

Parkhi Malhotra,

I enjoy problem-solving, design thinking and writing. I am highly driven, and open to new opportunities

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8920243385

[Medium](#) | [Linkedin](#) | [Behance](#)

Skills

Wireframing, Prototyping, Visual Communication, Empathy, Communication, Collaboration, Information Architecture, Research skills and Analytics, UX, UI, Creative Problem-Solving, Design Thinking, HTML, CSS, C++, SQL(Basic), DBMS (Basic)

Projects

Fixed cost Virtual Private Server featuring KVM Virtualization

September 2022 - Present

Making a fixed cost solution and providing a lot of transfer than the solutions that go by the pay-as-you-go model but end up charging a lot from a user.

Application of Usability Engineering for Medical Device

September 2022 - Present

Study different medical devices used in the practice for observation and treatment of patients for their usability.

Food Truck Application

May 2022 - Present

The goal of this project is to design a mobile app for a food truck business, which includes the menu and payment options. For the project, I am following the Design Thinking Framework

TBH Circle

January 2022 - May 2022

Worked on website design taking into account the needs and wants of the target audiences and the goals of the stakeholders.

Co-Win Mobile Application Concept

August 2021 - September 2021

The goal of this project was to create a mobile application concept for the Co-Win digital portal, where people can search and book slots for vaccination and win over COVID-19.

Read the case study on Medium and Behance

[Medium](#) | [Behance](#)

SANRIDGE - Excelli

November 2020 - July 2021

Designed the web portal for sellers using inclusive and iterative design methods starting from wireframes going towards the final prototype.

Experience

Fellow Maker Expert

NASSCOM Foundation

June 2022 - February 2023

- Designing the program and managing it at a high level to maximize the number of startups as an outcome.
- Designing content for student outreach and innovation training
- Mentoring and managing the cohort team's progress through weekly calls
- Working under Innovation Spaces on the technology front
- Maintaining constant contact with the Makerspace manager
- Researching to identify new and emerging technology areas for the maker space
- Working with the team to support and further the goals of the department.

UI/UX Design Intern

TBH Circle

January 2022 - May 2022

- Worked on cross-platform applications to develop user experiences on various devices
- Converted ideas into user flows, wireframes, mock-ups, and prototypes for a user-friendly and intuitive interface
- Created website to be more responsive
- Carefully created designs that accounted for customer wants and company requirements
- Conducted user testing and gathered feedback

SanRidge (Excelli)

UX Designer

November 2020 - July 2021

- Design objective was to comprehend product specifications, user psychology, and process gaps.
- Used inclusive and iterative design methods to create the user interface
- Delivered wireframes, final designs, and prototypes.
- Collaborated with the team regularly for design critique
- Worked closely with the team to come up with visuals to complement the experience design

Education

Bachelor of Technology (Computer Science Engineering)

Guru Gobind Singh Indraprastha University (MAIT), India

2019-2023

CGPA (till 6th semester): 9.2/10

High School, Shanti Gyan Niketan Sr. Sec. Public School, Delhi, India

2018-2019

Percentage: 89.06 %

Extra Curricular Activities

- President at The Literary Umbrella
 - Managed and organised events for creative writing, poetry, public speaking and quizzing.
 - Participated in and won various creative writing and poetry events across the circuit.
- Worked as a Volunteer at Nanhe Pakshi
 - Taught underprivileged children in the area allocated and catered to their needs
- Volunteered and Anchored at Impulse'22, IOSD MAIT
- Volunteered at Sports Meet organised at MAIT
- Student Partner at Voltfraction
- Participated in Cultural Events