

THE REAL ROADMAP SERIES

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IDEAS.  
DESIGN.  
CLIENTS.  
INCOME.  
FREEDOM.

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# The ₹1 Lakh Designer

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Get Clients, Charge More.  
Build A Career in  
Graphic Designing.

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FOUNDER, BLACKFERN.IN

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**10+ YEARS**

OF HARD-WON EXPERIENCE



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*"Graphic design did not make me successful because I was naturally talented. It made me successful because I refused to quit."*

# 01

PART ONE

# My Story

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*The honest, unfiltered version — from not knowing what  
a pixel was, to running a design agency.*

# Introduction: Why I'm Writing This Book

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**T**en years ago, I did not know what a pixel was. I did not own a laptop that could run design software properly, and I had never met a single professional graphic designer in my life. Today, I run my own design agency and work with clients across digital marketing, agencies, and freelance projects, and design pays for my entire life.

I am writing this book because I remember exactly what it feels like to want a better life and not know where to start. I remember opening YouTube at midnight, watching a tutorial on repeat because I could not understand it the first time, and closing my laptop feeling more confused than when I opened it.

If that sounds like you, this book is for you.

This is not a book written by someone who studied design in a fancy institute and got a corporate job on day one. This is a book written by someone who learned everything the hard way — through free tutorials, through rejection, through clients who paid too little, and through the slow, stubborn habit of showing up every single day and getting a little better.

In the first half of this book, I will tell you my story honestly — including the parts that were embarrassing, discouraging, and slow. In the second half, I will hand you the exact roadmap I wish someone had given me: how to learn the skills, how to build a portfolio, how to get your first paying client, how to price your work, and how to grow your income to ₹1 lakh a month and beyond.

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*Graphic design did not make me successful because I was naturally talented. It made me successful because I refused to quit.*

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## What You Will Get From This Book

This book is split into two clear halves on purpose. The first half is my story — not as entertainment, but as proof that the roadmap in the second half actually works, because I walked it myself, without shortcuts, without connections, and without a design degree.

The second half is the practical part: how to learn the right skills in the right order, how to build a portfolio that actually gets you hired, how to land your first clients even with zero experience, how to price your work so you are neither underpaid nor overpricing

yourself out of work, and how to combine income streams to reach a genuinely comfortable, professional income.

I have also included real templates in Chapter 12 — messages I have actually used to reach out to clients, ask for testimonials, and pitch my work. You do not need to guess what to say. You can copy, adapt, and send them today.

#### **A PROMISE BEFORE WE BEGIN**

I will not pretend this path is instant. It took me years, not weeks, to go from my first ₹100 project to a stable, comfortable income. But every month of that journey moved me forward, and the same will be true for you — if you commit to learning consistently and taking action, not just reading passively.

*Let's begin.*

# How It All Began: YouTube, Curiosity, and the First Spark

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I did not plan to become a graphic designer. Like most people from a middle-class background, I was simply looking for something — a skill, a way out, a way to earn without waiting for a traditional job to save me.

It started with curiosity. I saw a poster, a logo, a social media post that looked clean and professional, and I wondered: how is this made? That single question sent me down a path that changed my life.

I opened YouTube and typed "how to design a logo" or "how to use Photoshop for beginners." The first videos I watched felt like a different language. Layers, masks, blending modes, RGB, CMYK — none of it made sense. But I kept watching.

## The First Few Months Were Frustrating

I want to be honest with you: my early designs were bad. Not "needs improvement" bad — genuinely bad. Fonts that clashed, colors that hurt the eyes, layouts with no structure. But every tutorial I watched, every hour I spent inside the software, added one more brick to the foundation.

I did not have a mentor. I did not have a design course. What I had was free content on the internet and a stubborn refusal to stop until something looked right.

## Why This Chapter Matters to You

If you are starting today, you have it easier than I did — there are more free resources now than ever before. What you need is not talent. You need the willingness to sit through the confusing, frustrating first months, because that is where almost everyone quits. The people who stay past that point are the ones who eventually get paid for this skill.

## Finding My Own Style in the Noise

In the beginning, I copied. I would watch a tutorial and recreate the exact same poster, the exact same social media post, using the exact same steps. This felt unoriginal at first, almost like cheating. But copying to learn is different from copying to deceive — every

skill in the world, from music to cooking to design, is first learned by imitation.

Slowly, without realizing it, I started making small choices of my own inside those tutorials — a different color, a different layout, a different font pairing. Those small choices, repeated hundreds of times, eventually became my own style. That is how every designer develops a style: not by avoiding influence, but by absorbing enough of it that something personal starts to emerge on the other side.

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*Curiosity quietly turned into ambition. I stopped asking "can I learn this?" and started asking "how far can I take this?"*

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## **The Moment It Stopped Feeling Like a Hobby**

There was a specific evening I remember clearly. I had just finished a design — nothing special, just a practice poster — and for the first time, I looked at it and thought: this actually looks good. Not perfect, but good. That was the moment curiosity quietly turned into ambition.

## The ₹100 Client: Starting From Absolute Zero

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**M**y first-ever paid design project earned me ₹100. One hundred rupees — barely enough for two cups of tea. But that ₹100 changed everything, because it was proof. Proof that a stranger was willing to pay me, an untrained beginner, for something I made.

I had been posting my practice designs online — on social media, in local groups, anywhere someone might see them. One day, someone reached out and asked if I could design something for their small business. I said yes immediately, even though I was nervous, even though I was not sure I could deliver something good enough.

I remember spending far more hours on that ₹100 project than the payment justified. But I was not just designing for money — I was designing to prove to myself that this could become real.

### Lessons From My First Client

- Your first client rarely comes from a big platform — they come from people who have already seen your work somewhere, even informally.
- Undercharging in the beginning is not a failure. It is tuition. You are being paid to learn on a real project instead of a practice one.
- Every project, no matter how small the payment, is a portfolio piece and a testimonial waiting to happen.

That ₹100 client led to a referral. That referral led to another small project. Slowly, momentum began — not because I was the most talented designer online, but because I said yes, delivered on time, and treated every small client with the same seriousness I would give a big one.

### The Emotional Side Nobody Talks About

What people rarely mention about the first client is the emotional weight of it. I was excited, but I was also terrified of disappointing them. I remember checking and re-checking the file before sending it, worried it was not good enough, worried they would regret hiring me. That fear never fully disappears, even years later — but I learned that it

is not a sign to stop. It is a sign that you care about doing the work well, and that is exactly the instinct that keeps clients coming back.

#### **WHY SMALL BEGINNINGS MATTER MORE THAN THEY SEEM**

That ₹100 project was never really about the money. It was the first piece of evidence that this skill could become a career, not just a hobby. Every designer's journey — mine included — starts with a project that seems too small to matter. It matters more than any project that comes after it, because it is the one that gives you permission to keep going.

# The Grind: Software, Skills, and Endless Practice

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**G**etting that first client was exciting, but it also exposed how much I still did not know. Every new project forced me to learn something I had not learned before — a new software feature, a design principle I had ignored, a client request I did not know how to fulfill.

## Learning Never Really Stopped

I learned software like Photoshop, Illustrator, and later Canva and Figma, not in a classroom, but by needing to solve a real client problem and searching until I found the answer. I learned typography by noticing which fonts looked professional and which looked amateur. I learned color theory by trial, error, and client feedback — sometimes harsh feedback.

There is a myth that professionals eventually "finish learning." They don't. Even today, running an agency, I am still learning — new tools, new trends, new client expectations. The difference between a beginner and a professional is not that the professional knows everything. It is that the professional has built the habit of learning continuously without being told to.

## What the Grind Actually Looked Like

- Late nights re-doing the same design five or six times until it finally looked right.
- Watching tutorials, pausing, replicating the exact steps, then trying it again without watching.
- Studying designs I admired and asking myself: why does this work?
- Taking on projects slightly above my skill level, then learning fast enough to deliver them.

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*Skill is built through repetition, not inspiration. Motivation gets you started; the daily habit of practicing is what makes you good enough to be paid well.*

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## Turning Client Feedback Into Free Education

Some of my fastest growth came directly from client feedback I did not enjoy hearing in the moment. A client would say a design "felt off" or "didn't feel premium enough," and instead of getting defensive, I forced myself to figure out exactly why. Was it the font? The spacing? The color choice? Answering that question honestly, project after project, taught me more than any tutorial could — because it was tied to a real business outcome, not a practice exercise.

## Building a System, Not Just a Skill

Over time, the grind stopped being random and became a system: study one new skill each month, apply it on a live project within that same month, and review my own past work every few months to see how far I had come. That last habit — looking back at old designs — was humbling but powerful. Seeing how much my work had improved gave me the confidence to keep pushing into harder, higher-paying projects.

## From ₹5,000 to ₹1,000+ Per Project: The Climb

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**A**fter the ₹100 project and a handful of small jobs, I landed something that felt like a breakthrough: a client who paid me ₹5,000 a month for ongoing design work. It was not huge money, but it was consistent, and consistency changes everything for a freelancer — it gave me breathing room to keep improving instead of chasing every small gig out of desperation.

From there, growth was not a straight line. It was a slow climb built on three habits repeated again and again:

- 1 Delivering consistently — showing up on time, communicating clearly, and never leaving a client guessing.
- 2 Upgrading my skills continuously — every few months, learning something that let me take on higher-value work.
- 3 Raising my prices deliberately — every time my skill and demand increased, I adjusted my rates instead of staying stuck out of fear.

Eventually, I reached a point where I was charging ₹1,000 and more per individual design, working across multiple clients in digital marketing, agencies, and direct freelance work. What changed was not luck. It was that I had built real skill, a visible body of work, and a reputation for reliability — the three things that let a designer charge more without apologizing for it.

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*Clients don't pay for your time. They pay for the result your skill gives them. The better your skill, the more that result is worth.*

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That climb from ₹100 to a steady, respectable income is the exact roadmap I am about to hand you in the rest of this book — broken down into steps you can follow, starting from wherever you are right now.

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PART TWO

## Your Roadmap

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*The exact, practical steps – from your first tutorial to a genuinely comfortable, professional income.*

# Is Graphic Design Right for You?

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**B**efore I give you the roadmap, let's be honest about who this path suits — because graphic design is a wonderful career, but it is not effortless, and it is not for everyone.

## Signs This Path Could Work for You

- You notice design around you — posters, packaging, apps, logos — even when you're not trying to.
- You are comfortable learning through trial and error rather than waiting for a formal course.
- You can handle feedback and revisions without taking them personally.
- You are willing to practice consistently, even before anyone is paying you.

## What This Career Actually Requires

It requires patience in the first few months when your income is small or zero. It requires discipline to practice without a boss checking on you. It requires resilience when a client rejects your work or negotiates your price down. None of this is meant to discourage you — it is meant to prepare you honestly, the way I wish someone had prepared me.

If you are willing to trade a few months of uncertainty for the possibility of a flexible, well-paying, creative career, keep reading. The next chapters give you the exact path.

### YOU DON'T NEED TO BE "ARTISTIC" IN THE TRADITIONAL SENSE

A common myth stops many capable people from trying design: the belief that you must have been "artistic since childhood" to succeed. I was not. I could not draw well, I had no formal art training, and I never won a school art competition. Graphic design today relies far more on software skill, structure, and problem-solving than on natural drawing talent.

## A Quick Honest Self-Check

- Can you dedicate at least 5–7 hours a week to learning and practicing, especially in

the first few months?

- Are you willing to show your early, imperfect work publicly instead of hiding it until it's "perfect"?
- Can you separate your self-worth from a client's feedback on a single design?

If you answered yes to most of these, you already have what you need to start. Skill will follow effort far more reliably than it follows raw talent.

# Learning the Skills: Software & Design Fundamentals

**S**kill comes before income. This is the order almost every beginner gets wrong — they look for clients before they can actually deliver good work. Build the skill first, even in a small, focused way, and the income will follow.

## Software to Learn (In Order)

- 1 **Canva** — the easiest starting point; great for social media graphics and quick client work.
- 2 **Adobe Photoshop** — for photo editing, banners, and detailed compositions.
- 3 **Adobe Illustrator** — for logos, vector graphics, and print-quality work.
- 4 **Figma** — for UI/UX and modern collaborative design work, increasingly in demand.

## Design Fundamentals That Matter More Than Software

- **Typography** — pairing fonts that are readable and professional together.
- **Color theory** — using color combinations that create the right mood and contrast.
- **Layout & spacing** — arranging elements so the eye knows where to look first.
- **Brand consistency** — keeping colors, fonts, and style unified across a client's materials.

### HOW TO LEARN WITHOUT A PAID COURSE

Watch a tutorial, then immediately recreate what you saw without pausing the video. Then try the same technique on a completely different project of your own. This "watch, copy, then create original" method is exactly how I built my skills, and it works faster than passive watching alone.

## A Realistic Learning Timeline

|                |                                                                |
|----------------|----------------------------------------------------------------|
| Month 1        | Canva basics + design fundamentals (typography, color, layout) |
| Month 2        | Photoshop fundamentals + first practice portfolio pieces       |
| Month 3        | Illustrator basics + logo design practice                      |
| Month 4 onward | Refining style, learning from feedback, exploring Figma        |

*This timeline is a guide, not a rule. Some people move faster, some slower – what matters is steady weekly practice, not the exact number of weeks.*

# Building a Portfolio That Gets You Hired

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**B**efore you have real clients, you need a portfolio — a collection of work that proves what you can do. Clients don't hire potential; they hire proof.

## How to Build a Portfolio With Zero Clients

- Create concept projects — redesign an existing brand's poster, social post, or logo as a practice piece.
- Pick a small local business and design something for them for free or at a very low price, in exchange for using it in your portfolio.
- Choose one style or niche to be known for early on (e.g., social media posts, logos, packaging) rather than showing ten different unrelated styles.

## Where to Showcase Your Work

- **Instagram** — post consistently, use relevant hashtags, and treat your profile like a shop window.
- **Behance / Dribbble** — platforms specifically built for designers to be discovered.
- **A simple website or Drive folder** — well-organized, and one you can send instantly.

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*Ten strong, polished pieces will win you more clients than fifty average ones.*

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Before you add anything to your portfolio, ask: does this represent the best I am capable of right now? If not, keep refining it before you show it to the world.

### TELLING A STORY WITH YOUR PORTFOLIO

A great portfolio does not just show finished designs — it shows thinking. Where possible, add one line describing the brief or problem you solved for each piece, for example: "Redesigned this bakery's Instagram grid to feel more premium and consistent." This helps potential clients imagine you solving their problem, not just admiring a pretty picture.



# Getting Your First Clients (With Zero Experience)

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**T**his is the chapter beginners worry about the most. Here is the truth: your first clients rarely come from big marketplaces. They come from visibility, network, and consistent action.

## Where My Early Clients Actually Came From

- Posting practice work online consistently, so people could see improvement and reach out organically.
- Local businesses and shops that needed simple design work and were happy to pay a beginner-friendly rate.
- Word of mouth — one small, well-delivered project leading to a referral.
- Freelance platforms — once I had even 3–5 portfolio pieces, I could apply for small jobs confidently.

## A Simple First-Client Action Plan

- 1 Finish 8–10 strong portfolio pieces (real or concept projects).
- 2 Post them consistently on one or two platforms, tagging relevant business categories.
- 3 Reach out directly to 5 small local businesses with a short, polite offer (template in Chapter 12).
- 4 Deliver your first project faster and better than expected — this earns referrals.
- 5 Ask every satisfied client for one testimonial and one referral.

Getting the first client is the hardest step psychologically, but mechanically it is simple: be visible, offer value, and follow up. Momentum builds from there.

### HANDLING REJECTION AND SILENCE

Not every message you send will get a reply, and not every reply will turn into a client. This is normal, not a sign that you are not good enough. When I started reaching out to businesses, most did not respond at all. I kept a simple habit: send outreach to five new people every week, regardless of how the previous week

went. Consistency, not any single message, is what eventually produces clients.

# Pricing Your Work: Beginner to Pro

**P**ricing is where most new designers feel the most fear — charge too much and you might scare a client away; charge too little and you undervalue your work. Here is the approach that worked for me, moving from ₹100 projects to ₹1,000+ per project and beyond.

## A Simple Pricing Progression

| Stage              | Typical Project                | Suggested Range             |
|--------------------|--------------------------------|-----------------------------|
| Absolute Beginner  | Simple social post, small logo | ₹100 – ₹500                 |
| Building Portfolio | Monthly social media package   | ₹3,000 – ₹8,000 / mo        |
| Skilled Freelancer | Branding, logo, packaging      | ₹1,000 – ₹5,000 / project   |
| Established Pro    | Full brand identity, campaigns | ₹5,000 – ₹25,000+ / project |

## Rules I Follow When Pricing

- Price the outcome and skill, not just the hours spent.
- Increase your rates every time your skill, demand, or portfolio noticeably improves.
- Never announce a price apologetically — state it clearly and confidently.
- Offer 2–3 package tiers instead of one price, so clients can choose their budget comfortably.

Undercharging in the beginning is completely fine — I did it too. The mistake is staying at beginner prices long after your skill has grown past that stage.

### WHAT TO SAY WHEN A CLIENT ASKS FOR A DISCOUNT

*"I understand budget is important. I'm not able to lower this rate, but I can offer you a smaller package that fits your budget, or we can revisit a larger project once you're ready. Which would work better for you?"*



# Scaling to ₹1 Lakh a Month: Multiple Income Streams

A single freelance client rarely gets you to ₹1 lakh a month on its own. What gets you there is combining a few income streams the way I eventually did — across digital marketing clients, agency partnerships, and direct freelance projects.

## Income Streams to Combine

- **Retainer clients** — businesses that pay a fixed monthly amount for ongoing design work; the most stable income source.
- **Project-based clients** — one-off logos, branding packages, or campaign designs at higher individual prices.
- **Agency partnerships** — working with marketing or design agencies as their go-to designer for overflow work.
- **Your own small agency** — once you have more work than you can handle alone, hiring or partnering lets you take on more clients without burning out.

## A Realistic Monthly Math Example

| Income Source             | Example Monthly Value |
|---------------------------|-----------------------|
| 3 retainer clients        | ₹30,000               |
| 4–5 project-based clients | ₹40,000               |
| Agency overflow work      | ₹20,000               |
| Extra one-off projects    | ₹15,000               |
| <b>Approx. Total</b>      | <b>₹1,00,000+</b>     |

*This is not guaranteed overnight income — it is what becomes realistic once your skill, portfolio, and client base have matured.*

### FROM FREELANCER TO AGENCY

A turning point in my own income came when I stopped trying to do every project

entirely by myself. As demand grew beyond what I could handle alone, I began bringing in other designers to help deliver client work, which is how my freelance practice slowly became an agency. Your income is not capped by your own two hands once you learn to manage and delegate work reliably.

# Templates & Tools You Can Use Today

**B**elow are the practical tools I actually use and recommend. Copy, adapt, and use them in your own outreach and business.

## TEMPLATE 1 • COLD OUTREACH TO A LOCAL BUSINESS

"Hi [Name], I'm a graphic designer and I really like what [Business Name] is doing. I put together a quick sample design for your page — completely free, no obligation. If you like the style, I'd love to help with more of your design work. Would you like me to share it?"

## TEMPLATE 2 • PORTFOLIO / FIRST-CLIENT PITCH

"Hello! I specialize in [social media graphics / logo design / branding]. I've attached a few samples of my recent work. I'd love to understand your project needs and share how I can help bring your vision to life within your timeline and budget."

## TEMPLATE 3 • ASKING FOR A TESTIMONIAL

"Thank you so much for trusting me with this project! If you were happy with the result, would you mind sharing a short review? It really helps other clients discover my work."

## Checklist: Skill Roadmap

- ☐ Learn Canva for quick social media design
- ☐ Learn Photoshop fundamentals (layers, masking, editing)
- ☐ Learn Illustrator fundamentals (vectors, logos)
- ☐ Study typography and color theory basics
- ☐ Build 8–10 strong portfolio pieces
- ☐ Post consistently on Instagram / Behance
- ☐ Reach out to 5 local businesses this month
- ☐ Deliver first project and request testimonial + referral



## More Templates & Checklists

### Checklist: Before You Send Any Design to a Client

- ☐ Spelling and text are 100% correct
- ☐ Colors and fonts match the client's brand
- ☐ File is exported in the correct format and size
- ☐ Design looks clean at both large and small sizes
- ☐ You would be proud to put this in your own portfolio

#### TEMPLATE 4 · NEW CLIENT ONBOARDING QUESTIONS

Send these before starting any new project — they save you hours of guesswork and revisions later.

- What is the main goal of this design (sell a product, announce an event, build brand awareness)?
- Who is your target audience?
- Do you have existing brand colors, fonts, or logo files I should use?
- Do you have examples of designs you like (from any brand)?
- What is your deadline, and in what file format do you need the final design?

### Monthly Income & Client Tracker

| Client Name | Project Type | Amount | Status |
|-------------|--------------|--------|--------|
|             |              |        |        |
|             |              |        |        |
|             |              |        |        |

Recreate this simple table in a spreadsheet and update it every month. Tracking your income and pipeline, even loosely, keeps you aware of exactly how close you are to your ₹1 lakh a month goal.

# Common Mistakes That Keep Designers Broke

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- Waiting to feel "ready" before starting — skill is built by doing real projects, not endless preparation.
- Copying designs exactly instead of learning the principles behind them, which limits original growth.
- Undercharging for years out of fear, even after skill and demand have clearly grown.
- Inconsistent posting and outreach — visibility fades quickly when you go quiet.
- Taking on every client regardless of fit, leading to burnout and lower-quality work.
- Not saving client work systematically, making it hard to build a strong portfolio over time.
- Comparing your Chapter 1 to someone else's Chapter 10 and quitting too early.

Every one of these mistakes is fixable. I made several of them myself. What matters is recognizing them early and correcting course, rather than letting them quietly slow your progress for years.

## A Closer Look at the Two Most Damaging Mistakes

Of everything on this list, two mistakes cost designers the most time: waiting to feel "ready," and staying quiet after a slow week. Waiting to feel ready is dangerous because that feeling rarely arrives on its own — it is built by doing the work, not by preparing endlessly before it. Every professional designer you admire started by publishing work they were nervous about.

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*The designers who grow steadily are rarely the most talented — they are the ones who simply never stopped showing up.*

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Going quiet after a slow week is equally costly, because visibility compounds. A single week of silence rarely hurts you, but months of inconsistent posting and outreach reset your progress back to zero in the eyes of your audience and potential clients.



# Frequently Asked Questions

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## **Q. Do I need a degree in design to succeed?**

No. I did not have one, and most of the designers I know who are doing well today built their careers through self-learning, practice, and real client work rather than formal degrees. A degree can help in some corporate settings, but for freelance and agency work, your portfolio matters far more than your certificate.

## **Q. How long before I can earn my first income from design?**

This varies, but many beginners who practice consistently and start outreach early can land a small first project within 1–3 months. Reaching a stable, comfortable income like ₹1 lakh a month realistically takes longer — often one to a few years — depending on how consistently you learn, deliver, and grow your client base.

## **Q. Which software should I learn first if I only have limited time?**

Start with Canva. It has the lowest learning curve and lets you create client-ready social media designs within days, which means you can start practicing and even earning small amounts while you gradually learn Photoshop and Illustrator alongside it.

## **Q. What if my early work doesn't look professional yet?**

That is completely normal and expected — it was true for me too. Focus on steady improvement rather than instant perfection. Compare your work to your own work from a month ago, not to a designer with ten years of experience.

## **Q. Should I specialize in one type of design or stay general?**

In the beginning, general practice helps you discover what you enjoy and where your strengths lie. Once you notice you are naturally better at, or more drawn to, a specific area — logos, social media, packaging, UI design — specializing helps you charge higher rates and become known for that skill.

## Conclusion: Your Turn Starts Now

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**T**en years ago, I was a beginner with no design background, no mentor, and no clear plan — just curiosity, YouTube, and a willingness to keep going even when my early work was far from good. Today, design is not just a skill I have. It is the profession that built my life.

I have shared my story honestly in this book — the ₹100 project, the slow climb to ₹5,000, the years of learning software and fundamentals, and the eventual growth to ₹1,000+ per project and a full income built across multiple clients. None of it happened overnight, and none of it required talent I was simply born with.

**₹100**

FIRST PROJECT

**₹5,000**

FIRST RETAINER

**₹1,000+**

PER PROJECT TODAY

**10+ yrs**

BUILDING THE CRAFT

What it required was consistency: learning a little every day, delivering reliably, raising my prices as my skill grew, and never letting a slow start convince me to quit.

You now have the same roadmap I used — how to learn the skills, build a portfolio, get your first clients, price your work correctly, and scale toward a genuinely handsome income as a graphic designer.

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*The only difference between where you are now and where I am today is time, consistency, and the decision to begin.*

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So begin. Open your design software. Watch one tutorial. Create one practice piece. Reach out to one potential client. That is exactly how my journey started, and it can be exactly how yours starts too.

THANK YOU FOR READING

# Wishing You Every Success On Your Design Journey

*"The only difference between where you are now and  
where I am today is time, consistency, and the decision  
to begin."*

— Pehlaz Monga