

Bibek Gurung

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<https://github.com/RoollyGrg>

OBJECTIVE:

Recent graduate from George Brown college with experience in UI/UX design who is seeking the Mobile Engineering - iOS role at Block, posted on indeed. Leveraging expertise from the mobile application development and strategy postgraduate Co-op program. Focused on developing and designing visually appealing user interface within the guidelines, while fostering collaboration within the team.

HIGHLIGHTS OF QUALIFICATIONS:

- Proficiency in mobile application development for iOS platforms, with hands-on experience in designing and implementing applications for various devices including iPhone, iPad, and MacOS.
- Comprehensive understanding of the entire application lifecycle, from initial concept and design through testing, release, and ongoing support, ensuring seamless execution and user satisfaction.
- Effective communication and collaboration skills, with a proven ability to liaise with cross-functional teams, including product development, to strategize and implement new features seamlessly.
- Skilled in designing intuitive and user-friendly interfaces that prioritize usability and enhance overall user engagement.
- Demonstrated capability to produce highly functional mobile applications by adhering to best coding practices, writing clean and maintainable code that promotes scalability and efficiency.

TECHNICAL SKILLS:

- **Programming Languages:** Swift, Objective-C, Dart
- **Development Frameworks:** iOS SDK, UIKit, Flutter
- **UI/UX Design Tools:** Figma, Sketch, Adobe XD
- **Database Management:** Core Data (for iOS), Firebase, MongoDB, MySQL
- **Version Control:** Git/GitHub, GitLab

EDUCATION:

Mobile Application Development & Strategy, Graduate Certificate
George Brown College, Toronto, ON

Sep 2025 - Nov 2026

- Developed native iOS application using Swift with (MVC, MVVM) software architecture, optimized performance and user interface aligned with Human Interface Guidelines.
- Built an AI-powered pneumonia detection app that classifies the chest X-ray image by integrating Core ML and a pre-trained CNN model.
- Collaborated in group coursework to build cross-platform mobile application, ensuring seamless API integration and functionality.
- Used design tools to create wireframes, mock-ups, and prototype to improve and iterate on user experience and accessibility.

B.Sc. (hons) in Computing

Dec 2022

London Metropolitan University, London

PROFESSIONAL EXPERIENCE:

UI/UX Designer

Sep 2023 - Jul 2025

Islington College, Kathmandu

- Managed 4 projects simultaneously, increasing design team's productivity and doubling the output.
- Established a design system following Human Interface Guidelines and Material Design principles, enabling design consistency and mono-repository for developers.
- Conducted usability testing, product reviews and feedback sessions with the users to align user needs and design decisions for future refinement.
- Collaborated closely with developers to optimize performance and platform responsiveness, streamlined handoff with interactive Figma prototype, and scalable frontend architecture.
- Structured complex workflows into user journeys, reducing task completion time and improving overall usability scores.

VOLUNTEER EXPERIENCE:

Futurama

Aug 2024 - Sep 2024

ING Skill, Kathmandu

- Participated as a presenter for demonstrating modern technologies, AI applications to educate and inspire students across the nation.
- Presented application to 3000+ students through interactive workshops sessions, showcasing practical real-world application and simplifying complex concepts into understandable insights.