

Soyana Gurung
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[Soyana Gurung Portfolio](#)

EDUCATION

University at Albany, State University of New York

Bachelor of Science

Graduated: May 2025

Major: Informatics, Concentration: Software Development

GPA: 3.50

Honors: Magna Cum Laude, Dean's List (Fall 2023 – Spring 2025)

TECHNICAL SKILLS

Object Oriented Programming: Python, Java, JavaScript

Web Content Management: HTML, CSS

Database: SQL (SQLite)

Tools and Technologies: Figma, Convai, Meta, Blender, Unity

Foreign Language: Fluent in Nepali and Hindi

RELEVANT WORK EXPERIENCE

UX & Immersive Technologies Lab, University at Albany, SUNY

August 2024 – May 2025

UX/UI Design Intern

- Designed flowcharts for gamified public librarian training using Lucid chart, improving team workflow and game structure clarity
- Collaborated with team members and other departments to wireframe and prototype the game in Figma, enhancing the user interface and experience
- Developed interactive VR training experiences using Unity and Blender
- Conducted UX research and facilitated user testing sessions, driving iterative improvements in training effectiveness

PRO-ACTIVE, University at Albany, SUNY

January 2025 – May 2025

Research and UX Design Intern

- Developed an immersive, gamified training program for older adults on disaster sheltering, enhancing user engagement and learning outcomes
- Conducted in-depth research on UI/UX, virtual reality, and human-computer interaction to inform design decisions
- Designed user interfaces and interactive prototype using Figma, Blender, and Unity, streamlining development workflows
- Collaborated with cross-functional teams to analyze user feedback and improve training modules for better usability and effectiveness

PROJECT EXPERIENCE

Pashupati Hotel Website Wireframe and Prototype

UI/UX Designer & Front-end Developer

- Designed low-fidelity wireframes on iPad to outline website structure and improve user navigation flow.
- Created high-fidelity mockups and interactive prototypes in Figma with clickable UI elements for testing usability and layout.
- Prioritized accessibility, clean layout, and user-friendly design to enhance the user experience.
- Currently developing the front-end using HTML, CSS, and JavaScript to bring the prototype to life.
- Planning to implement backend features such as a booking system and database in the next phase.

Mock Spotify Website, Personal Project

<https://soyanagrg.github.io/Soyafy/>

Web Designer and Developer

- Practiced front-end development by building a Spotify-inspired interface using HTML, CSS, and basic JavaScript.
- Wireframed and planned layout components in Figma to guide UI structure and styling.
- Currently developing multi-page structure and refining layout for better flow and usability.
- Planning to add responsive design for mobile/tablet and explore backend integration in future stages.