

Soyana Gurung

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<https://soyanargr.github.io/Soyana-Gurung-Portfolio/index.html>

EDUCATION

University at Albany, State University of New York

Bachelor of Science

May 2025

Major: Informatics, Concentration: Software Development **GPA:** 3.50

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

Related Coursework: Data Structures, Intro to Computer Science, Intro to Data & Databases, Programming for Informatics, Programming for Problem Solving, Adv Concepts Practice Software Development, Intermediate Interactive Design

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

Lab Assistant

- Gamified public librarian training by developing interactive experiences
- Conducted UX and usability research to enhance training effectiveness
- Facilitated VR-based training and user testing sessions
- Utilized tools such as Unity, Convai, Meta, Blender, and Figma for VR development

Research Internship EP HS and C, University at Albany, SUNY

January 2025 – May 2025

Lab Assistant

- Developed an immersive, gamified training program for older adults on disaster sheltering
- Conducted in-depth research on UI/UX, virtual reality, and human-computer interaction
- Designed user interfaces and interactive experiences using Figma, Blender, and Unity
- Collaborated with the team to analyze and improve training modules

Capstone Project in EP HS and C, University at Albany, SUNY

January 2025 – May 2025

- Investigate a national issue and analyze its impact
- Brainstorm and develop innovative solutions with peers

PROJECT EXPERIENCE

Pashupati Hotel Website Wireframe and Prototype

In Progress

<https://www.figma.com/design/B0jhtyk12TvyxN3G0CUJ5R/Pashupati-Hotel?node-id=0-1&t=fjNQ90yKKb4PPu4x-1>

- Designed a hotel website, starting with low-fidelity wireframes on iPad
- Built high-fidelity mockups and interactive prototypes in Figma
- Added clickable navigation and UI elements for realistic user experience
- Focused on user-friendliness, accessibility, and clean layout
- Currently in the process of bringing the design to life using HTML, CSS, and JavaScript
- Plan to implement backend functionality in the next phase (e.g., booking system, database)

Mock Spotify Website, Personal Project

In Progress

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

- Designed and developed a Spotify-inspired web interface using HTML, CSS, and basic JavaScript
- Used Figma to wireframe and draft the layout and components
- Currently building multiple pages and refining front-end structure

- Plan to add responsiveness for mobile and tablet compatibility
- Will implement back-end functionality after completing the front-end

PROFESSIONAL WORK EXPERIENCE

Residential Life, University at Albany, SUNY

January 2024 – May 2025

Student Assistant

- Managed daily operations at the Quad Office and assisted with administrative tasks
- Provided exceptional customer service and accurate information to residents
- Handled phone inquiries, document issues, and facilitated resolutions

Performing Arts Center, University at Albany, SUNY

September 2022 – May 2025

Event Assistant

- Delivered excellent customer service during events to ensure a positive guest experience

Writing and Critical Inquiry, University at Albany, SUNY

August 2023 – December 2023

Peer Mentor

- Guided students through coursework and academic
- Provided detailed feedback to professors on student progress and class dynamic