

Parth Sahni

Email • LinkedIn

EDUCATION

| Institution | Course | Grade | Duration |
|--|--------------|------------|-------------|
| Dayananda Sagar College Of Engineering | B.Tech (CSD) | CGPA: 8.40 | 2024-2025 |
| Shiv Ashish World School, Gujarat | Class 12th | 67.0% | 2023 - 2024 |
| Sri Venkateshwar International School, Delhi | Class 10th | 89.0% | 2021 - 2022 |

SKILLS SUMMARY

- **Technical Skills:** Java, C, C++, HTML, CSS, Python Learning
- **Software Tools:** Git, Figma, Sketch, Canva, Adobe Photoshop, Adobe Premiere Pro

PROJECTS

- **Swiggy Food Delivery Mobile App – UI/UX Design (Figma):**
 - Designed a complete mobile app UI including login, home screen, and food category pages.
 - Created smooth animations and transitions such as splash screen flow and tab navigation to improve user experience.
 - Followed modern design patterns inspired by Swiggy and Zomato to maintain usability and visual consistency.
 - Organized components using Auto Layout and reusable styles to keep the design clean and scalable.
 - Paid attention to spacing, typography, and color balance to create a visually pleasing interface.
- **Personal Portfolio Website:**
 - Built a responsive personal portfolio website to showcase projects, skills, and design work.
 - Implemented smooth scrolling, clear section navigation, and a clean layout for better user experience.
 - Managed source code using Git and GitHub, and deployed the website using Vercel.
 - Fixed image path issues and optimized assets to ensure proper display on live deployment.
 - Integrated social media links and project sections to create a professional online presence.
- **“Lowkey” Clothing Brand App – UI/UX Design (Figma, Adobe Photoshop):**
 - Designed a modern Gen-Z fashion app with a dark, minimal, and premium visual style.
 - Created brand identity elements including logo concept, typography, and color system.
 - Designed product screens, banners, and layouts inspired by luxury streetwear brands.
 - Maintained clean spacing, visual hierarchy, and consistency to improve readability and aesthetics.
 - Used Figma components, Auto Layout, and prototyping to keep the design scalable and organized.
 - Built interactive screens to simulate real app flow and smooth user navigation.

EXTRA-CURRICULARS AND OTHER PROJECTS

- Completed Arduino Training – Level 1, Level 2, and Level 3, gaining hands-on experience in basic electronics, sensors, and microcontroller programming.
- Won 1st Place in a Robotics Competition (Class 6) and received a prize worth 20,000 for building an innovative robotics project.
- Actively participated in organizing and conducting college fest events, managing coordination, teamwork, and on-ground execution.
- Developed strong problem-solving skills, technical curiosity, leadership, and collaboration through practical activities.