

SOYANA GURUNG

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EDUCATION

University at Albany, State University of New York

Bachelor of Science in Informatics, Concentration: Software Development

May 2025 | GPA: 3.50

Honors: Customer Service Excellence Award (2x) – Residential Life, Global Excellence Award, Magna Cum Laude, Dean's List (Fall 2023 – Spring 2025), Podium Scholarship, All-Star Award

TECHNICAL SKILLS

Design & Prototyping: Figma, Sketch, Adobe XD, After Effects

Web Development: HTML, CSS, JavaScript

User Research & Testing: Usability Testing, Wireframing, Prototyping, User Personas & Journey Mapping, A/B Testing

AI-Assisted Design & Automation Tools: ChatGPT, Gemini, GoHighLevel, Lovable

RELEVANT EXPERIENCE

UI/UX & Web Development Intern – ENDevo, Remote

August 2025 – Present

- Design end-to-end website experiences in Figma, optimizing usability, clarity, and narrative flow for client-facing projects.
- Prototype interactive demo-ready layouts, translating complex product concepts into clear visual stories that improve stakeholder understanding.
- Leverage AI tools (ChatGPT, Gemini) to streamline design workflows, automate repetitive tasks, and enhance long-term website scalability.
- Conduct usability testing and present actionable insights to CEO and team, driving measurable improvements in engagement, CTAs, and content hierarchy.

Research & UX Design Intern – PRO-ACTIVE Lab, University at Albany, SUNY

January 2025 – May 2025

- Led in-depth user research for older adults to inform VR simulation features, prioritizing accessibility, clarity, and ease of use.
- Developed interactive VR experiences in Figma and iterated designs based on participant feedback, improving usability and engagement.
- Engineered functional VR simulations in Blender, showcased university-wide, contributing to successful grant funding and demonstrating practical user-centered design.

UX/UI Design Intern – UX & Immersive Technologies Lab, University at Albany, SUNY

August 2024 – May 2025

- Synthesized extensive user testing feedback to guide design and development decisions for VR simulations.
- Iterated wireframes and high-fidelity prototypes informed by user insights, improving usability and participant satisfaction.
- Collaborated with UX team on AI-assisted interactive concepts, contributing to both design and functional development.
- Presented VR experiences in two university-wide showcases, demonstrating measurable engagement and team impact.

PROJECTS

Bal U – Concept Mobile App | 2025

- Conceptualized the Bal U productivity app, designing features like streak tracking to boost user engagement and habit consistency.

- Created wireframes, mockups, and interactive prototypes in Figma, showcasing user flow, interface design, and feature integration for clarity and usability.
- Applied strategic ideation techniques, including AI-assisted brainstorming, to generate innovative solutions for tasks vs. habit management and UI storytelling.

Pashupati Hotel Website | 2025

- Designed and developed the Pashupati Hotel website prototype, creating a full end-to-end experience from scratch for a client who previously had no online presence.
- Researched competitor websites and adopted a user-centered approach, implementing forms, payment workflows, animations, and pop-ups to create a polished, functional prototype.
- Managed the complete UX/UI process, from ideation and prototyping in Figma to implementation, demonstrating problem-solving and full-stack design skills.

LEADERSHIP EXPERIENCE

Student Assistant, Residential Life – University at Albany, SUNY

January 2024 – May 2025

- Managed front-office operations, overseeing resident inquiries, coordinating check-ins/check-outs, maintaining accurate records, and communicating critical updates to supervisors to ensure smooth daily operations.
- Demonstrated proactive leadership and problem-solving by resolving resident concerns, improving workflow efficiency, and supporting office initiatives beyond assigned duties, earning the All-Star Award and Customer Service Excellence Award.

Event Assistant, Performing Arts Center – University at Albany, SUNY

September 2022 – May 2025

- Oversaw and coordinated event operations across front-of-house and backstage functions for musicals, plays, talk shows, and film screenings, ensuring seamless execution and positive audience experiences.
- Exercised sound judgment and collaboration by resolving on-the-spot challenges, managing logistics and stage preparation, and communicating effectively with staff and participants to support successful events.

Peer Mentor, Writing and Critical Inquiry – University at Albany, SUNY

August 2023 – December 2023

- Mentored international students in academic writing by providing constructive feedback and targeted resources to strengthen performance, confidence, and engagement.
- Partnered with faculty and campus services to monitor student progress, adapt mentorship approaches, and connect students to relevant resources, supporting holistic student success.