.COM PROJECTS@BUNQLABS.COM



The Studio

One idea, across every medium.

A multi-disciplinary design studio, led by Sindhur Dutta, its founder and Creative Director. We build brands and immersive web experiences, and carry one idea through every medium it has to live in.

We work with founders and marketing teams when a brand has to change gear: a launch, a rebrand, a new market, or a product nobody can photograph.

Strategy, identity, interface, motion and code sit in one room. The people who shape your brand are the people who build your website, so nothing gets lost between the idea and the code.

BENGALURU, INDIA · SERVING CLIENTS GLOBALLY

At a glance

Built for impact first. Then made beautiful.

50+

Brands transformed

From first-time founders to a state tourism board: an identity, a website, or both, made by one team.

5M+

Impressions carried

People reached by the sites, launches and campaigns we've shipped.

27

Awards

From Awwwards, the FWA, CSS Design Awards, Orpetron and Kyoorius, among others.

3

Sites of the Month

From Awwwards, the FWA and Orpetron. As far as we know, we're the first India-based studio to win the FWA's.

10+

Industries

Education, hospitality, architecture, fintech, HR tech, robotics, decor, dining and more.

BASED IN

Bengaluru, India

WORKS WITH

Clients in India and abroad

ONE TEAM

Design, Engineering, Motion & 3D, Strategy

what we do

Brand, web and UI/UX. One team, from launch to scale.

We organise our work around where your company is: launching something new, evolving what it has outgrown, or scaling what works. Pick the stage, and we bring the services it needs.

Launch
START SOMETHING NEW

Brand strategy & naming
Know what you stand for before anyone designs it.

Brand identity
An identity that looks established on day one.

Website design & build
Designed around your brand, not a template.

Product & app design
Apps and platforms people understand on first use.

AI prototyping
A testable version of your app in days, not months.

Immersive websites
Real-time 3D that runs smoothly on the phones people actually hold.

Launch films & motion
Show the product working before anyone reads a word.

Evolve
OUTGROW WHAT YOU HAVE

Brand audit
Find out what your brand is really saying, and to whom.

Rebrand & refresh
Change what's broken. Keep what people know.

Website redesign
A new site, without losing your rankings.

Product & UX redesign
Untangle a product that grew faster than its design.

UX & performance audit
Find what's costing you users, and fix it in order.

Scale
GROW WHAT WORKS

Design systems
One system every new screen can follow.

Brand guidelines & voice
Rules your team, and its AI tools, can follow.

Webflow, Framer & headless builds
Sites your marketing team runs without a developer.

3D configurators
Let customers build the product in their browser.

Campaigns, social & collateral
Campaign assets that stay on brand at any volume.

Illustration & iconography
A visual language drawn just for you.

Design retainer
Your own design team, without the hiring.

How we work

The rules we work by.

No account managers and no handoffs. You work directly with the people doing the work, from the first call to launch day.

01
Fit
The first question is whether this is the right project for both of us. One conversation is usually enough to know.

02
Strategy
What the work has to say, to whom, and what it must do. Settled on paper, while it is still cheap to change.

03
Design
Art direction, interface and motion, drawn together. Nothing is signed off that we don't already know how to build.

04
Build
Written by the people who drew it. Sixty frames a second on a four-year-old phone is the budget from the start.

05
Launch and after
Tested on real devices, shipped with a handover you can run it from, then watched closely through the first months.

One team, brand to build.
The people who draw your brand build your website. No handoffs, so the idea that wins the pitch is the one that ships.

Settle the argument on paper.
Strategy decides what the work has to say before anyone opens a design file, while changing course is still cheap.

Prototypes beat presentations.
We won the Why Zero project with a working prototype built in 48 hours, not a deck. We'd rather show you than tell you.

Built to be found.
Real text, headings and links sit alongside every 3D scene, so search engines, AI assistants and screen readers can read it all.

Performance is a design decision.
We set the budget in week one and test on a cheap, four-year-old phone. Why Zero holds 50 to 60 FPS on one.

Yours to run.
We hand over sites your team can update, often on Webflow with the custom work on top, and we stay close after launch.

Selected work

Work that wins on craft and still works for every visitor.

14 projects across brand, web, product and print. Every one has its case study at bunqlabs.com/projects.



zero

Turning Why Zero's vision for education into a 3D journey

An argument for a different kind of education, told across six stages and built to run on every phone it was written for.

EDUCATION · 2026



Building The Cunningham's identity from a jasmine braid

A hotel identity drawn from a jasmine braid, built as a single repeating unit, and applied so quietly that most guests will never see a logo.

HOSPITALITY · 2026



Bringing the showroom to every browser with Tesels

A configurator engineered to disappear into someone else's brand, and to run on whatever phone their customer happens to be holding.

3D COMMERCE · 2026



Shaping a self-reliant identity for chip designers Svayam

HIGH TECH & INFORMATION TECHNOLOGY · 2023



Giving Poiz one signature from foundation to door handle

ARCHITECTURE & INTERIORS · 2024



Bringing Finnish learning to Indian parents for HEWS

EDUCATION · 2025



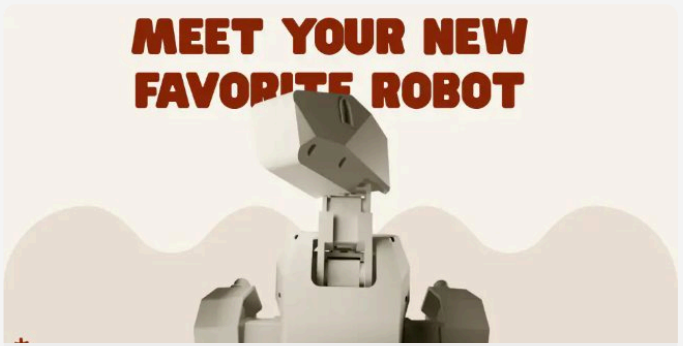
Building a brand that lets every Odditty artist shine

DECOR · 2024



Building a wall of renders for visualisation studio Pi

ARCHITECTURE & VISUALISATION · 2023



Branding Eyecandy's robots for the children who use them

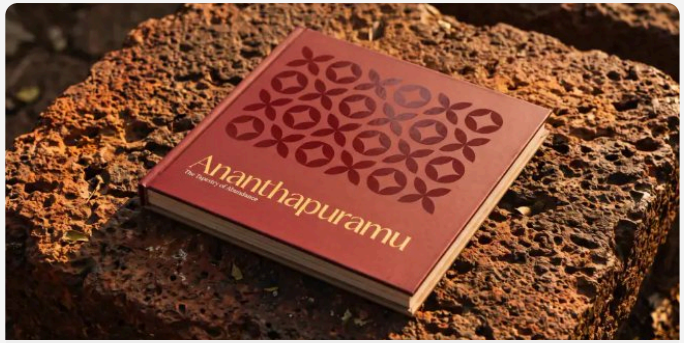
CONSUMER TECH & ROBOTICS · 2024



CREO

Uniting every kind of building Creo designs under one brand

ARCHITECTURE · 2024



Ananthapuramu

Weaving Ananthapuramu's tapestry of abundance

GOVERNMENT · 2025



ember

Building a reassuring brand for Ember's instant medical loans

FINTECH & HEALTHCARE · 2023



APTDC

Drawing Andhra's coast into keepsakes

TOURISM · 2025



Presenting House of Samuha's dining through a single plate

EXPERIENTIAL DINING · 2025

Every case study

bunqlabs.com/projects

Recognition

27 awards. 16 features.

AWWWARDS × 5 FWA × 3 KYOORIUS × 1

SITES OF THE MONTH · 3

Awwwards Site of the Month, Why Zero, Sep 2026
FWA Site of the Month, Why Zero, Jul 2026
Orpetron Site of the Month, Why Zero, Jul 2026

KYOORIUS DESIGN AWARDS · 1

Kyoorius Design Awards Baby Blue Elephant, Why Zero, 2026

AWWWARDS HONORS · 1

Awwwards Business & Services, Why Zero, Jul 2026

SITES OF THE DAY · 11

Awwwards Site of the Day, Why Zero, 7 Sep 2026
FWA Site of the Day, Why Zero, 17 Jul 2026
FWA Site of the Day, bunqlabs.com, 24 Aug 2026
CSSDA Website of the Day, Why Zero, 11 Aug 2026
CSSDA Website of the Day, bunqlabs.com, 7 Sep 2026
Orpetron Site of the Day, Why Zero, 21 Jul 2026
Orpetron Site of the Day, bunqlabs.com, 1 Sep 2026
CSS Winner Site of the Day, Why Zero, 18 Jul 2026
CSS Winner Site of the Day, bunqlabs.com, 26 Aug 2026
Top Design Kings Site of the Day, Why Zero, 30 Jul 2026
Web Guru Awards Site of the Day, Why Zero, 24 Jul 2026

DEVELOPER AWARD · 1

Awwwards Developer Award, Why Zero, 7 Sep 2026

HONORS · 9

Awwwards Honorable Mention, Why Zero, 29 Jul 2026
CSSDA UI Design, Why Zero, 11 Aug 2026
CSSDA UX Design, Why Zero, 11 Aug 2026
CSSDA Innovation, Why Zero, 11 Aug 2026
CSSDA UI Design, bunqlabs.com, 7 Sep 2026
CSSDA UX Design, bunqlabs.com, 7 Sep 2026
CSSDA Innovation, bunqlabs.com, 7 Sep 2026
Orpetron Web Design Award, Why Zero, 21 Jul 2026
Orpetron Web Design Award, bunqlabs.com, 1 Sep 2026

COLLATERAL DESIGN · 1

Govt of Andhra Pradesh Best Marketing Collateral for Tourism, Tourism collateral, 2025

IN THE PRESS · 16

FWA Sindhur Dutta, Founder & Creative Director at BUNQ LABS, Oct 2026
Sheryians Creative School How They Built One of the Internet's Craziest Websites, Aug 2026
FWA Built to Be Felt: The Making of Why Zero, Oct 2026
FWA BUNQ LABS, Oct 2026
Codrops Zero: The Engineering Behind a Defiant Interactive Narrative, Jul 2026
The New Indian Express Plan to ramp up Suryalanka tourism infrastructure in Andhra with Rs 97.52 crore, May 2026
Orpetron Top Sites of the Week, Dose #2636, Sep 2026
CSSDA Website of the Month 2026 August, Sep 2026
Osmo Showcase: BUNQ LABS, Sep 2026
Orpetron Top Sites of the Month, July 2026, Aug 2026
Mesh3D Gallery BUNQ LABS, Aug 2026
Muzli Muzli Picks: BUNQ LABS, Aug 2026
Osmo Showcase: Why Zero, Jul 2026
Mesh3D Gallery Zero: Human Infrastructure to Get Hired, Jul 2026
Muzli Muzli Picks: Zero, Jul 2026
Deccan Chronicle Suryalanka Set for Rs.98-crore Global Tourism Push as Bay of Bapatla, May 2026

clients

The companies that trusted us with it.

ONEPLUS · ramco · AMBRANE · aptdc · THE CUNNINGHAM · zero · kapil · NOVA NOVA

Don’t take our word for it.

“If you want to build an immersive digital experience that matches the references you usually save for inspiration, speak to Sindhur and the team at BUNQ Labs.”



Atul Khola
HEAD OF EXPERIENCE, ZERO UNIVERSITY

“Bunq Labs exceeded our expectations with outstanding branding, a thoughtful redesign of the robot, and a stunning 3D website that captured our bot’s essence.”



Raghuvamsi Velagala
CO-FOUNDER, EYECANDY ROBOTICS

“Bunq Labs offers a rare combination of high-end aesthetics and efficient project management, a pairing that is incredibly difficult to find.”



Don Philip Antony
DIRECTOR, ELVESSY

Leadership

A small studio. Everyone here builds.

No account managers and no handoffs. You work directly with the people doing the work, from the first call to launch day.

Built by people who want the whole job.

We hire across design, engineering, motion and 3D, and strategy, and we take on interns. Open roles, internships and speculative applications all come through the same form.



Abhigna B

CREATIVE PARTNER



Sindhur Dutta

FOUNDER & CREATIVE DIRECTOR

AI at the studio

AI speeds us up. Taste decides what ships.

Where it speeds us up

We use AI where it makes us faster: early prototypes, code, research and visual exploration. It helped us get the first version of Why Zero's draw-a-zero unlock running in 48 hours. The weeks after went into making the frost feel right.

What it changes

It's changing what we deliver, too. Brand guidelines now have a second reader, the AI tools your team prompts every day, so we write rules that people and tools can both follow.

New projects

Have an idea? Let's make it real.

Start a project

WRITE TO US
projects@bunqlabs.com

SEE THE WORK
bunqlabs.com

FIND US
Bengaluru, India

FOLLOW
linkedin.com/company/bunq-labs
x.com/bunqlabs
instagram.com/bunqlabs

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