

Hello! My name is

# Soyana Gurung

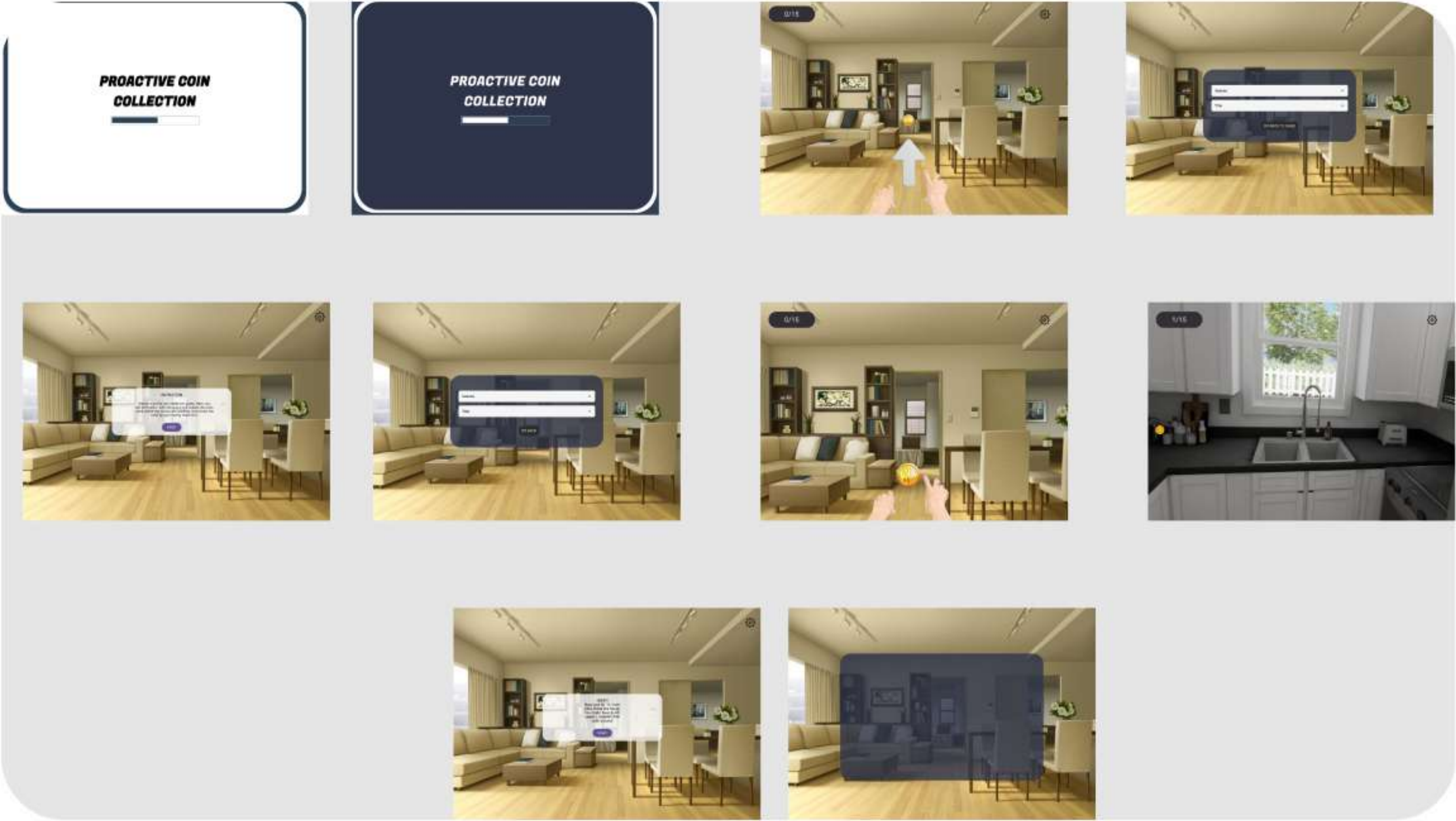
I am passionate about designing and developing

## Projects



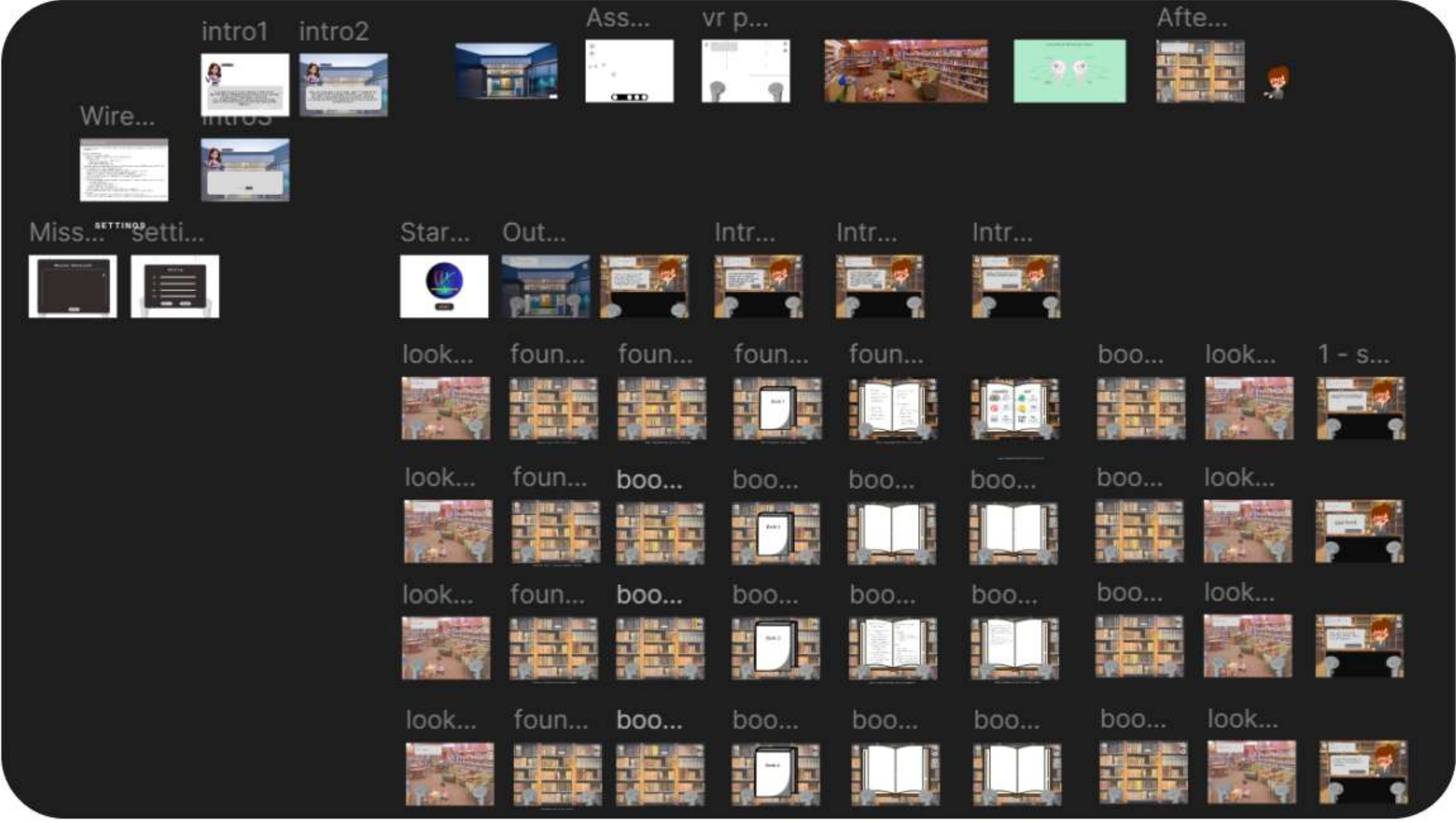
### Pashupati Hotel Website Prototype

Creating a Modern Website Prototype to Help Pashupati Hotel Begin Its Transition into Online Bookings and Build a Digital Presence



### Coin Collection Game Wireframe and Prototype

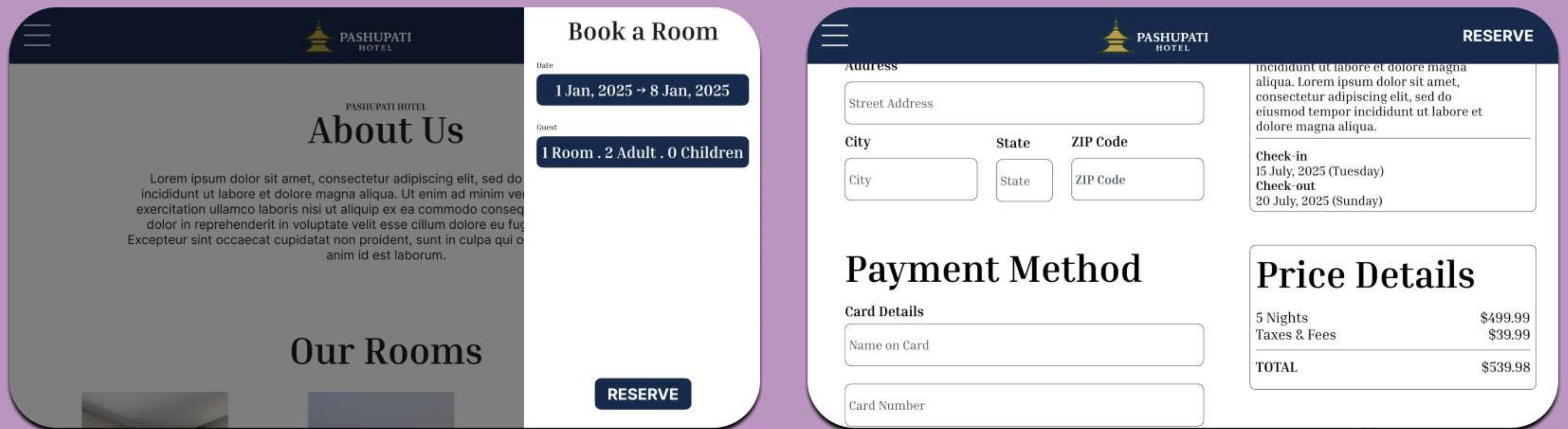
Designing a Coin Collection Game Wireframe and Prototype for a Virtual Reality Simulation in PRO-ACTIVE to Help Older Adults Train for Disaster Preparedness



### Virtual Reality Simulation Wireframe and Prototype

Designing a Wireframe and Prototype for a Coin Collection Game in a Virtual Reality Simulation to Train Public Librarians in Assisting Patrons in Distress





## Pashupati Hotel Website Prototype

### Overview

I designed a website prototype for a hotel in Nepal that didn't have a digital presence but wanted to move into online bookings. I started with a low-fidelity wireframe and developed it into a high-fidelity prototype. I researched other hotel websites to figure out what works and what doesn't, then used that insight to create a modern, functional design tailored to the hotel's needs.

**Tools:** Figma, Canva

### Highlight

- Kept the wireframing process in mind throughout the design
- Researched UI/UX by looking at existing hotel websites
- Used placeholder images due to lack of real photos
- Focused on simple layout and easy navigation

### Challenges

- No access to quality photos
- Couldn't directly reach the hotel contact because of tech limitations
- Had limited info about the target users
- Hotel had no clear branding or logo to work with
- Needed to design without full client feedback

### Outcome

A clean, user-friendly website prototype ready for backend development and usability implementation.

[View Next Project](#)

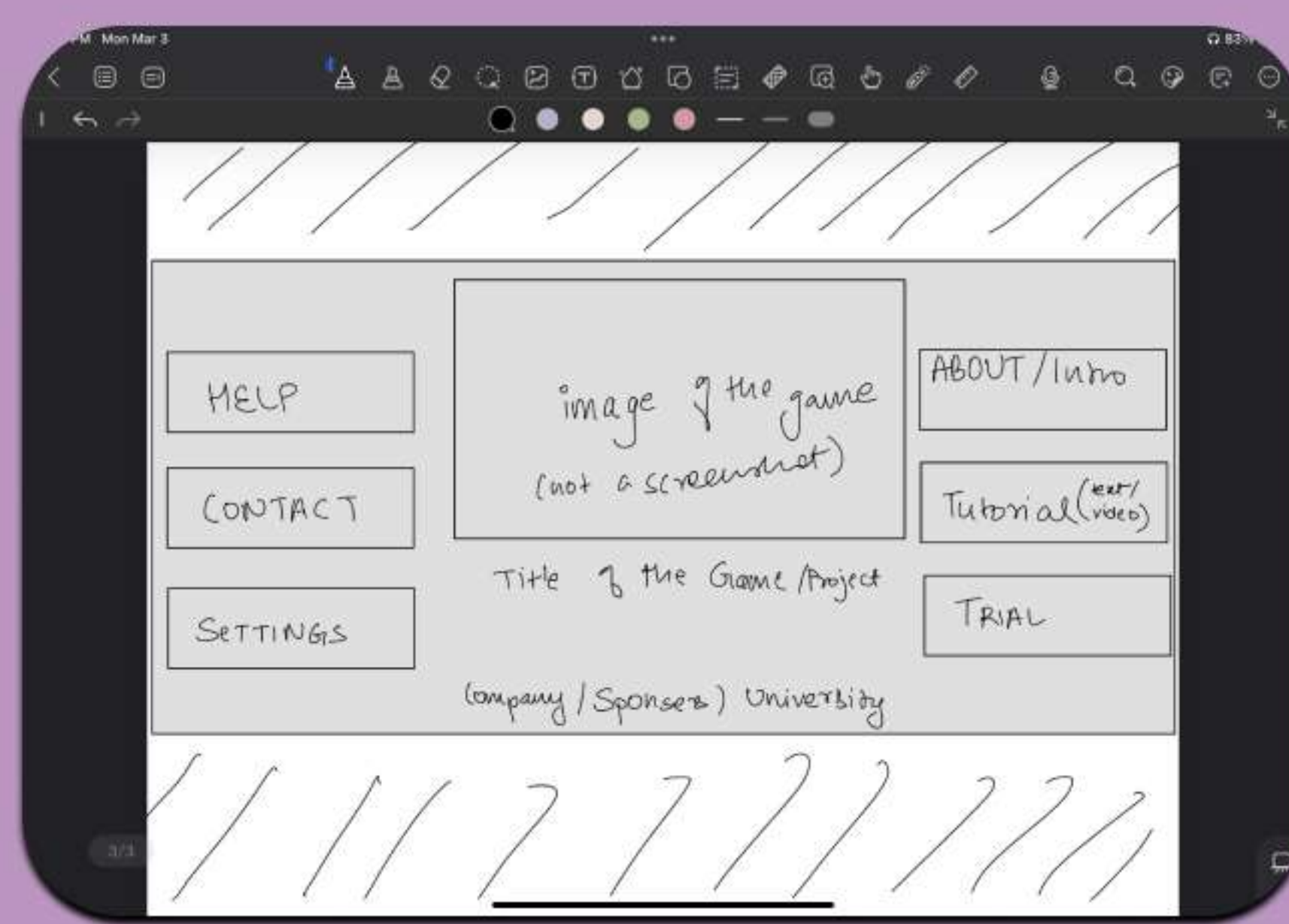
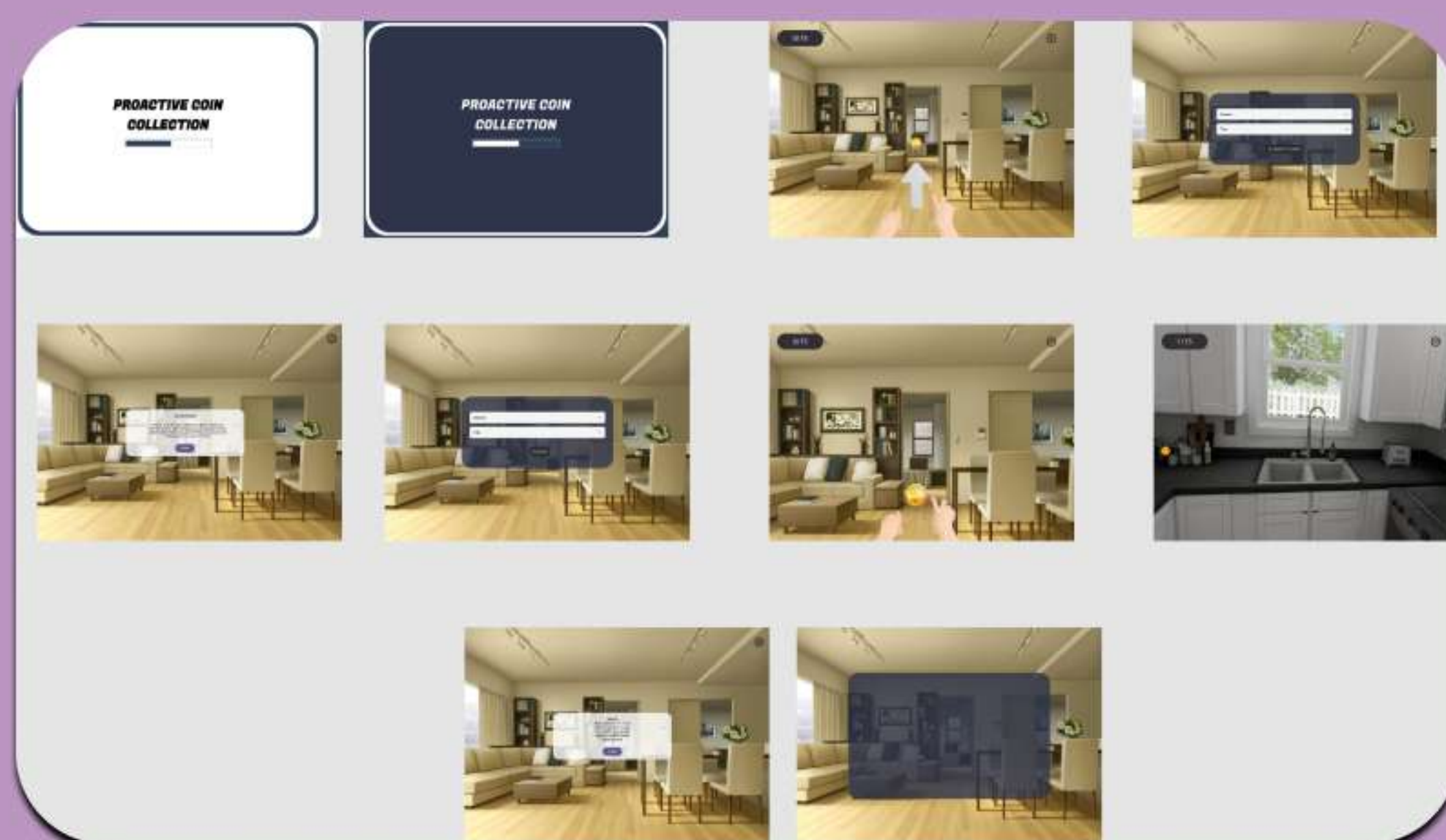
Hello again!!!

**CONTACT ME**

✉ [soyanagrg9@gmail.com](mailto:soyanagrg9@gmail.com)

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## Coin Collection Game

### Overview

This coin collection game was designed for older adults as an introductory activity in a larger VR simulation called PRO-ACTIVE, which prepares users for natural disasters. The goal was to help users get comfortable with the VR environment before starting the main simulation. I contributed to user research and design, focusing on accessibility and usability for an older audience.

**Tools:** Figma, Canva

### Highlight

- Helped with both user research and design
- Designed specifically for older adults as a warm-up before a larger VR simulation (PRO-ACTIVE)
- Explored how VR can be made accessible to older users
- Researched topics like VR use among seniors, benefits of VR training, and the impact of simulation-based learning

### Challenges

- Designing for users who are not comfortable with technology
- Making the experience intuitive and non-overwhelming for older adults
- Finding reliable research on older adults' interaction with VR
- Balancing simplicity in gameplay with its purpose of familiarizing users with VR controls

### Outcome

- The project received recognition from Georgia Tech University
- Awarded an NSF (National Science Foundation) grant
- Presented at the UAlbany Showcase 2025

[Previous Project](#)

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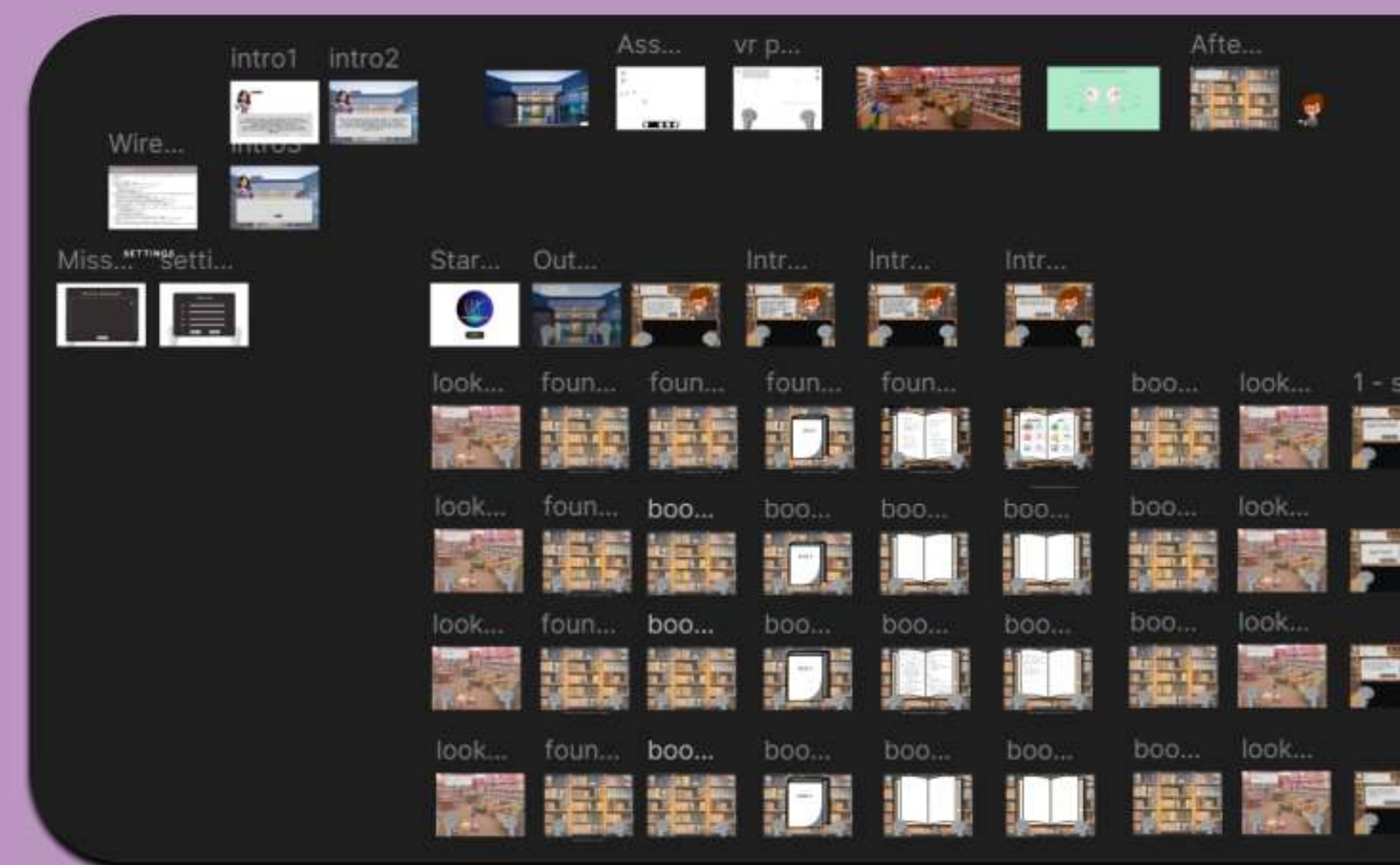
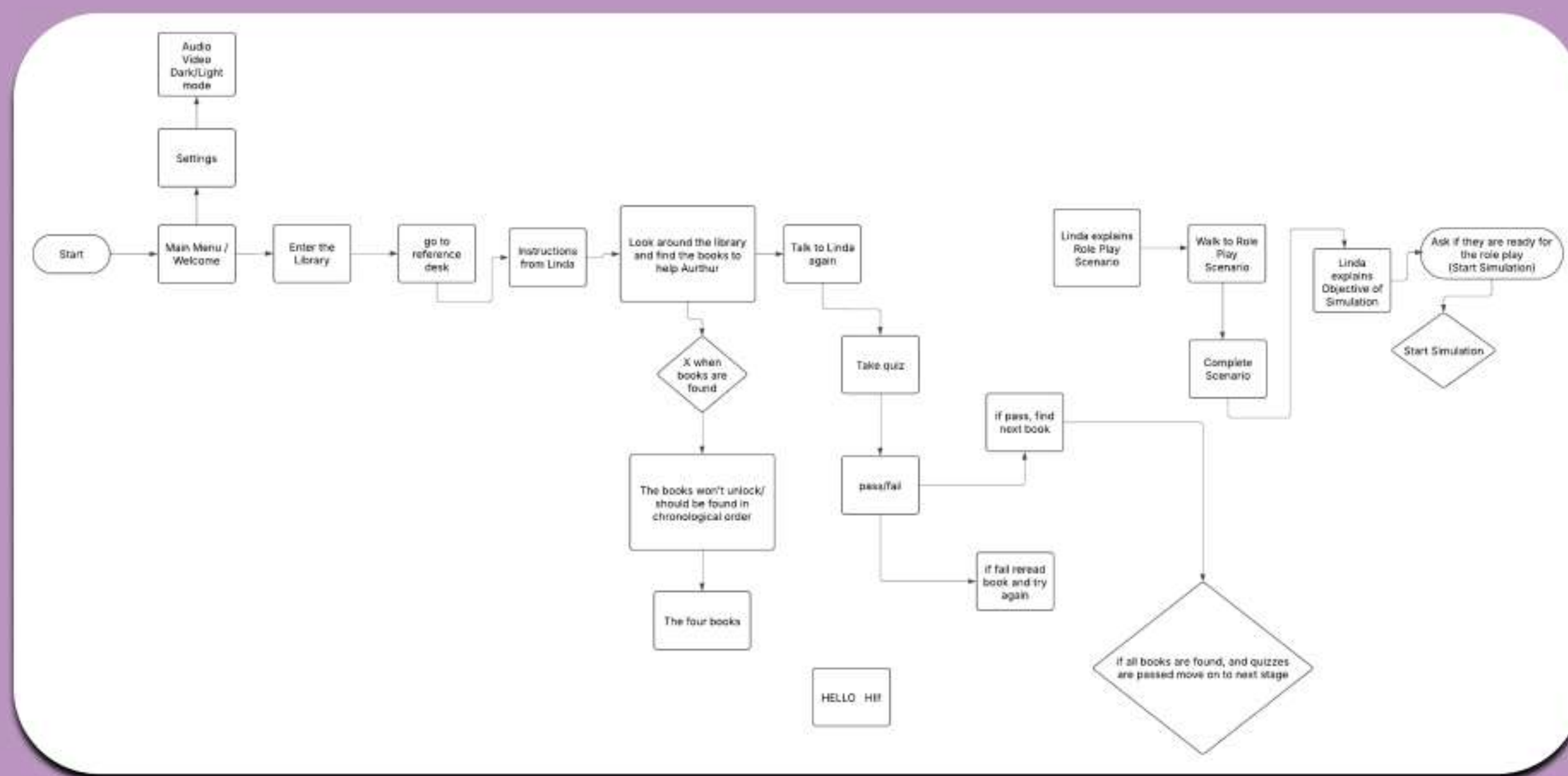
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## Virtual Reality Simulation Wireframe and Prototype

### Overview

This project focused on creating a virtual reality training simulation to help public librarians respond to crisis situations involving individuals in mental distress. Developed under the UX Immersive and Technologies Lab, the simulation aimed to address real-world challenges in library environments using immersive technology.

**Tools:** Figma, Canva, Lucid Chart

### Highlight

- Helped design the game flow and interface as part of the UX team
- Collaborated closely with developers to align design with functionality
- Participated in user testing sessions to improve usability and experience
- Contributed to a meaningful project with potential real-world training impact

### Challenges

- Navigating sensitive content related to mental health in a respectful way
- Coordinating effectively with multiple teams during development
- Translating complex real-life scenarios into engaging, understandable VR interactions
- Adapting design based on diverse user feedback while staying on deadline

### Outcome

- Presented the project at the UAlbany Showcase 2025
- Successfully pushed the project forward by contributing to core design elements, helping shape the simulation into a usable and presentable experience

[View Previous Project](#)

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## About me

Hi, I'm Soyana Gurung!  
I recently graduated with a B.S. in Informatics with a concentration in Software Development. I enjoy creating clean and user-friendly digital experiences, whether that's through designing interfaces or building out functionality with code. I'm especially interested in development, design, and exploring how technology can be both practical and creative.



### EDUCATION

**University:** University at Albany, SUNY  
**Degree:** Bachelor of Science  
**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

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# Resume

Soyana Gurung

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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 EPHS 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/B0jhtvk12TvyxN3G0CUJ5R/Pashupati-Hotel?node-id=0-1&t=fjNQ90yKKb4PPu4x-l>

-

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://soyanagrg.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

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