

## Punith L

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### Summary :

I'm Punith L, a Computer Science Engineering graduate from SDM Institute of Technology with a passion for UI/UX design. I specialize in creating clean, user-focused digital interfaces using tools like Figma, HTML, CSS, and JavaScript. Eager to grow as a designer, I bring creativity, curiosity, and a strong foundation in both design and development.

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### Education

**SDM Institute of Technology**

B.E, Computer Science and Engineering. CGPA -7.35

Ujire, Karnataka

2021-2025

**SDM Residential PU College**

PCMCs, Computer Science.

Ujire, Karnataka

2019-2021

Completed Pre-University from Karnataka State Secondary Education Examination Board, Grade: 75%.

**Carmel Convent High School**

SSLC (10<sup>th</sup> Grade)

Bangalore, Karnataka

2018-2019

Completed 10th Grade from Karnataka Secondary Education Examination Board, Grade: 63.54%

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### Skills

**Technical:** Basics of C Language, HTML, CSS, JavaScript,

**Tools:** Figma, Photoshop

**Soft Skills:** Problem-Solving, Communication, Collaboration, Time Management, Leadership, Critical Thinking

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### Experience

**R&D Department : Exicom Energy-System Limited**

I interned at Exicom Energy-System Limited as a Frontend Developer in the Research and Development Team. My role involved developing and enhancing the user interface of web applications. I collaborated closely with engineers to integrate UI components with backend services. This experience strengthened my skills in frontend as well as backend technologies and teamwork.

Bangalore, Karnataka

Oct 2023- Nov 2023

**Delivery Team: Qentelli Solutions Pvt Ltd**

I worked as a UI/UX Design intern at Qentelli under the Center of Excellence (COE) team. During my time there, I collaborated on real-time projects, improved my design thinking, and gained hands-on experience with tools like Figma. It helped me understand how design fits into real-world business solutions and strengthened my skills in user research and prototyping.

Hitech City, Hyderabad

Feb 2025- June 2025

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### Project

**Car Rental Platform:** I designed a user-friendly car rental platform using HTML, CSS, and JavaScript, allowing users to easily browse, book, and manage vehicles online. The project focused on clean UI, responsive layouts, and a smooth, interactive booking experience from start to finish.

**Food Application:** I designed a food delivery app prototype using Figma, keeping it simple and user-friendly. The flow makes it easy for users to browse food and place orders smoothly

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### Hobbies

Pencil-Sketching, Travelling, Cooking, Sports