

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.

Education

2021–2025 **Bachelor of Engineering in Computer Science and Engineering**
Chandigarh University, Punjab — CGPA: 7.01

Experience

Aug 2025 – Present **UI/UX Designer, Salvation Health-Tech Pvt. Ltd. (Duet)**

- Led continuous product iterations based on user feedback and data to improve overall experience and engagement.
- Contributed to the company's growth by creating and executing social media strategies that expanded online reach and improved brand visibility.
- Created branded visuals and UI assets used across the app and in content pushes.

Internships

Oct 2024 – July 2025 **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.

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

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 Completed Introduction to IoT by IIT Kharagpur (Swayam NPTEL)