

Swayam Gupta

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Summary

I'm a dedicated UX/UI design student with a strong foundation in user research, interface design, and front-end development. I enjoy crafting intuitive, user-centered digital experiences that blend creativity with functionality. Currently seeking a UX/UI design internship where I can contribute to impactful projects and grow as a designer in a collaborative, innovation-driven environment.

Skills

Tools: Figma, Framer, Miro, Adobe Photoshop, Adobe Illustrator

Strategic: Design Thinking, User Research, Design Principles

Design: UI Design, Wireframing, Prototyping, Usability Testing

Technical: HTML, CSS, Python

Experience

Summer Intern – IEX Design, Ernst & Young (EY)

July 2025 – Sept 2025

- Contributing to real-world design projects within cross-functional teams, gaining hands-on experience in UX research, wireframing, and client-focused digital solutions.
- Learning industry-standard design practices and accessibility guidelines while supporting the creation of intuitive, scalable interfaces for internal and enterprise tools.

Intern – UX/UI Design, Espire Infolabs

June 2025

- Worked on software and web application interfaces, contributing to UX research, user flows, wireframes, and high-fidelity UI for client and internal products.
- Assisted in designing functional, scalable software solutions by applying usability principles, accessibility standards, and design system guidelines across enterprise tools.

Projects

Dinezy – Enhancing Food Court Experience (*EY Internship Project*)

July 2025 – Sept 2025

- Designed a multi-outlet food court ordering experience, enabling users to place dine-in or takeaway orders from multiple vendors in a single flow.
- Improved user efficiency through clear order tracking, outlet selection, and payment UX, focusing on scalability for high-traffic environments.

YANA – Self Help & Therapy App (*Self-initiated UX/UI Case Study*)

May 2025 – June 2025

- Designed a mental wellbeing app focused on self-help, guided therapy, and emotional check-ins with a calm, supportive interface.
- Conducted user research and translated insights into **user journeys, wireframes, and accessible UI**, prioritizing empathy, privacy, and ease of use.

A* (A-Star) – Competitive Programming Platform (*Team Project*)

Jan 2025 – May 2025

- Designed a platform for hosting coding contests and competitive programming challenges with real-time leaderboards and automated code evaluation.
- Integrated AI to generate diverse and scalable coding problems, reducing manual effort and improving content variety.

Haven – Homestay Booking App (*Self-initiated UX/UI Case Study*)

Oct 2024 – Dec 2024

- Designed a mobile app for booking homestays, emphasizing intuitive UX and trust-enhancing features.
- Led user research and translated findings into user flows, wireframes, and high-fidelity UI designs using Figma.

Education

B. Tech in Computer Science with specialization in UX/UI

Aug 2022 – June 2026

K.R. Mangalam University, Gurgaon

Senior Secondary (Non-Medical Stream)

Delhi Public School, Maruti Kunj

Publications

Creating User Personas: Putting Customers at the Center, Society of Business, Industry and Economics.

DOI: 10.25215/9189764390

Human-AI Relationships: The Impact on Individual Psychology, Individual Psychology and Personality

DOI: 10.25215/918976448X

Additional Information

Certifications: Google UX Design Professional

Activities: Lead Organizer, Feel the Vibe'24 Design-a-Thon

Soft Skills: Team Player, Adaptable, Quick Learner, Problem-Solving