ASHISH ALVA

UI/UX Designer

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SUMMARY

Passionate UI/UX designer with a strong foundation in engineering, combining technical knowledge with creative design skills. Proficient in Figma, front-end development (HTML, CSS). Enhancing user experiences through research, wireframing, and prototyping. Seeking opportunities to apply design thinking and problem-solving skills to create seamless digital experiences.

EDUCATION

Mangalore Institute of Technology and Engineering, MITE
Bachelor of Engineering(B.E)-
Electronics & communication Engineering
2022-2026

Alvas Pre University College, Moodabidri
Senior Secondary(XII)
2020-2022

Our Lady of Pompei, Kaikamba
Secondary(X)
2019-2020

SKILLS

- **Languages** : Python, C, Flutter, JavaScript, C++
- **Interface** : HTML, CSS
- **Tools** : Figma, Git & GitHub, Solid Edge
- **Technologies** : Web Development, App Development

INTERNSHIP

Shell-Edunet Skills4Future AICTE | Data Analyst
Dec 2024 – Jan 2025
Project : Energy Consumption Analysis and Visualization Using Power BI
Technology : Power BI, Microsoft Excel.
Gained experience in analyzing a dataset on energy consumption to extract key insights and trends by visualizing the Dataset using Power BI.

PROJECT

Productivity App – Provity (UI/UX Design & Development)
Jan 2025 - Present
Designing and developing Provity, a productivity app focused on task management, habit tracking, finance tracking, and Pomodoro-based time management. Created user-centric UI/UX designs in Figma, ensuring intuitive navigation and a seamless user experience. Implementing the design in Flutter for cross-platform functionality.

LED Multiplexing using MAX7219 Module
July 2023 – August 2023
Using MAX7219 library to generate different rolling LED patterns such as numbers, alphabets, scrolling text, symbols, emojis, etc. Apart from this, also displayed sensor data like temperature and humidity on this display using DHT11 sensor.

SmartSort: Automated Folder Organizer using Python
March 2023 - April 2023
Developed an automated folder organizer using Python, designed to streamline file management. Leveraging the OS module, this project identifies files by their extension types and organizes them into designated folders, ensuring a structured and efficient directory system.

CERTIFICATIONS/WORKSHOPS

- The Fundamentals of Digital Marketing, Google Digital Unlocked.
- C++ Fundamentals: Game Programming For Beginners, GameDev.tv, Udemy.
- Developer Job Simulation, Accenture, Forage.
- Diploma: RPA Solution Architect, UiPath academy.
- Entrepreneurial Thinking, IUCEE.
- Matlab Simulink Onramp, MathWorks.

ACHIEVEMENTS

- Student Officer, MITE IEEE Student Branch 2023-25.
- Participated in Bangalore Tech Summit 2023.