

# SANJU POKHAREL

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## Seeking a Full-Time UI/UX Designer Internship

### EDUCATION

**Bachelor's in Computer Information Science**

Graduation Date: Dec 2026

**Minor in Graphic Design**

Minnesota State University | Mankato

- **Coursework:** UI/UX Design, Human-Computer Interaction, Web & Mobile App Development, Digital Media Design, Visual Communication, Front-End Web Technologies, Graphic Design Principles, Interaction Design, Data Visualization

### TECHNICAL SKILLS

- **Design & Prototyping Tools:** Figma, Adobe XD, Photoshop, Illustrator, Canva, Miro
- **UX Research & Strategy:** Wireframing, User Journey Mapping, Usability Testing, Accessibility, Design Systems, User Personas, A/B Testing
- **Frontend Development:** HTML, CSS, JavaScript, React.js, Node.js, Express.js
- **Programming & Data:** Java, TypeScript, C#, SQL
- **Tools & Platforms:** Git, GitHub, Firebase, RESTful APIs, Docker, Linux, Notion, Trello
- **Methodologies:** Agile, Design Thinking, User-Centered Design, Responsive Design, Version Control

### EXPERIENCE

**UI/UX Design Internship, Friends And The City**

Oct 2025 - Present

- Applied design thinking to create user-centered solutions for improving the platform experience.
- Conducted user research to identify user needs, pain points, and opportunities for better engagement.
- Designed wireframes and interactive prototypes, collaborating with teams to refine usability.
- Supported visual design updates to keep the interface clean, appealing, and aligned with the brand.

**Freelance UI/UX Designer, Portfolio Website for a Developer Client**

Nov 2024 – June 2025

- Designed and developed a personal portfolio website for a software developer client to help showcase projects and skills professionally.
- Focused on minimalist UI, consistent branding, and responsive layout for both desktop and mobile devices.
- Created style guides, reusable components, and interactive prototypes in Figma.
- Worked closely with the client to understand user goals, ensuring a professional and easy-to-navigate design.
- Received excellent feedback for combining aesthetic visuals with smooth usability.

### PROJECTS

**Campus Event Management System** | Figma, Usability Testing

- Designed a dashboard for students and event coordinators to simplify event registration and announcements.
- Conducted A/B testing and survey analysis to determine best-performing layouts.
- Delivered an interactive Figma prototype with strong positive reviews from faculty.

**StudyBuddy App** | Figma, Prototyping, UX Research

- Created an app concept that helps college students track assignments and set reminders.
- Designed user personas, journey maps, and wireframes to support prototype creation.
- Performed user testing and iterated designs based on peer and professor feedback.

### HONORS & AWARDS

- International Maverick Scholarship – Minnesota State University
- Dean's List (2023 – 2024)

### ADDITIONAL STRENGTH

- Skilled in Figma, AdobeXD, Photoshop, Illustrator, Canva for creating high-fidelity prototypes, wireframes, & visual assets
- Experienced in UX research, usability testing, and applying design thinking to develop user-centered solutions.
- Flexible and quick to learn new design tools, adapt to feedback, and solve complex design challenges creatively.
- Self-motivated, detail-oriented, and passionate about crafting intuitive and visually appealing digital experiences.