

Summary

Product designer with a background in computer science and a focus on clean, usable design. I've worked on live apps, built end-to-end flows in Figma, and collaborated closely with developers to make sure what's designed actually gets built right. I care about clarity, smart feedback loops, and creating experiences that feel intuitive from the first tap.

Education

2021–Present **Bachelor of Engineering in Computer Science and Engineering**
Chandigarh University, Punjab — CGPA: 7.01

Internships

- Oct 2024 – Present **Design Intern, Salvation Health-Tech Pvt. Ltd. (Duet)**
- Revamped key app flows to improve task completion and reduce user confusion.
 - Built 50+ wireframes and prototypes in Figma for new features and usability testing.
 - Worked with developers during handoff to ensure visual consistency and design accuracy.
 - Created branded visuals and UI assets used across the app and in content pushes.
- Jun 2023 – Apr 2024 **UI/UX Intern, Chandigarh University, Punjab**
- Designed UI for internal platforms and hackathons used by 500+ students.
 - Delivered assets and design files for 20+ events under short timelines.
 - Worked with developers and content leads to align design with real-time needs.

Projects

- 2025 **Personal Portfolio Website, Designer & Developer — HTML, CSS** [Live Site](#)
- Focused on keeping the design clean, responsive, and smooth to explore across devices.
 - Experimented with layouts, animations, and micro-interactions to make navigation feel fluid.
 - Used Replit's AI agent to debug issues quickly and learn faster during development.
- 2024 **Entertainment & Party Service App, UI/UX Designer** [View Project](#)
- Created a bold, Gen-Z-oriented UI with dark visuals and playful interactions.
 - Designed 20+ high-fidelity screens and mapped out booking flows in Figma.
 - Prioritized visual hierarchy and feedback-driven iteration.
- 2023 **GRAHAN – NASA Space App Challenge, UX Designer** [View Project](#)
- Designed an educational eclipse app as part of a 36-hour hackathon sprint.
 - Created 50+ screens to simplify scientific content into digestible flows.
 - Collaborated with a 5-person team including developers and science mentors.

Skills

Design Interface Design, UX Writing, Wireframing, Visual Systems, Interaction Design
Tools Figma, Adobe Creative Suite, Canva, VS Code
Dev Basics HTML, CSS – used for handoff and basic front-end edits
Collaboration Design Handoff, User Feedback, Async Workflows, Iteration

Achievements & Involvement

- 2023 Global Nominee, NASA Space App Challenge (Top 10%)
2023 Patent: Multipurpose Sewage Processing System
2023–2024 Branding Executive, Connecting All Circles, Chandigarh University (CAC-CU)
2023 Top 4, Hack-O-Octo Hackathon by Google Developer Student Clubs, CU
2023 Completed Introduction to IoT by IIT Kharagpur (Swayam NPTEL)