



# SAMJANA LAMA

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- 16, March, 2002
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## About Me

I am a creative UI/UX Designer with a Bachelor's degree in Computer Science and hands-on experience in Figma, wireframing, prototyping, and designing user-centered interfaces. I completed my UI/UX internship at Mindrisers, contributing to real client projects, and I am currently working as a UI/UX Designer at KumariAI.

I am known for strong communication, teamwork, and the ability to collaborate effectively in diverse environments. I enjoy understanding user needs and translating ideas into practical, meaningful design solutions while continuously learning and improving in my field.

## Education

- Bachelors in Science Computer Science and Information Technology(BScCSIT)  
*Prime College.* 2021 - 2025
- Secondary Level Education  
*Prime College* 2018 - 2020

## Experience

- Junior UI/UX Designer  
*[www.kumari.ai](#)* 2025 - present
  - Working for Version 1.
  - Collaborate with frontend and concept artist as well as internal teams to design user interfaces for Kumari.AI.
  - Participate in daily stand-up meetings to discuss project progress, address design challenges, and coordinate effectively with developers and team leads.
  - Worked on the Kumari.AI beta version.
- UI/UX Intern  
*Mindrisers Institute of Technology* 2024 - 2025
  - Collaborated with clients and internal teams to design user interfaces for real-world projects, including school websites, wellness centres, and personal portfolios.
  - Engaged directly with clients through meetings and feedback sessions to understand their needs, present design ideas, and incorporate suggestions to enhance usability and visual appeal.
  - Created wireframes, user flows, and high-fidelity prototypes using Figma and Adobe XD, aligning with client goals and user expectations.
  - Participated in daily stand-up meetings to discuss project progress, address design challenges, and coordinate effectively with developers and team leads.
  - Gained hands-on experience in responsive design, layout structures, and accessibility best practices, ensuring a smooth and thoughtful user experience.
  - Worked closely with developers to ensure a seamless handoff and accurate implementation of design assets across platforms.

## TRAINING/CERTIFICATIONS

- UI/UX Training Workshop  
*Mindrisers Institute of technology* 2024
  - Completed a 2.5-month training in UI/UX design, focusing on wireframing, prototyping, and using tools like Figma and Adobe XD to create intuitive user interfaces.
- Pre-Bootcamp Fellowship  
*TEJ* 2024
  - Participated in a 3-month intensive program focused on JavaScript fundamentals, including variables, functions and loops. Strengthened my programming skills, problem-solving abilities, and prepared for real-world applications.

## Skills

- Figma
- Creativity
- Team collaboration
- Critical Thinking
- Leadership & People Skills
- Basic Troubleshooting

## LANGUAGE

- Nepali
- English
- Hindi

## HOBBY

- Badminton
- Volleyball
- Basketball
- Travelling
- Exploring
- Designing

## REFERENCES

Er. Rolisha Sthapit

Prime College / BSc CSIT

Program Coordinator

9801081763



## PROJECTS

### Real Life Projects

- Designed UI/UX for 3 educational institutions and a yoga-based wellness platform during a UI/UX internship.
- Collaborated with project managers to understand client needs and delivered high-fidelity mockups using Figma.
- Focused on usability, accessibility, and consistent design systems tailored to each organisation's goals.

### Personal Portfolio

- Customised a pre-built ThemeForest template to design a personal portfolio reflecting my branding style.
- Focused on enhancing UI/UX with a clean layout, colour consistency, and clear visual hierarchy.
- Applied design principles using tools like Figma to create a user-friendly and aesthetically appealing interface.

### Hope Horizon

Developed a responsive hospital website prototype in Figma with the following features:

- Intuitive navigation: Simplified access to therapy details, services, and appointment booking.
- Accessible design: Inclusive interface tailored for diverse user needs, including parents and guardians.
- Seamless UI: Visually engaging layout for a compassionate and professional user experience.

### Pizza Hut

Designed a user-friendly mobile app prototype in Figma with the following features:

- Intuitive navigation: Simplified menu browsing and ordering process.
- Customizable orders: Easy personalisation of items.
- Seamless UI: Visually appealing design for an enhanced user experience.

### Sports Center

Developed a user-friendly laptop app prototype in Figma with the following features:

- Client Login: Secure User Authentication for a Personalised Experience.
- Product selection: Easy browsing and selection of sports equipment.

### Mondo Imports

- Created a laptop app prototype in Figma by cloning designs from available resources, focusing on replicating UI elements and layout structures for consistency.
- The project aimed to understand design patterns and enhance skills in interface development.



## AWARDS

### MVP – Girls' Basketball Tournament

*Prime College / 2025 / Kathmandu*

- Recognised as the Most Valuable Player for outstanding athletic performance, team coordination, and contribution to the team's success.

### SEE Topper (2018)

*2018 / Kathmandu*

- Awarded for securing the highest marks in the locality, receiving a cash prize of NPR 3,000 and a certificate of excellence.