

Work Samples - Regan Maharjan (7 Web and 3 Graphic Samples).....	4
Organizational Website Design & Revamp – Showcasing the Mission Through Web Storytelling.....	4
Description:.....	4
My Role:.....	4
Process & Rationale:.....	4
Landing Page:.....	5
Link: https://olenepal.org/	5
Screenshot:.....	5
E-Paath: Story-Driven Learning for Nepal's Classrooms.....	5
Description:.....	5
My Role:.....	5
Process & Rationale:.....	6
More About Design Process:.....	6
Link: https://olenepal.org/digital-learning-solutions/e-paath/	6
Landing Page:.....	6
Link: https://epaath.olenepal.org/index.html	6
Screenshot:.....	6
Sample Modules :.....	7
Grade3>Math>Fractions:.....	7
Link: https://epaath.olenepal.org/activity.html?id=matfrc01&lang=en&grade=3 . 7	
Screenshot:.....	7
Grade6>English>Narmada:.....	8
Link: https://epaath.olenepal.org/activity.html?id=engnma01&lang=en&grade=6	8
Screenshot:.....	8
Revamping E-Pustakalaya – Designing an Inclusive Digital Library for All Learners in Nepal.....	8
Description:.....	8
My Role:.....	9
Process & Rationale:.....	9
Landing Page:.....	10
Link: https://pustakalaya.org/en/	10

Screenshot:.....	10
CRM Services Webpage & Internal Dashboard – UX Research and Data-Driven Design.....	11
Description:.....	11
My Role:.....	11
Process & Rationale:.....	11
Prototype Link: https://www.figma.com/proto/PIWEtSrk32wrupCUK4puht/CRM?page-id=0%3A1&node-id=10-28&viewport=254%2C510%2C0.45&t=tDitSzEcPe6N2x8R-1&scaling=min-zoom&starting-point-node-id=1%3A171	12
Landing Page:.....	12
Screenshot:.....	12
An Interactive Self: Designing My Web Presence with a Digital Twin (Work in Progress).....	13
Description:.....	13
My Role:.....	13
Process & Rationale:.....	13
Landing Page:.....	14
Link: https://rayraycodes.github.io/	14
Screenshot:.....	14
Answer from my Digital Twin:.....	15
Building Story-Driven Math and Science Games for Young Learners with Massachusetts Institute of Technology (MIT).....	16
Description:.....	16
My Role:.....	16
Process & Rationale:.....	16
Learn More About Process: https://olenepal.org/digital-learning-solutions/math-and-science-games/	16
Landing Page:.....	17
Link: https://games.olenepal.org/	17
Screenshot:.....	17
Link to White Paper on Our Game Design Process: https://olenepal.org/our-stories/philip-tans-class-on-game-design-during-summer-2020/	17
Sample Games:.....	18
Simple Machine:.....	18
Link: https://games.olenepal.org/games/simplemachine/index.html	18
Screenshot:.....	18
Space Explorer:.....	19
Link: https://games.olenepal.org/games/spaceexplorer/index.html	19
Screenshot:.....	19

Hamro Ramailo Kathaharu (HRK) – Interactive Early Literacy Platform.....	19
Description:.....	19
My Role:.....	20
Process & Rationale:.....	20
Learn More:.....	21
Link: https://olenepal.org/digital-learning-solutions/hamro-ramailo-kathaharu/	21
Landing Page:.....	21
Link: https://katha.olenepal.org/	21
Screenshot:.....	21
Sample Stories:.....	21
Charlie Chamero:.....	21
Link: https://katha.olenepal.org/story/charlie-chamero/start	21
Meejan:.....	21
Link: https://katha.olenepal.org/story/meezan/start	21
Sample Game:.....	22
Shabda Banauu(Make Sentences):.....	22
Link: https://katha.olenepal.org/play/match-the-word?level=easy	22
Other Ways I use to Story Tell.....	22
Graphic Design:.....	22
Samples:.....	22
Poster Design for a Workshop:.....	22
Infographic Picture:.....	23
Results:.....	23
Infographic Design for Audio-Drive Initiative:.....	23
Infographic Pictures:.....	24
Results:.....	28
Animation:.....	29
Data Storytelling For ITS using Adobe After Effects and Illustrator:.....	29

Work Samples - Regan Maharjan (7 Web and 3 Graphic Samples)

I also created a web page to represent these web projects on my website:

<https://rayraycodes.github.io/portfolio>

Organizational Website Design & Revamp – Showcasing the Mission Through Web Storytelling

Description:

OLE Nepal is a nonprofit organization dedicated to expanding access to quality education through technology integration in classrooms across Nepal. The website serves as the organization's digital front door, showcasing its mission, programs, and impact to a diverse audience including donors, educators, and policymakers.

My Role:

As Lead Developer, I maintained and customized the WordPress site, designing themes and implementing plugins to tell the organization's story effectively. I advised and oversaw a full redesign and migration to Wagtail, a Python-based CMS. The revamp improved storytelling clarity and enabled easier content management for non-technical staff.

Process & Rationale:

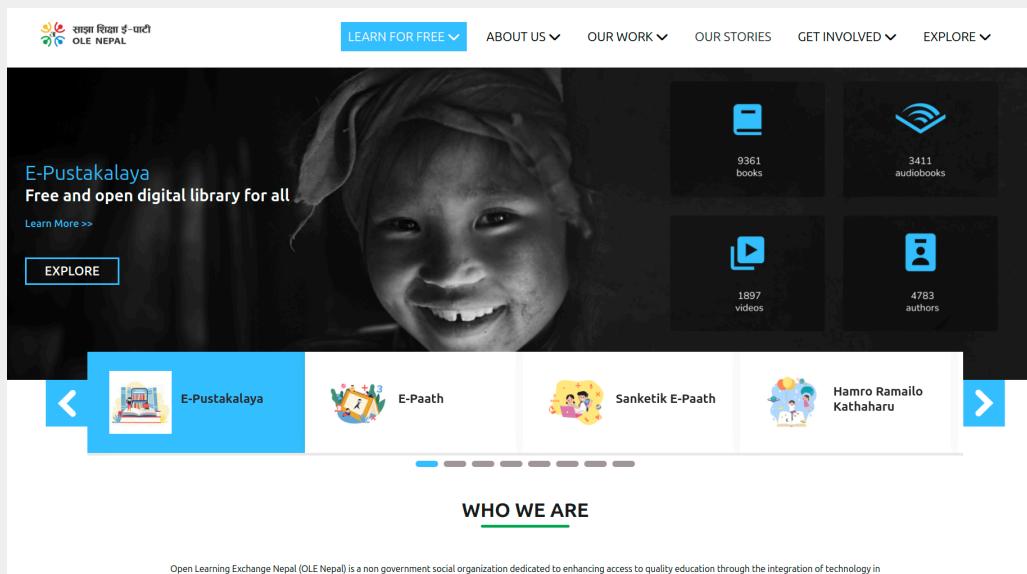
Visitors often struggled to understand OLE Nepal's mission at a glance, while internal teams faced challenges in keeping content current and accessible. To solve this, we redesigned the platform with a focus on clarity, accessibility, and storytelling,

creating a site that invites exploration and grows alongside the organization and its communities.

Landing Page:

Link: <https://olenepal.org/>

Screenshot:



E-Paath: Story-Driven Learning for Nepal's Classrooms

Description:

E-Paath is a free, interactive digital learning platform aligned with Nepal's national curriculum, featuring over 500 modules across grades 1 to 8. Available in Nepali, English, and Nepali Sign Language, it supports accessible learning on web and mobile devices, online and offline.

My Role:

As Lead Developer, I led cross-functional teams to design and build over 200 interactive learning modules, translating curriculum content into narrative-driven digital experiences using HTML, CSS, JavaScript, jQuery, Git, and tools like Adobe XD and After Effects. I also ensured compatibility with low-cost devices like Raspberry Pi and managed technical documentation and platform maintenance.

Process & Rationale:

Young learners in underserved communities often struggled to connect with traditional educational materials that didn't reflect their realities or learning needs. To bridge this gap, we designed a platform that met them where they are, geographically and educationally, by weaving storytelling into interactive visuals, relatable elements, and guided learning, creating lessons that felt intuitive, joyful, and deeply meaningful.

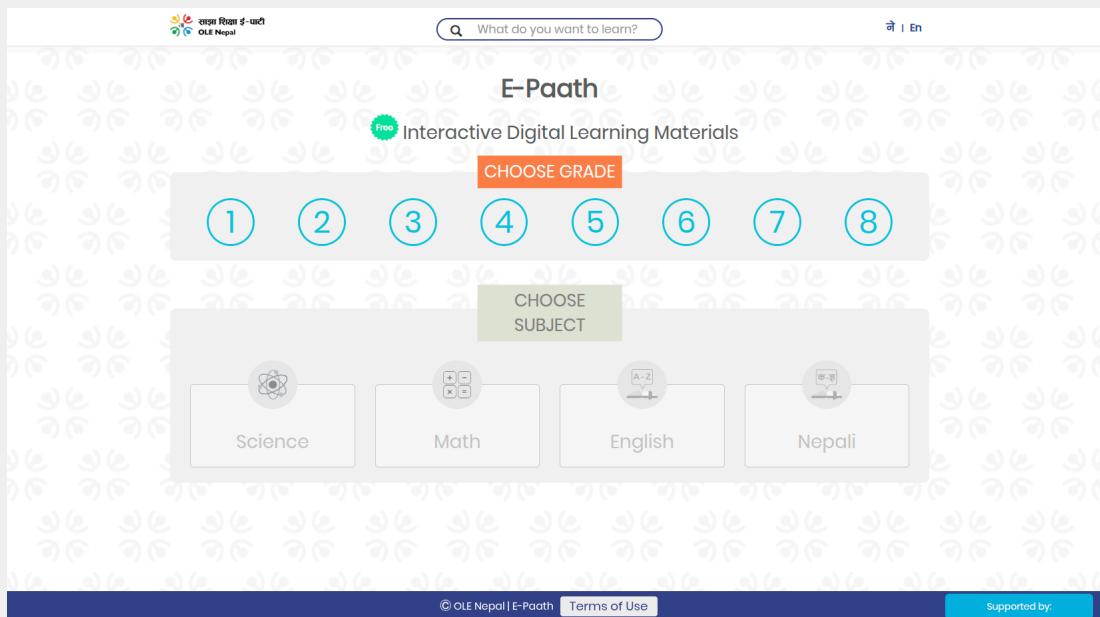
More About Design Process:

Link: <https://olenepal.org/digital-learning-solutions/e-paath/>

Landing Page:

Link: <https://epaatholenepal.org/index.html>

Screenshot:



Sample Modules :

Grade3>Math>Fractions:

Link: <https://epaatholenepal.org/activity.html?id=matfrc01&lang=en&grade=3>

Screenshot:

 राजा रिक्ष क-पारी
OLE Nepal

Grade 3 ▶ Math ▶ Fractions

Lesson Exercise ने | En



"Hi, I am Chankhey. I can help you pick pears, but there is only one ripe pear right now. We will have to share."

1 2 3 4 5 6 →

← Page 7 / 23 →

Grade6>English>Narmada:

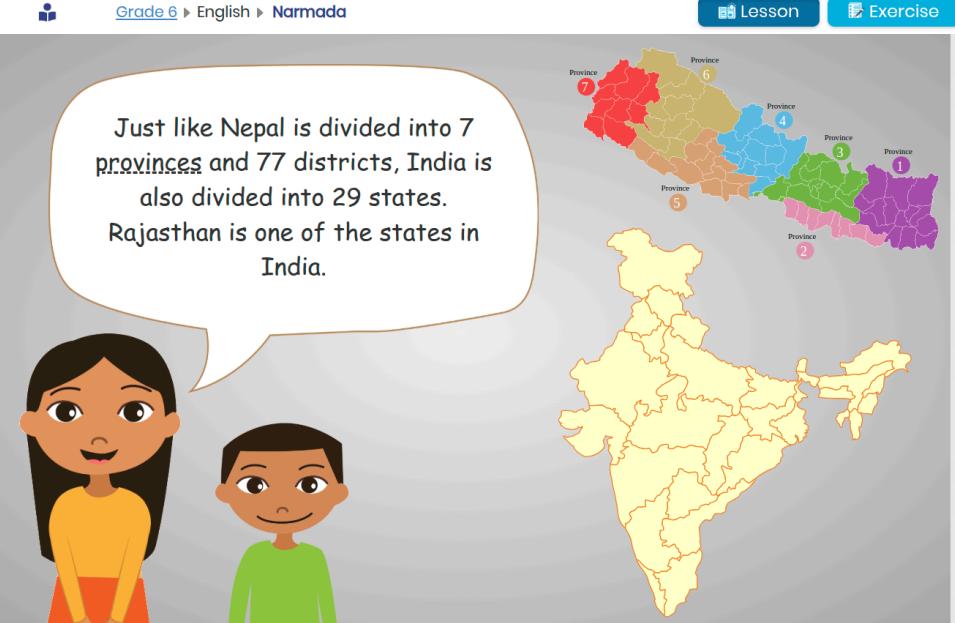
Link: <https://epaatholenepal.org/activity.html?id=engnma01&lang=en&grade=6>

Screenshot:

 राजा रिक्ष क-पारी
OLE Nepal

Grade 6 ▶ English ▶ Narmada

Lesson Exercise ने | En



Just like Nepal is divided into 7 provinces and 77 districts, India is also divided into 29 states.
Rajasthan is one of the states in India.

1 2 3 4 5 6 7 →

← Page 3 / 7 →

Revamping E-Pustakalaya – Designing an Inclusive Digital Library for All Learners in Nepal

Description:

E-Pustakalaya is a free, education-focused digital library offering books, videos, audio, and interactive content in Nepali, English, and other local languages, accessible online and offline to support equitable learning across Nepal.

My Role:

I led the front-end redevelopment of the platform using HTML, CSS, and Django, collaborating with UX designers, back-end engineers, and system admins to deliver a more intuitive, multilingual user experience. I also oversaw ongoing platform maintenance and performance.

Process & Rationale:

Faced with usability challenges and limited access in low-connectivity areas, we set out to redesign the platform so learners could easily explore and connect with the richness of its educational resources. By following the full UX lifecycle, from user research to usability testing, we created an experience that is intuitive, inclusive, and optimized for diverse learning environments.

More About: <https://olenepal.org/digital-learning-solutions/e-pustakalaya/>

Landing Page:

Link: <https://pustakalaya.org/en/>

Screenshot:

The screenshot shows the homepage of the E-Pustakalaya website. At the top, there is a navigation bar with the OLE Nepal's E-Pustakalaya logo, a search bar, and links for About, Feedback, Help, and Log In. Below the navigation bar, there are four large circular icons labeled Read, Listen, Watch, and Practice. A "Browse By Categories" sidebar on the left lists various material types: Literatures And Arts, Course Materials, Teaching Materials, Reference Materials, Other Educational Materials, and Newspapers & Magazines. Below the categories, there is a "Grades" section with numbered buttons from 1 to 10, followed by a "More>>" link. The main content area features several sections: "Featured Titles" with cards for "E-PAATH Interactive Lessons", "E-Paath with Sign Language", "Nepali Sign Language", "कौती बाटा नोटी?", "जलवाया परिवर्तन र चक्रवृय अध्यादेश", "सोहौं योजना", and "कुन खेल खेल"; "Educational Softwares" with cards for "हाश्मो रमाइलो कथाहरू", "बाल पाठ्माला", "MATH & SCIENCE GAMES", "OLEN-IOCR", "E-PAATH Interactive Lessons", "Hamro Ramalo Kathaharu", and "Children's Books". The background has a light blue pattern of stylized letters.

CRM Services Webpage & Internal Dashboard – UX Research and Data-Driven Design

Description:

This webpage was designed to help campus stakeholders easily understand who the CRM team is, what they do, and how to get support, turning scattered processes into a clear, accessible story of service.

My Role:

As a UX Researcher, I analyzed support data, designed Figma prototypes, and built a Power BI dashboard to uncover patterns and shape a more intuitive experience. I worked with the Web Team to ensure the final Drupal-based implementation aligned with U-M's branding and accessibility standards.

Process & Rationale:

Campus stakeholders often found it difficult to navigate the CRM team's services, which were buried in complex structures and unclear processes. To address this, we designed a simplified, user-friendly interface that told the CRM team's story through design, making their value visible, their services easy to understand, and their support more approachable.

Prototype Link:

<https://www.figma.com/proto/PIWEtSrk32wrupCUK4puht/CRM?page-id=0%3A1&node-id=10-28&viewport=254%2C510%2C0.45&t=tDitSzEcPe6N2x8R-1&scaling=min-zoom&starting-point-node-id=1%3A171>

Landing Page:

Screenshot:

The screenshot shows the University of Michigan-Dearborn website. The header includes links for Home, Students, Faculty & Staff, Business & Community, Alumni, Apply, Giving, Browse A-Z, and a search bar. The main navigation menu has tabs for About, Academics, Admissions, Research, Campus Life, News, and Events. Below the menu, a breadcrumb trail shows Home > Information Technology Services > Constituent Relationship Management(CRM) Team. On the left, a sidebar titled 'IN THIS SECTION' lists various IT services like Faculty/Staff Technology Resources, Working Remotely, Student Resources, Access and Accounts, Computer Labs, Printing, Wireless, Network and VPN, U-M Campus Technology Store, Constituent Relationship Management System, Project Request & Status, Security & Privacy, University IT Policies & Standards, and About ITS. The main content area is titled 'Constituent Relationship Management(CRM) Team'. It describes the CRM team's role in supporting Salesforce for constituent relationship management, working with departments and stakeholders to enhance student experience through processes like application and admissions, student advising, case management, and the My UM-Dearborn Portal. Below this, 'Office Hours' are listed as Tuesdays 1 pm to 2 pm with a Zoom link. A section titled 'What do we do?' lists categories such as Account and Access Issues, Data and Information Requests, System and Functional Issues, Enhancements and Feature Requests, Integration and Automation Issues, and Training and Support requests. A note at the bottom of this section directs users to the ITS Service Desk for hardware and software issues. A large blue button at the bottom right says 'Submit a Ticket'.

An Interactive Self: Designing My Web Presence with a Digital Twin (Work in Progress)

Description:

This is an interactive, AI-powered portfolio designed to share my work, story, and design philosophy through an engaging digital experience, where visitors can explore content traditionally or chat with my digital twin trained on my writing.

My Role:

I designed and developed the site end-to-end using TypeScript, Supabase, and GitHub Pages, crafting both the interface and the conversational AI experience. The site is fully responsive and UX-driven, blending design, development, and narrative to reflect my creative and technical identity.

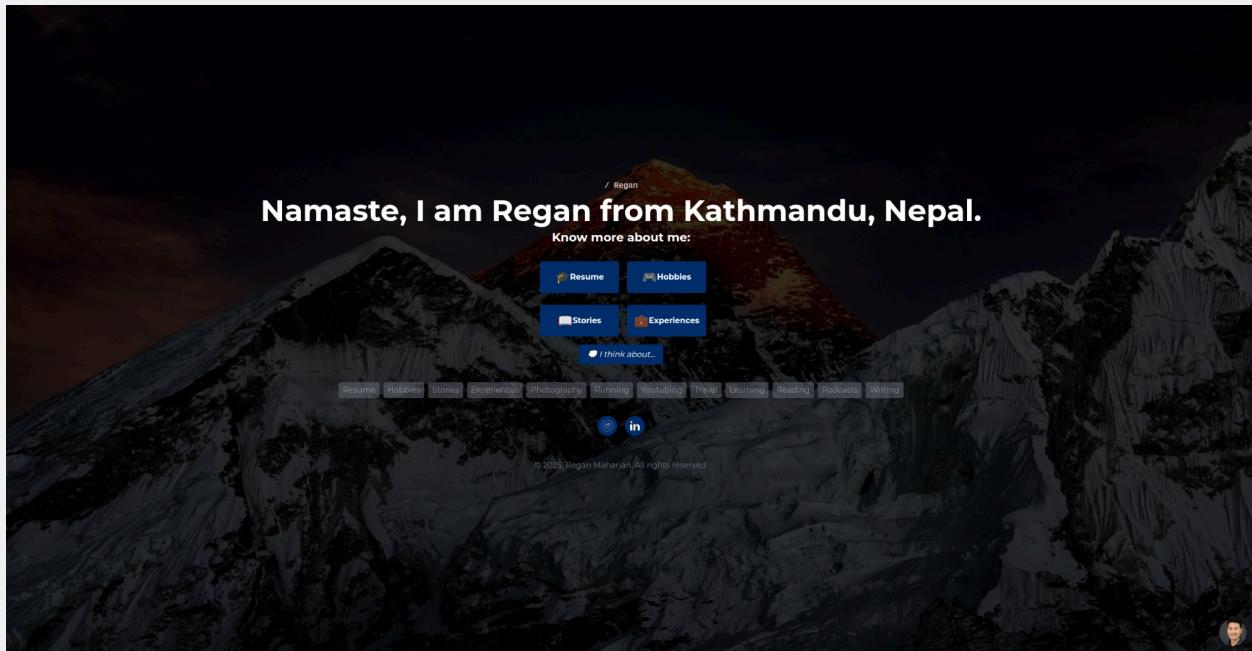
Process & Rationale:

Visitors often scroll through portfolios without truly understanding the thinking, creativity, or intention behind the work. To change that, I designed mine as a dynamic, conversational experience, blending storytelling, interaction, and real-time engagement through design and technology, so users could explore my work as if they were speaking directly with me.

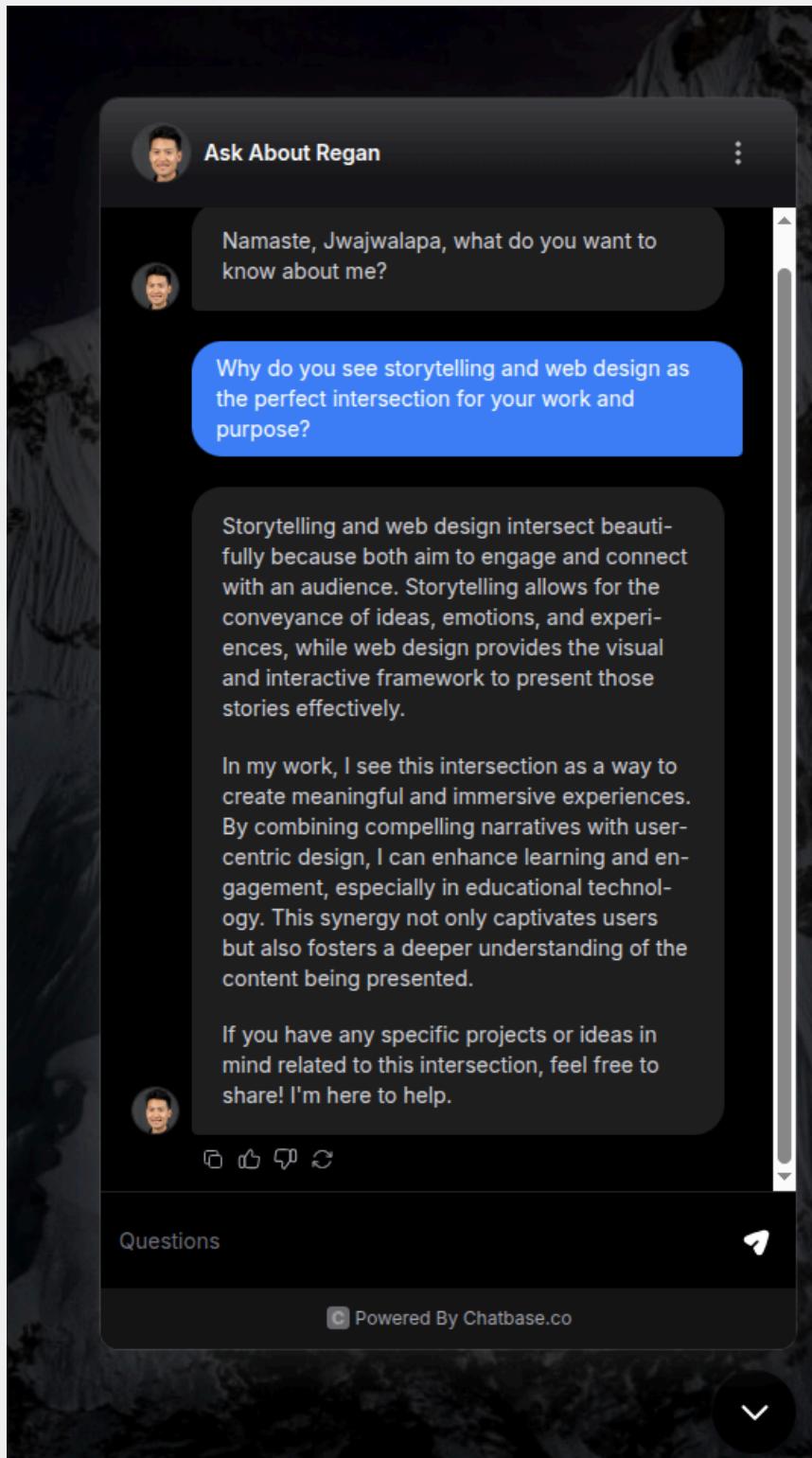
Landing Page:

Link: <https://rayraycodes.github.io/>

Screenshot:



Answer from my Digital Twin:



Building Story-Driven Math and Science Games for Young Learners with Massachusetts Institute of Technology (MIT)

Description:

These interactive Math and Science Games for grades 6–10 were created to make complex STEM concepts more accessible and engaging through gameplay.

Developed by OLE Nepal in collaboration with MIT J-WEL, the games blend curriculum content with storytelling-driven mechanics to foster curiosity and critical thinking.

My Role:

I worked closely with MIT interns, educators, and designers to shape the game experience, from mechanics and visuals to narrative flow, ensuring each game told a clear educational story that students could connect with and learn from.

Process & Rationale:

Students often struggled to connect with abstract STEM concepts, making it difficult for them to see the relevance and purpose behind what they were learning. To bridge this gap, we transformed those learning challenges into playable narratives, using storytelling, iterative design, and user feedback to create engaging experiences that aligned with both curriculum goals and the way students naturally explore, question, and understand the world around them.

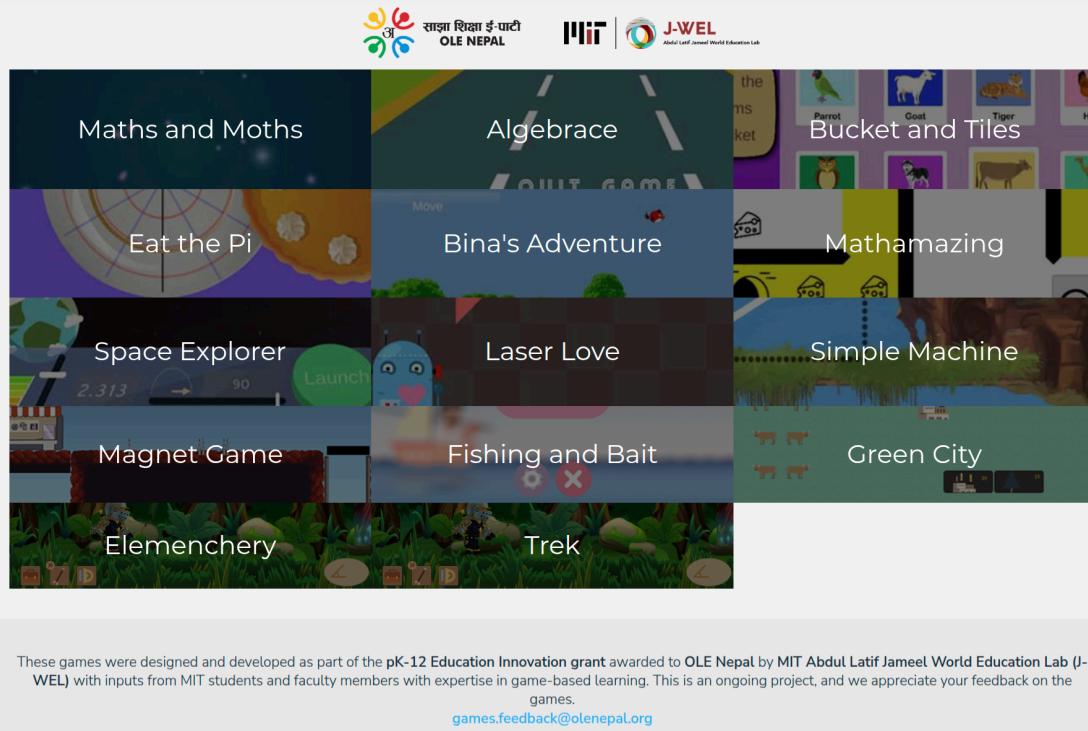
Learn More About Process:

<https://olenepal.org/digital-learning-solutions/math-and-science-games/>

Landing Page:

Link: <https://gamesolenepal.org/>

Screenshot:



These games were designed and developed as part of the pK-12 Education Innovation grant awarded to OLE Nepal by MIT Abdul Latif Jameel World Education Lab (J-WEL) with inputs from MIT students and faculty members with expertise in game-based learning. This is an ongoing project, and we appreciate your feedback on the games.
games.feedback@olenepal.org

Link to White Paper on Our Game Design Process:

<https://olenepal.org/our-stories/philip-tans-class-on-game-design-during-summer-2020/>

Sample Games:

Simple Machine:

Link: <https://games.olenepal.org/games/simplemachine/index.html>

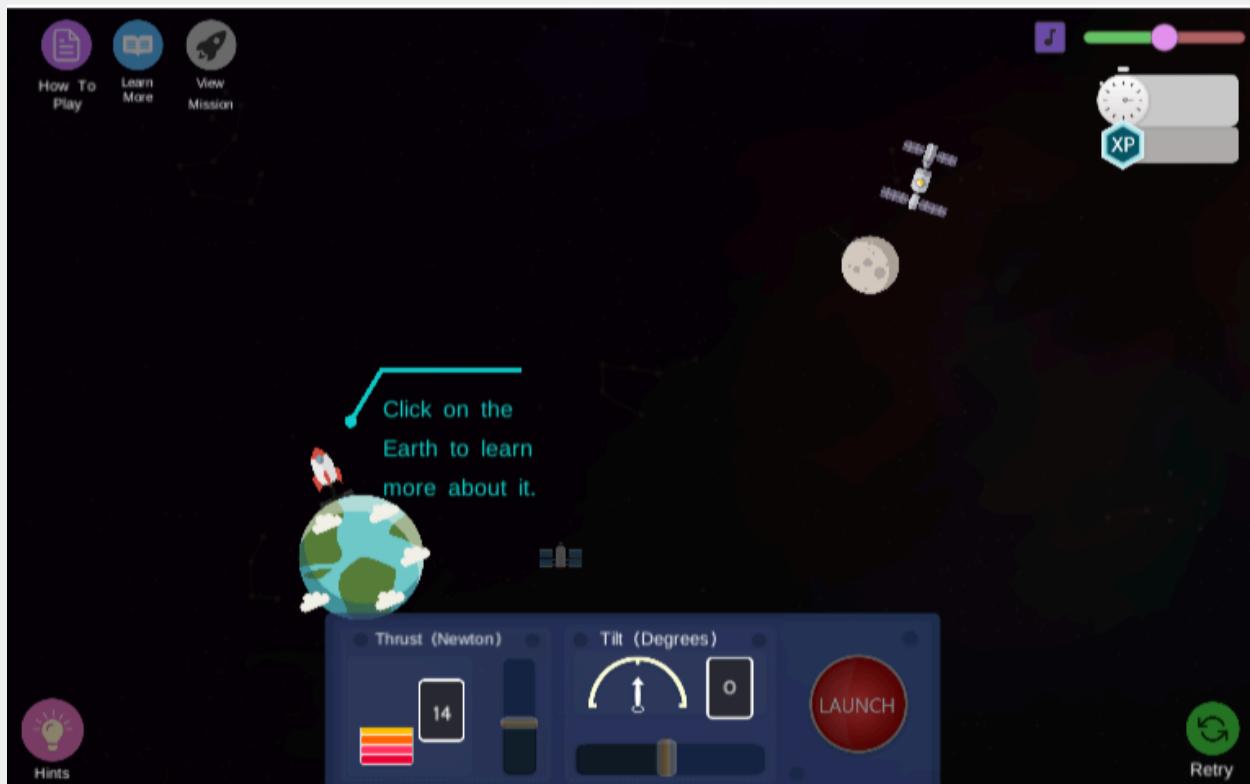
Screenshot:



Space Explorer:

Link: <https://games.olenepal.org/games/spaceexplorer/index.html>

Screenshot:



Hamro Ramailo Kathaharu (HRK) – Interactive Early Literacy Platform

Description:

HRK is a collection of animated local stories and interactive language games designed to foster early literacy, creativity, and cultural connection in young learners. Available in Nepali and adaptable to other languages, the platform blends

storytelling, illustration, and playful learning to make reading and writing engaging and accessible.

My Role:

As Technical Lead, I oversaw the selection and implementation of technologies that transformed indigenous stories into interactive digital experiences. I collaborated with educators, designers, and illustrators to create a responsive, intuitive platform, using diverse illustration styles to match the tone and origin of each story and ensure cultural resonance.

Process & Rationale:

Early learners in underserved regions often lacked access to reading experiences that felt engaging or relevant to their world. To change that, we built a platform that combined visual storytelling with interactivity, making reading joyful and immersive while celebrating local voices, culture, and imagination.

Learn More:

Link: <https://olenepal.org/digital-learning-solutions/hamro-ramailo-kathaharu/>

Landing Page:

Link: <https://katha.olenepal.org/>

Screenshot:



Sample Stories:

Charlie Chamero:

Link: <https://katha.olenepal.org/story/charlie-chamero/start>

Meejan:

Link: <https://katha.olenepal.org/story/meezan/start>

Sample Game:

Shabda Banauu(Make Sentences):

Link: <https://katha.olenePAL.org/play/match-the-word?level=easy>

Other Ways I use to Story Tell

Graphic Design:

Samples:

Poster Design for a Workshop:

Many in Nepal's open-source and education communities needed a shared space to collaborate, learn, and contribute knowledge freely. To support this, we organized a workshop that revived and celebrated the spirit of open collaboration, leveraging the Wiki Group as a platform for collective growth and contribution.

Infographic Picture:



Results:

This poster had a lot more participants than anticipated.

Infographic Design for Audio-Drive Initiative:

Children in remote and underserved regions of Nepal often lack access to engaging audio learning resources. These posters were designed to spark collective action, inviting communities, educators, and creatives to come together and create free, high-quality audio content that brings education within reach for every child.

Infographic Pictures:



HOW ARE WE CREATING VALUE?



1

By Creating Free Content for the Digitally Divided content for 1200+ Public Schools

Offline E-Pustakalaya servers are deployed to over 1200+ schools (mostly public schools) across Nepal. So you are adding more content to students' educational resources in rural areas of Nepal.

2

By Creating Meaningful Engagements contribution that will last forever

You are making a sustainable contribution to help improve digital education in Nepal and beyond. Your effort matters!



rotaract.himalayapan

RAC HIMALAYA PATAN X OLE NEPAL

How to participate?

VOLUNTEER TO MAKE AUDIOBOOKS FOR FREE AND OPEN DIGITAL LIBRARY!



1. GO TO OLE NEPAL'S PAGE

(<http://www.olenepal.org/voices/>)

This is the central web-page to get details about the audio drive.

<<



rotaract.himalayapatan

2. RECORD THE TEXT

You can use the audio recorder on your phone.



3. FILL OUT THE FORM

Fill the form to send us your audio sample.



4. YOUR AUDIO SAMPLE WILL BE REVIEWED

On the basis of the sample received, a book will be assigned to you for recording via email from voices@olenepal.org.



<<



rotaract.himalayapan



Rotaract
Rotary Club Partner

Club of
Himalaya Patan



साझा शिक्षा ई-पाठी
OLE NEPAL

We are with you in the whole process. Please let us know if you have any queries/ suggestions regarding this.

CONTACT

<http://wwwolenepal.org/voices/>

<https://www.instagram.com/rotaract.himalayapatan/>

Email ID: voices@olenepal.org



rotaract.himalayapatan

Results:

We successfully produced 80 full-length audio books with 200+ participations, which were distributed to over 1200 schools in some of the most remote regions of Nepal, expanding access to engaging learning resources for underserved students.

Animation:

Data Storytelling For ITS using Adobe After Effects and Illustrator:

This video was crafted to transform data flow into narrative. 🎥 data3-v1.mp4