



SAMJANA LAMA

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About Me

I am a creative UI/UX Designer with a Bachelor's degree in Computer Science and hands-on experience in Figma, wireframing, prototyping, and designing user-centered interfaces. I completed my UI/UX internship at Mindrisers, contributing to real client projects, and I am currently working as a UI/UX Designer at KumariAI.

I am known for strong communication, teamwork, and the ability to collaborate effectively in diverse environments. I enjoy understanding user needs and translating ideas into practical, meaningful design solutions while continuously learning and improving in my field.

Education

- Bachelors in Science Computer Science and Information Technology(BScCSIT)
Prime College. 2021 - 2025
- Secondary Level Education
Prime College 2018 - 2020

Experience

- Junior UI/UX Designer
www.kumari.ai 2025 - present
 - Working for Version 1.
 - Collaborate with frontend and concept artist as well as internal teams to design user interfaces for Kumari.AI.
 - Participate in daily stand-up meetings to discuss project progress, address design challenges, and coordinate effectively with developers and team leads.
 - Worked on the Kumari.AI beta version.
- UI/UX Intern
Mindrisers Institute of Technology 2024 - 2025
 - Collaborated with clients and internal teams to design user interfaces for real-world projects, including school websites, wellness centres, and personal portfolios.
 - Engaged directly with clients through meetings and feedback sessions to understand their needs, present design ideas, and incorporate suggestions to enhance usability and visual appeal.
 - Created wireframes, user flows, and high-fidelity prototypes using Figma and Adobe XD, aligning with client goals and user expectations.
 - Participated in daily stand-up meetings to discuss project progress, address design challenges, and coordinate effectively with developers and team leads.
 - Gained hands-on experience in responsive design, layout structures, and accessibility best practices, ensuring a smooth and thoughtful user experience.
 - Worked closely with developers to ensure a seamless handoff and accurate implementation of design assets across platforms.

TRAINING/CERTIFICATIONS

- UI/UX Training Workshop
Mindrisers institute of technology 2024
Completed a 2.5-month training in UI/UX design, focusing on wireframing, prototyping, and using tools like Figma and Adobe XD to create intuitive user interfaces.
- Pre-Bootcamp Fellowship
TEJ 2024
Participated in a 3-month intensive program focused on JavaScript fundamentals, including variables, functions and loops. Strengthened my programming skills, problem-solving abilities, and prepared for real-world applications.

Skills

- Figma
- Creativity
- Team collaboration
- Critical Thinking
- Leadership & People Skills
- Basic Troubleshooting

LANGUAGE

- Nepali
- English
- Hindi

HOBBY

- Badminton
- Volleyball
- Basketball
- Travelling
- Exploring
- Designing

REFERENCES

Er. Rolisha Sthapit

Prime College / BSc CSIT

Program Coordinator

9801081763

PROJECTS

Real Life Projects

- Designed UI/UX for 3 educational institutions and a yoga-based wellness platform during a UI/UX internship.
- Collaborated with project managers to understand client needs and delivered high-fidelity mockups using Figma.
- Focused on usability, accessibility, and consistent design systems tailored to each organisation's goals.

Personal Portfolio

- Customised a pre-built ThemeForest template to design a personal portfolio reflecting my branding style.
- Focused on enhancing UI/UX with a clean layout, colour consistency, and clear visual hierarchy.
- Applied design principles using tools like Figma to create a user-friendly and aesthetically appealing interface.

Hope Horizon

Developed a responsive hospital website prototype in Figma with the following features:

- Intuitive navigation: Simplified access to therapy details, services, and appointment booking.
- Accessible design: Inclusive interface tailored for diverse user needs, including parents and guardians.
- Seamless UI: Visually engaging layout for a compassionate and professional user experience.

Pizza Hut

Designed a user-friendly mobile app prototype in Figma with the following features:

- Intuitive navigation: Simplified menu browsing and ordering process.
- Customizable orders: Easy personalisation of items.
- Seamless UI: Visually appealing design for an enhanced user experience.

Sports Center

Developed a user-friendly laptop app prototype in Figma with the following features:

- Client Login: Secure User Authentication for a Personalised Experience.
- Product selection: Easy browsing and selection of sports equipment.

Mondo Imports

- Created a laptop app prototype in Figma by cloning designs from available resources, focusing on replicating UI elements and layout structures for consistency.
- The project aimed to understand design patterns and enhance skills in interface development.

AWARDS

MVP – Girls' Basketball Tournament

Prime College / 2025 / Kathmandu

- Recognised as the Most Valuable Player for outstanding athletic performance, team coordination, and contribution to the team's success.

SEE Topper (2018)

2018 / Kathmandu

- Awarded for securing the highest marks in the locality, receiving a cash prize of NPR 3,000 and a certificate of excellence.