

# MARSHAL CHAUDHARY

## Web Developer & UI/UX Enthusiast

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### SUMMARY

Computer Engineering student passionate about UI/UX design with hands-on experience in Figma, wireframing, prototyping, and responsive interface design. Strong understanding of user-centered design, visual hierarchy, and usability principles. Seeking a UI/UX Design Internship to contribute creative solutions while gaining practical industry experience.

### PROJECTS

#### LUNA – Music Streaming Mobile App

- Designed a modern music streaming mobile app in Figma with playlist browsing, album discovery, search, and music player screens.
- Created wireframes, high-fidelity UI, reusable components, and interactive prototypes following a consistent design system.
- Focused on responsive layouts, intuitive navigation, visual hierarchy, and user-centered design principles.

#### MarsPays – Payment Dashboard

- Designed a payment dashboard with account balance, transaction history, payment status tracking, and quick payment actions.
- Built reusable components, dashboard layouts, and responsive screens using Auto Layout and design system principles.
- Improved usability through clear information hierarchy, consistent typography, and intuitive navigation.

#### OTP Verification Flow – UI Design Challenge

- Designed an end-to-end OTP authentication flow featuring user verification, code input, and success confirmation screens.
- Applied user-centered design principles, consistent typography, spacing, and reusable UI components.
- Developed interactive prototypes with a clean and intuitive mobile experience to improve usability.

### EDUCATION

#### Bachelor of Computer Engineering

Purbanchal University

2025-2020

(Running)

#### 10+2 (Science)

Nightingale International Secondary School

2023-2025

### TRAININGS & CERTIFICATIONS

#### Graphics and UI/UX Design — Broadway Infosys & Aryan School of Engineering

Completed 24 Hours of professional training focused on graphic design concepts, user interface structure, and user experience methodologies.

Feb 3 – Feb 24( 2026)

### KEY SKILLS

- UI Design
- UX Design
- Wireframing
- Interactive Prototyping
- User Research
- User Flow Design
- Design Systems
- Responsive Design
- High-Fidelity UI Design