

ZUMMIT INFOLABS

(UI /UX INTERNSHIP)

ZUMMIT INTERNSHIP REPORT

Submitted by

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in partial fulfillment of the award of the degree

of

BACHELOR OF ENGINEERING

IN

COMPUTER SCIENCE AND DESIGN



RAJALAKSHMI ENGINEERING COLLEGE, THANDALAM

FEB - 2025

BONAFIDE CERTIFICATE

Certified that this project “**UI/ UX INTERNSHIP**” is the bonafide work of “**P K LINGESH KUMAAR**” who carried out the project work under my supervision.

SIGNATURE

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This Internship Report is submitted for the viva voce examination to be held on _____

HOD CSD

ABSTRACT

This internship report highlights my experience as a UI/UX Designer at Zummit Infolabs, a Bangalore-based software company. Over five months, I worked on two key projects: the HRMS Platform and Paw Print Network. The HRMS Platform was developed as an internal tool to streamline work management for employees and administrators. It consisted of two modules—Admin and Employee—enabling task tracking, leave management, and effective communication within the organization. On the other hand, Paw Print Network was a real-world client project aimed at creating a unique platform for pet care and social networking. This platform allowed pet parents to access various services like grooming and veterinary care, connect with other pet owners, and even organize activities such as pet dates.

During the internship, I gained practical experience in user research, wireframing, prototyping, and usability testing, ensuring the designs were user-friendly and met client expectations. I collaborated with developers to translate the designs into functional digital products, balancing usability and visual appeal. The internship provided me with valuable insights into designing solutions that address real-world challenges. It also helped me understand the importance of user-centered design in creating impactful and innovative digital experiences for diverse audiences. This report presents a detailed overview of the projects and my contributions.

ACKNOWLEDGEMENT

We express our sincere thanks to our beloved and honourable chairman **MR. S. MEGANATHAN** and the chairperson **DR. M. THANGAM MEGANATHAN** for their timely support and encouragement.

We are greatly indebted to our respected and honourable principal **Dr. S. N. MURUGESAN** for his able support and guidance

We also extend our sincere and hearty thanks to our internal guide **Dr. P. Revathy, M.E Ph.D.**, for her valuable guidance and motivation during the completion of this project.

Our sincere thanks to our family members, friends and other staff members of computer science engineering.

P K LINGESH KUMAAR (211701026)

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CHAPTER 1

INTRODUCTION

1.1 INTRODUCTION

This internship is about gaining hands-on experience in designing user-centric digital solutions as a UI/UX Designer at Zummit Infolabs, a software company based in Bangalore. Over five months, I contributed to two significant projects: the HRMS Platform and Paw Print Network. The HRMS Platform was an internal system designed to streamline work management for Zummit's employees and administrators. It consisted of two modules, Admin and Employee focused on task management, leave tracking, and communication within the organization. Paw Print Network, on the other hand, was a real-world client project aimed at creating a unique platform for pet care and social networking. This platform allowed pet parents to access essential services, connect with other pet owners, and plan activities like pet dates. My work involved conducting user research, designing wireframes, creating prototypes, and testing usability to ensure seamless and engaging user experiences. This internship not only enhanced my design skills but also gave me valuable insights into solving client-specific problems through thoughtful design.

1.2 SCOPE OF THE WORK

The internship provided a platform to explore and contribute to solving real-world problems through user-centric design. My role involved designing interactive and functional digital interfaces that catered to the needs of both internal users and clients. For the HRMS Platform, I worked on creating a streamlined portal that would allow employees to manage their tasks and leave applications, while enabling administrators to handle reports and other organizational tasks efficiently. In the case of Paw Print Network, I designed an engaging and user-friendly website that combined pet care services with a social networking experience for pet parents. My work included conducting user research, developing wireframes, building prototypes, and collaborating with developers to bring the designs to life. By focusing on user needs and usability, I ensured that the platforms delivered an intuitive experience, enhanced productivity, and fostered user engagement.

1.3 **PROBLEM STATEMENT**

The projects I worked on during my internship addressed two distinct challenges. The HRMS Platform was developed to solve the inefficiencies in Zummit Infolabs internal work management system. Existing tools lacked features for task tracking, leave management, and effective communication between employees and administrators. This created a need for a unified platform that could streamline operations and improve productivity. On the other hand, the Paw Print Network aimed to fill a gap in the market for pet owners. There were limited platforms that combined pet care services with social networking features for pet parents. Pet owners needed a space where they could not only access services like grooming and veterinary care but also connect with other pet parents to organize activities like pet dates. Both projects presented unique challenges, requiring innovative design to meet client's requirements.

CHAPTER 2

PROJECT- ZUMMIT HRMS PLATFORM

2.1 AIM AND OBJECTIVES OF THE PROJECT

Aim:

To design an efficient HRMS platform for Zummit Infolabs, offering a seamless user experience for employees and administrators to manage tasks, leaves, and reports effectively while improving overall work efficiency and communication.

Objectives:

1. Develop two distinct modules—Admin and Employee—with user-friendly interfaces for specific functionalities.
2. Enable streamlined task tracking and leave management to simplify administrative workflows.
3. Design an intuitive dashboard for administrators to manage employee data and generate reports.
4. Enhance communication between employees and administrators through integrated features.
5. Conduct user research to understand user needs and ensure the platform aligns with their expectations.
6. Incorporate usability testing to identify and address design improvements for better user interaction.
7. Collaborate with the development team to implement scalable and functional design solutions.

2.2 MODULE DESCRIPTION

The HRMS Platform developed for Zummit Infolabs is a comprehensive solution designed to streamline human resource management processes for administrators and employees. It consists of two primary modules: the Admin Module and the Employee Module. The Admin Module enables administrators to manage employee profiles, departmental tasks, and HR functions like attendance tracking, offer letter generation, and holiday scheduling. It features real-time data updates, custom reports, a responsive dashboard, and advanced tools like department management, permission settings, and chatbot integration for efficient workflow management. The Employee Module provides employees with a centralized platform to manage their profiles, track attendance, access learning paths, and submit requests like separation forms. It ensures a smooth onboarding experience with checklists and induction events, while gamified quizzes and rewards make learning engaging. Together, these modules create a unified platform that enhances productivity, transparency, and user engagement across Zummit's workforce.

2.2.1 ADMIN MODULE

The Admin Module of the HRMS Platform at Zummit Infolabs is a robust system designed to streamline the administrative tasks of human resource management, ensuring efficiency and accuracy in operations. This module serves as a centralized hub for administrators, allowing them to manage various aspects of the organization, such as employee profiles, departmental tasks, and HR-related functions.

One of the core features of the Admin Module is the dashboard, which provides a real-time overview of key metrics and activities. The dashboard is customizable, ensuring that admins can prioritize and access the most critical information with ease. Features like employee profile management allow admins to add, edit, and delete employee details, keeping records updated and organized. Additionally, the module offers tools to create and manage departments, assign managers, and structure the organization effectively.

The Admin Module simplifies task allocation and tracking, allowing admins to monitor workflows efficiently. Features like the status dropdown, including a "Reject" option, enable effective decision-making. The module also incorporates advanced functionalities such as

attendance tracking, offer letter automation, and custom report generation, empowering administrators to analyze data and make informed decisions. The holiday management feature further enables admins to set time-zone-specific holiday lists, ensuring that employees across different locations receive accurate schedules.

To enhance usability and customization, the module provides options to personalize the user interface with different background and color themes. It also includes a search functionality that allows admins to quickly locate employees, departments, or records, saving time and improving efficiency. The integration of a chatbot ensures immediate support for HR-related queries, further streamlining administrative tasks.

With features like birthday reminders, permission settings for admin users, and tools to upload and manage company policies, the Admin Module is a comprehensive solution for managing human resource activities. It is designed to improve workflow efficiency, ensure transparency, and provide administrators with a seamless experience in managing their workforce. The module's scalability and responsiveness ensure that it can adapt to the growing needs of the organization, making it a valuable asset for Zummit Infolabs.

2.2.2 EMPLOYEE MODULE

The Employee Module of the HRMS Platform at Zummit Infolabs provides employees with a user-friendly system to manage their daily tasks and streamline their work processes. This module serves as a centralized hub, offering quick access to tools and features essential for their roles.

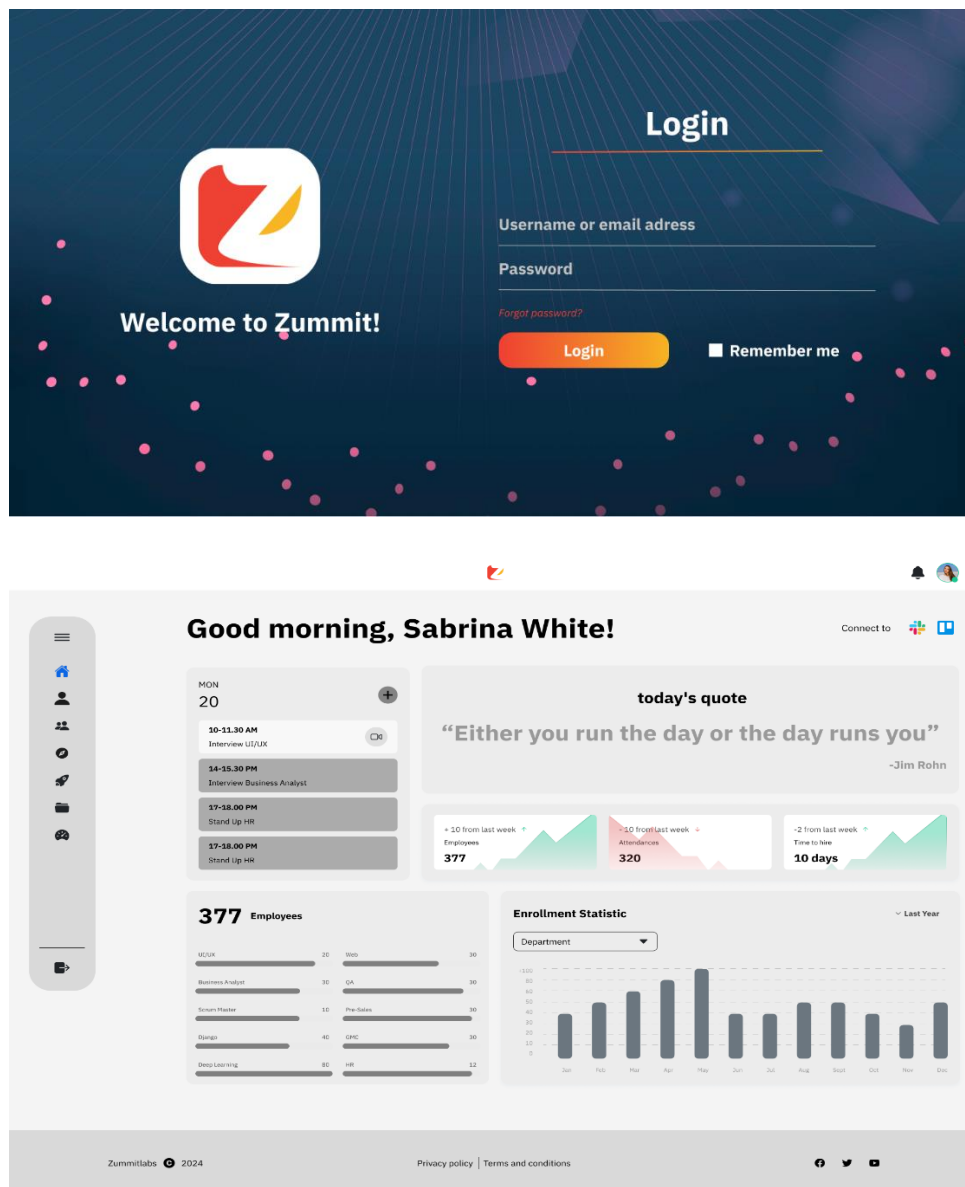
The personalized home screen acts as a dashboard, displaying notifications, upcoming tasks, and deadlines, while the navigation panel allows employees to access sections like My Profile, Attendance Tracker, Learning Path, and Feedback Submission. Employees can update personal details, upload documents, and reset passwords directly from the platform, ensuring convenience and efficiency.

The module focuses on a smooth onboarding experience through structured checklists that guide new employees through induction events, training sessions, and team activities. The learning path feature provides role-specific training materials, progress tracking, and gamified quizzes to make learning engaging, rewarding employees with badges and celebratory animations upon completion.

Employees can track attendance, access attendance logs, and search for key documents such as offer letters or policies using the document search feature. Feedback submission forms and a chatbot further enhance communication and support, while reminders for tasks and deadlines keep employees informed.

In essence, the Employee Module empowers employees with tools to efficiently manage their responsibilities while fostering engagement and collaboration.

2.3 SCREENSHOTS



Learning Path

Total Count : 53 Add New Data

Search

Export to CSV file (5) Items selected: 3

- UI/UX Design**
Combines usability with visual appeal for optimal user experience.
Head of Dept: Soniya Banthore
- Django**
Is a high-level Python web framework for rapid, clean development.
Head of Dept: Shrinagar Purohitare
- Angular Development**
Builds dynamic web apps with a TypeScript-based framework.
Head of Dept: KD
- IP/Legal**
Legal and Intellectual Property Related.
Head of Dept: Prashant
- Scrum Master**
Project Management.
Head of Dept: Vennela Kandipati
- Management**
Involves planning, organizing, leading, and controlling resources.
Head of Dept: Kumar Dore
- Amazon Web Services**
Offers scalable cloud computing services and solutions.
Head of Dept: Varun W
- Web Development**
React, Node, Web applications.
Head of Dept: Nachiket Kulkarni
- Data Science**
Machine Learning, deep learning.
Head of Dept: Hemraj Dhakal
- Human Resources**
Recruitment, Resourcing, Training and Development, Core HR.
Head of Dept: Pavan Joshi
- Global Marketing & Communications**
Internal and external communications, Social media marketing, Events.
Head of Dept: Vennela Kandipati
- Pre-sales**
Technical Solutions, Proposals, RFPs, RFIs.
Head of Dept: Ruthba Tahilya

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Good morning, Sabrina White!

Our Vision
We aim to create a harmonious workplace where every employee feels valued, motivated, and empowered to achieve their best.

Punch In 00:00 - 00:00

Week 1

Monday Tuesday Wednesday Thursday Friday Saturday Sunday

You worked until now
Yh
this week

1m 4d
Remaining time as an intern

Xh
Overall hours of work

Welcome XYZI
Software Engineer Joined at Jan 15, 2024

Tasks Completed 15/20 Upcoming Deadlines 4 Today's Meetings 2

Quick Action

Mark Attendance Join Standup Learning Path Resources

Pending Tasks

- Complete posh training Due today
- Join WhatsApp Group Due tomorrow
- Setup Development environment Due in 2 days
- Review Project Documentation Due in 3 days

Today's Schedule

9.30 am Daily Standup Meeting
Team sync and daily update

11.30 am POSH Training Session
Mandatory Training on Workplace

2.30 pm Project Team Meeting
Introduction to the Project and sync with the team

My Learning Path

Progress Tracking
Video Resources
Additional Resources
Quizzes
Final Quiz

Final Quiz unlocks in 24h 12h 29m

Progress

Video Resources

75%

Quizzes

75%

Remaining Tutorials	Done Watching Video	Task Duration	Link
4. Web design for beginners	<input type="checkbox"/>	-	Go to Link
5. Visual hierarchy design principles	<input type="checkbox"/>	-	Go to Link

Finished Tutorials	Completion Date	Task Duration	Link
1. Figma tutorial	2024-05-01	-	Go to Link

My Calendar

+ Create
Today
June 20, 2024

My calendars
Other calendars

My Learning Path

Progress Tracking
Video Resources
Additional Resources
Quizzes

The most popular Ted Talks of all time

Watch Now

CHAPTER 3

PROJECT- PAW PRINT NETWORK

3.1 AIM AND OBJECTIVES OF THE PROJECT

Aim:

To design an engaging and user-friendly digital platform for Paw Print Network that combines pet care services with a social networking experience, allowing pet parents to connect, access services, and organize activities for their pets.

Objectives:

1. Sproviders.
2. Create features for scheduling pet dates, sharing pet stories, and connecting with other pet parents.
3. Integrate pet care services such as grooming, veterinary appointments, and pet training into the platform.
4. Ensure a seamless user experience with easy navigation and accessible service booking options.
5. Conduct user research and usability testing to design solutions that align with the needs of pet parents.
6. Collaborate with developers to implement scalable and responsive designs.
7. Incorporate social networking elements to build an active and engaging community for pet lovers.

3.2. MODULE DESCRIPTION

The Paw Print Network is an all-in-one platform designed to cater to the diverse needs of pet owners, veterinarians, vendors, and pet enthusiasts through three integrated modules: Pet Care Services, Pet Social, and Pet Products Online Store. The Pet Care Services module focuses on ensuring pets' health and well-being, offering features like health tracking, tailored meal plans, appointment scheduling, and emergency support. The Pet Social module fosters a vibrant community, allowing users to create pet profiles, share stories, photos, and videos, and engage in discussions through Q&A forums, while innovative features like "Pet Dates" and "Pet Near Me" enable social interactions among pet parents. The Pet Products Online Store provides a personalized shopping experience with AI-driven recommendations, a wide range of pet products, and expert consultation options. Together, these modules create a seamless and engaging ecosystem, blending social connectivity, expert advice, and essential services, making Paw Print Network a unique and comprehensive platform that enhances the lives of pets and their owners.

3.2.1 PET CARE SERVICES MODULE

The Pet Care module of the Paw Print Network is designed to provide essential services for pets, ensuring their health, hygiene, and overall well-being. This module offers a range of services such as grooming, bathing, and spa treatments to keep pets clean and comfortable. It also includes features for scheduling appointments with veterinarians for regular check-ups, vaccinations, and medical consultations. Pet owners can book grooming sessions or vet visits easily through the platform, with reminders for upcoming appointments to ensure no important dates are missed.

Additionally, the module offers emergency support, allowing users to quickly connect with nearby veterinarians during urgent situations. To make the experience convenient, pet owners can view detailed service descriptions, pricing, and availability, and even choose specific times based on their schedule. By combining health and grooming services in one place, the Pet Care module simplifies pet care for owners, ensuring their furry friends receive the best attention.

3.2.2 PET SOCIAL NETWORK MODULE

The Pet Social Network module of Paw Print Network is a community-driven platform designed exclusively for pet owners to share and engage with pet-related content. Inspired by popular social media platforms like Instagram and Reddit, this module allows users to create profiles for their pets, where they can post photos, videos, and stories showcasing their pets' daily lives, unique traits, and special moments. Pet owners can like, comment, and share content from others, building a vibrant and engaging community around pets. The platform also offers discussion forums and Q&A sections where users can connect with other pet parents, veterinarians, and experts to exchange advice and experiences.

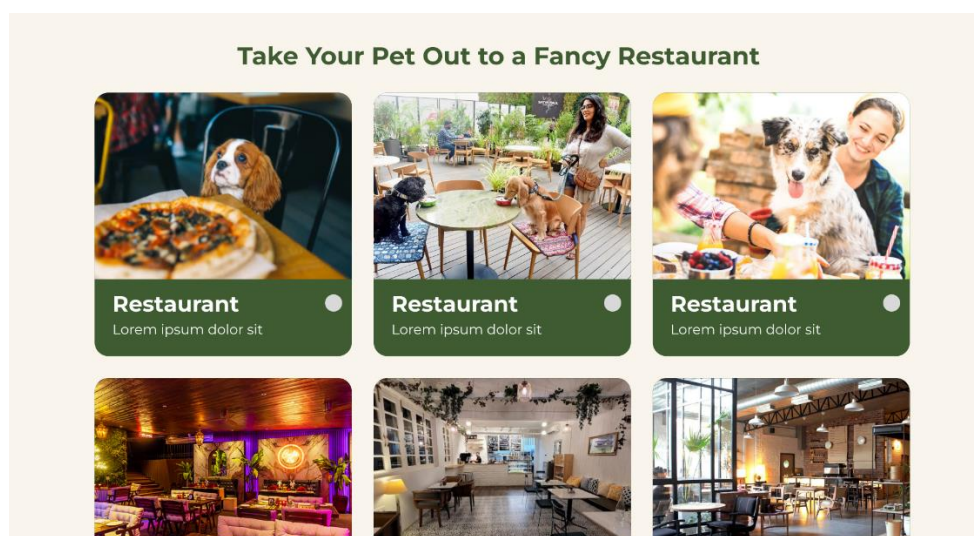
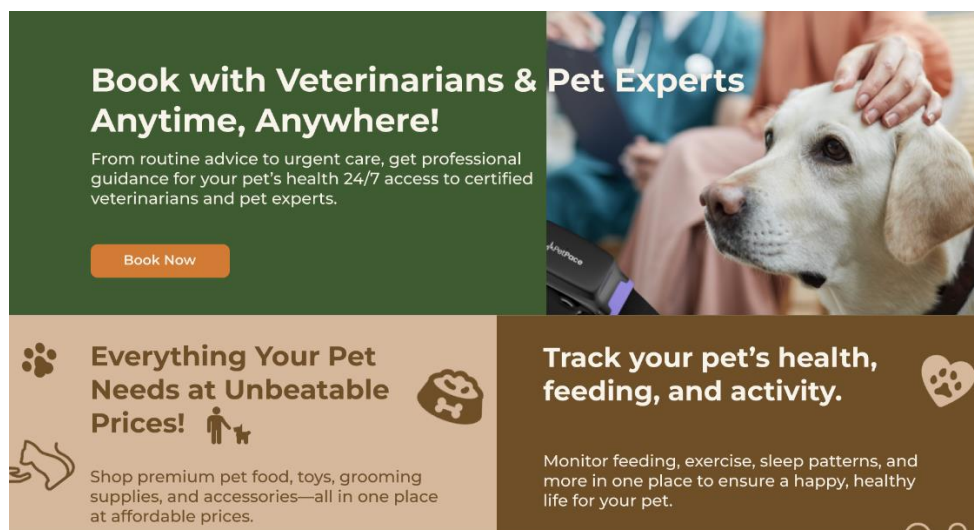
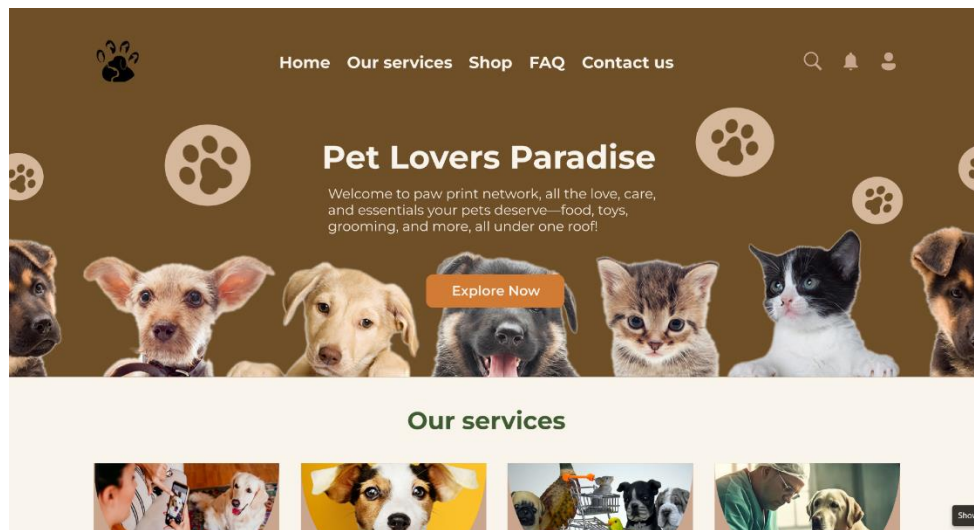
An innovative feature, AI-powered recommendations, suggests relevant groups, posts, and connections to help users find like-minded pet owners or communities based on their activity and interests. The Pet Social Network makes sharing pet-centric content fun and interactive while fostering a strong sense of connection among users passionate about their pets.

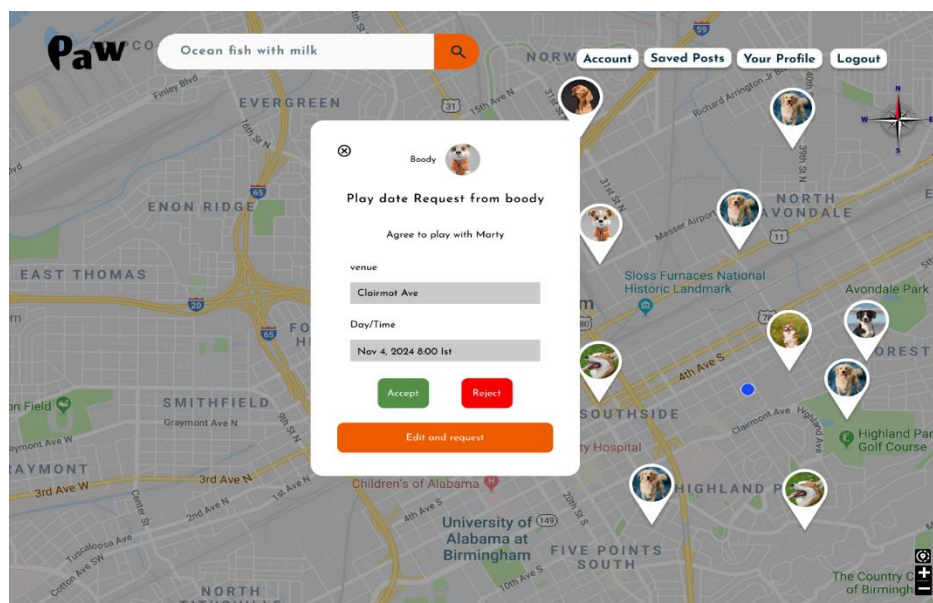
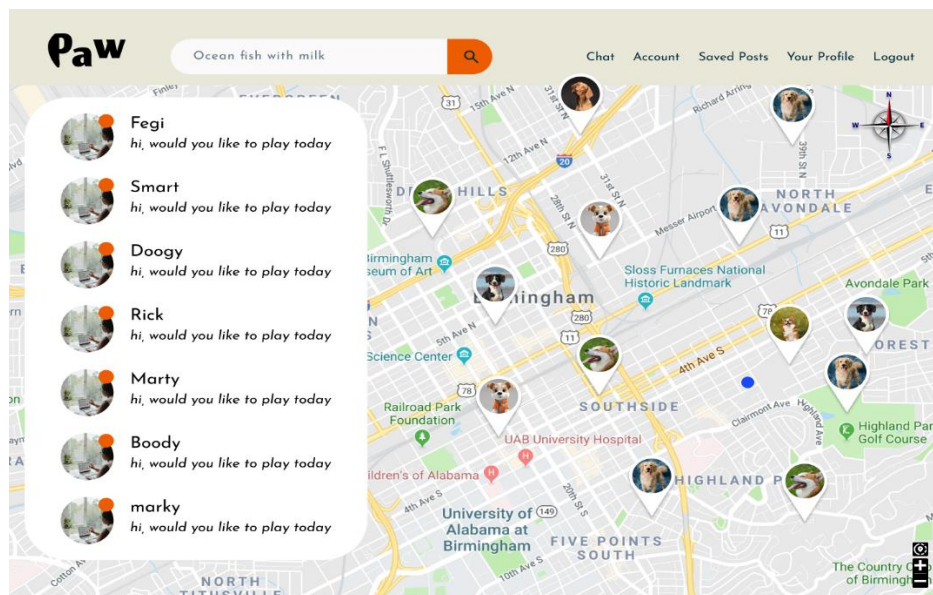
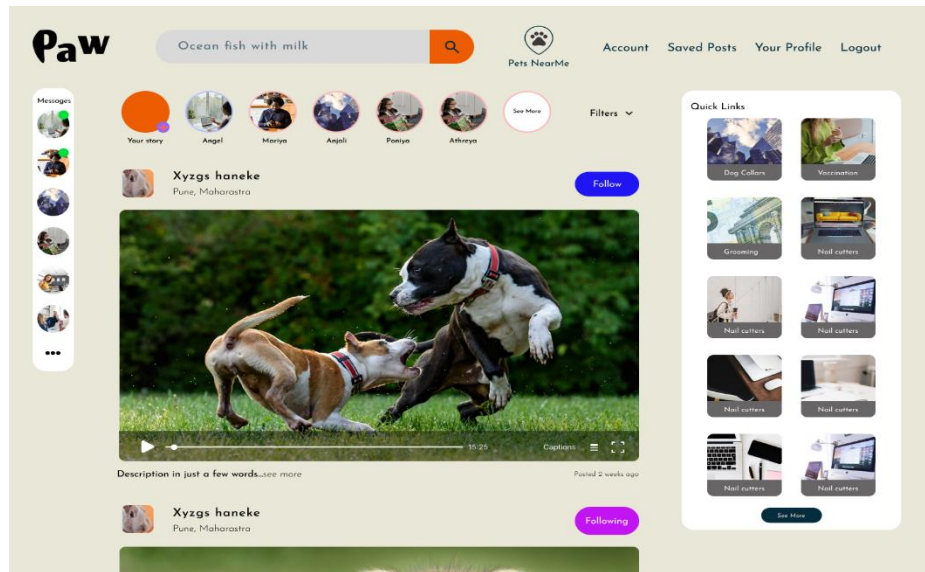
3.2.3 PETS NEAR ME MODULE

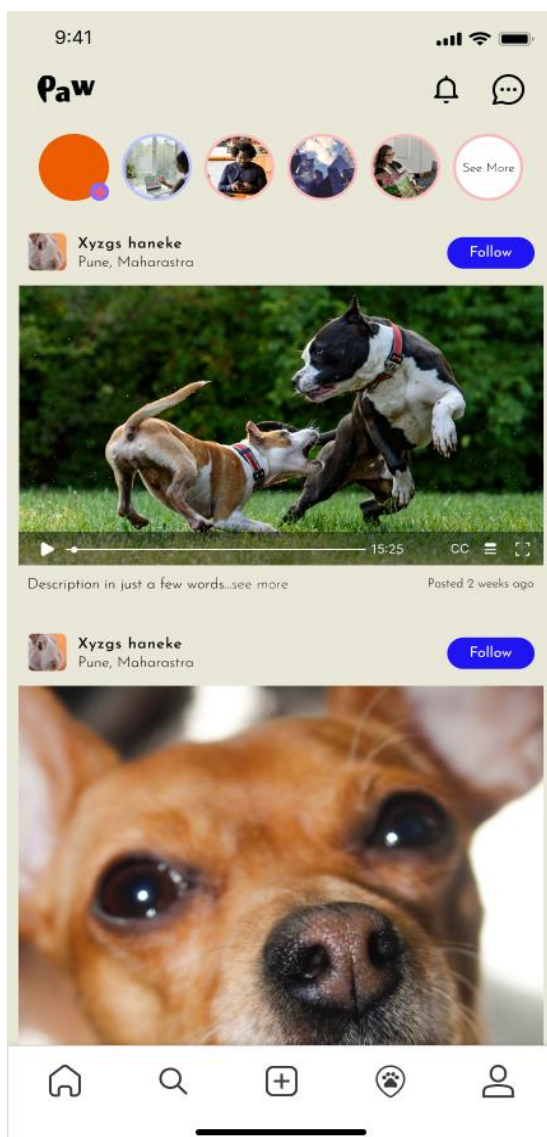
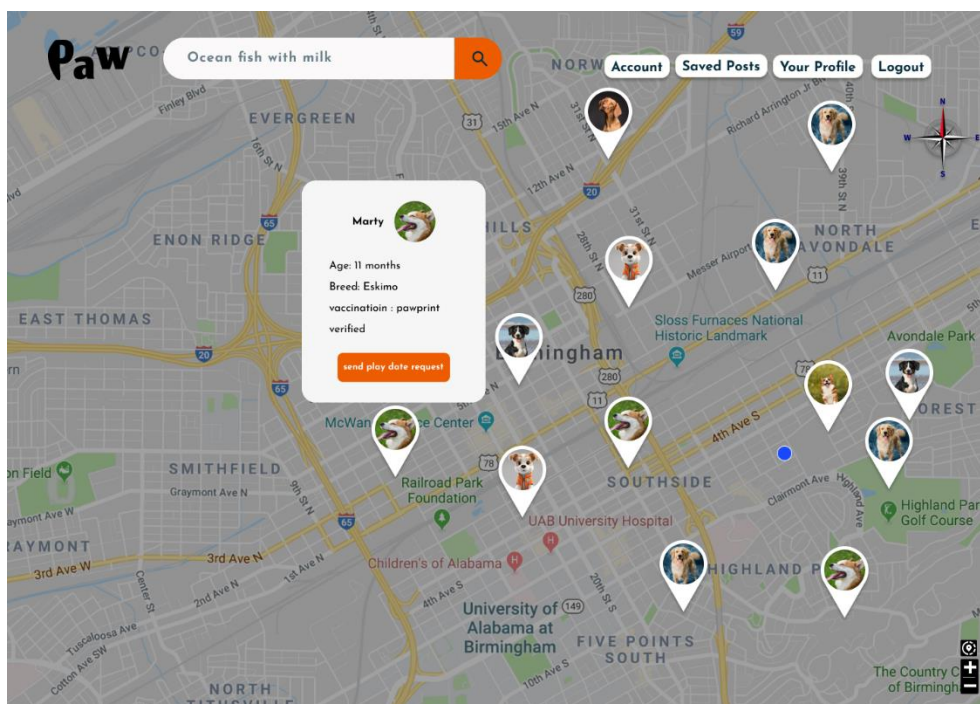
The Pets Near Me section is a unique feature within the Pet Social Network module, enabling pet owners to connect with others in their local area. This section allows users to find nearby pets and their owners for activities like pet playdates, walks, or social events. Users can view profiles of nearby pets, send connection requests, and schedule meet-ups directly through the platform. The feature includes a map-based interface, where pet owners can explore pet-friendly locations such as parks, cafes, and grooming centers.

Additionally, the Pets Near Me section supports personalized filters for searching based on preferences like pet type, size, or specific activities (e.g., playdates or training). This feature encourages social interactions between pets and pet owners, building meaningful relationships within the local pet community. It also enhances the overall social experience by making it easier for pet parents to find companions and create memorable moments for their furry friends.

3.3 SCREENSHOTS







CHAPTER 4

CONCLUSION AND FUTURE ENHANCEMENT

The internship at Zummit Infolabs provided an enriching experience, allowing me to work on real-world projects that focused on solving user-centric problems through innovative design solutions. The two major projects, Zummit HRMS Platform and Paw Print Network, offered diverse challenges and opportunities to enhance my skills in UI/UX design. The HRMS Platform streamlined work management for employees and administrators, while Paw Print Network created a comprehensive ecosystem for pet owners, combining care services, social networking, and e-commerce. Both projects emphasized the importance of user research, wireframing, prototyping, and collaboration, providing practical insights into building efficient and scalable design solutions.

For future enhancements, the HRMS Platform can integrate advanced analytics for better decision-making, implement AI-powered chatbots for automated query resolution, and introduce mobile apps to improve accessibility for users. The Paw Print Network has the potential to expand its features with a Marketplace, AI-driven health tracking, and global support for multilingual users. Adding integrations with wearable pet devices and partnerships with NGOs can further strengthen its ecosystem. Overall, these projects have laid a solid foundation for future innovations, and continued refinement of the designs and features will ensure long-term success.

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