PRERNA SINGH

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Professional Summary

Master's student computer science specializing in Human computer interaction and visual computing at TU Darmstadt. Creative UX/UI Designer with 1.5+ years of freelance experience and internship exposure. Strong in User Centered Design, cross functional collaboration and visual communication. Fluent in English, Familiar with German, with a proactive, can-do attitude.

Education

Technische Universität Darmstadt, Hesse, Germany

Master of Science in Computer Science

Oct 2025 – Ongoing

Relevant Coursework: Human Computer Interaction, User Experience Design, Visual Computing & 3D Interfaces, Interaction Design, Design thinking & Prototyping.

Lovely Professional University, Punjab, India

Bachelor of Engineering in Computer Science

Aug 2020 – Aug 2024

Relevant Coursework: 2D/3D Fundamentals, HTML, CSS, Bootstrap, Responsive designs, Design documentation and presentation, Microsoft office, Graphic design, Wireframing, Qualitative & Quantitative Data Analysis, Usability testing

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Certifications

- Work with components in Figma
- Complete UX/UI Design fundamentals course
- Complete web development by Dr Angela Yu
- IELTS 7.0 (C1 English)

Skills

Design and UX Tools: Figma, Canva, CorelDRAW, Blender
Programming and Markups: HTML, CSS, Bootstrap
Collaboration and Productivity Tools: Microsoft Office, Jira, Git
Soft Skills: Communication, Team Collaboration, Independent Work, Time Management, Reliability
Languages: English (Fluent, C1), German (Basics, A1), Hindi

Work Experience

UX Researcher (Student Research Assistant)

Visual Computing Lab – Fraunhofer IGD, Darmstadt
Supervised by Dr. Daniel Ströter

Oct 2025 – Present

- Extend and refine existing visual computing research software by conducting additional UX-focused research.
- Analyze current interaction concepts and reform the application from a user centered design perspective.
- Identify usability gaps and propose UX improvements through wireframes, interaction flows, and design concepts.

Enertics India Pvt. Ltd., Panchkula, India – UX/UI Designer
Intern

Jan 2024 – Jul 2024

- Applied a User centered design approach to develop intuitive and visually appealing interfaces for web and mobile applications.
- Created design documentation, presentation, and prototypes using Figma and Canva to communicate concepts clearly to stakeholders and cross functional teams.
- Collaborated effectively with developer and project leads, ensuring smooth implementation of design solutions in a fast-paced environment.
- Managed projects independently, maintaining high organization, reliability and meeting tight deadlines.
- Demonstrated a positive, proactive, solution-oriented mindset, adapting to feedback and contributing to team success.

UX/UI Designer (Freelance), Remote, India – Freelancer.com

Aug 2022 – Jan 2024

- Designed and delivered user-centered web and mobile interfaces, creating wireframes, prototypes and visual assets using Figma, Canva and CorelDRAW.
- Worked directly with clients to understand requirements and translate them into intuitive digital experiences.
- Managed multiple projects independently, ensuring high quality, timely delivery, and adherence to client expectations.
- Communicated design ideas through presentations and documentation, enabling clear feedback and collaborative iteration.
- Developed a proactive, solution-oriented approach, adapting, quickly to client feedback and changing project requirements.

Project Highlights

Netflix Mobile Application - Replicated UI (2025)

- Replicated the Netflix mobile UI to analyze design systems, interaction patterns, and mobile UX best practices using Figma.
- Applied principles of visual hierarchy, consistency, and usability across key user flows.

IOS Mobile banking Application UI (2024)

- Designed a user centered iOS mobile banking application UI, focusing on usability, accessibility and secure interaction patterns.
- Created wireframes, high-fidelity screens, and interactive prototypes using Figma.
- Structured intuitive user flows for core banking features such as account overviews, transactions, payments, and profile managements.

Food ordering website UI (2024)

- Designed a responsive food ordering website UI using user centered design principles, creating wireframes and prototypes in Figma to optimize the end-to-end ordering experience.

Additional Information

- Built a web application to connect stray animals with available shelters as part of the Google GDSC Hackathon, addressing a significant community need. The project was recognized for its social impact, earning 9th place among numerous teams.