

# **Web Designer Intern – UI/UX**

## **Final Year Internship Report**

Submitted for the partial fulfillment of the degree of

## **Bachelor of Technology**

In

## **Computer Science and Design**

**Submitted By**

**Bharti Saxena**

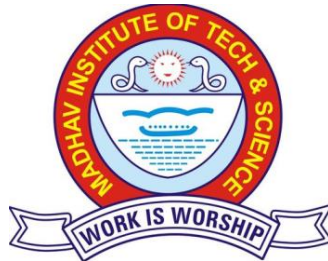
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**UNDER THE SUPERVISION AND GUIDANCE OF**

**Dr.Smita Parte**

**Assistant Professor**

**Department of Computer Science & Engineering**



**MADHAV INSTITUTE OF TECHNOLOGY & SCIENCE, GWALIOR (M.P.), INDIA**

**माधव प्रौद्योगिकी एवं विज्ञान संस्थान, ग्वालियर (म.प्र.), भारत**

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**NAAC ACCREDITED WITH A++ GRADE**

**January-June 2025**

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I hereby declare that the work entitled “**Web Designer Intern – UI/UX**” is my work, conducted under the supervision of **Dr.Smita Parte**, Assistant Professor during the session Jan-June 2025. The report submitted by me is a record of bonafide work carried out by me.

I further declare that the work reported in this report has not been submitted and will not be submitted, either in part or in full, for the award of any other degree or diploma in this institute or any other institute or university.




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**Date: 21-05-2025**

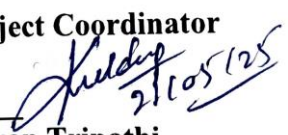
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21/05/25  
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Department of Computer Science & Engineering  
MITS, Gwalior

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## ABSTRACT

This report showcases my complete experience and work done during the UI/UX design internship at Manal Softech Pvt. Ltd. where I worked on the improvement of user interface and user experience of different web-based platforms. My internship work was the redesigning of a non-profit organization website to connect volunteers and social causes donors. The main aim of designing this project was to improve usability, aesthetics, accessibility, and engagement of the website of the non-profit organization. My work was to enhance the user experience by making it easy for users to navigate through the website and find what they are looking for.

During the internship, I followed a well-defined design process, which included research, wireframing, high-fidelity UI design, and creating interactive prototypes. The design process started with a user research process, which included analyzing user feedback and other competitor websites to find pain points of users and areas where changes could be made. After that, I created user personas and journey maps to have a better understanding of users and design the platform according to their needs.

My work was to follow a good design process and create a well-defined design system, which includes the principles of good UI/UX design like visual hierarchy, consistency, responsiveness, and accessibility. I used the design tool Figma to create wireframes and high-fidelity designs to have a consistent user experience on every screen. One of the major deliverables was the creation of reusable design components, which made the design process easier, faster, and also ensured that the website will be developed with reusable design components.

Another important aspect of this internship was to focus on accessibility and make sure that the website is accessible to all users and meets the WCAG (Web Content Accessibility Guidelines). My work was to create an interactive prototype and its user flow documentation. Along with that, I created a set of design specifications for different design components, which will be used by the development team.

---

## ACKNOWLEDGEMENT

The final year internship has proved to be pivotal to my career. I am thankful to my institute, **Madhav Institute of Technology and Science**, for allowing me to undertake this disciplinary internship as a part of the curriculum requirement, under the provisions of the Flexible Curriculum Scheme (based on the AICTE Model Curriculum 2018), approved by the Academic Council of the institute. I extend my gratitude to the Vice Chancellor of the institute, **Dr. R. K. Pandit**, and Dean, Faculty of Engineering & Technology, **Dr. Manjaree Pandit** for this opportunity.

I would sincerely like to thank my department, **Computer Science & Engineering**, for allowing me to explore this internship. I humbly thank **Dr. Manish Dixit**, Professor and Head, Department of Computer Science & Engineering, for his continued support during the course of this engagement. I am thankful to institute mentor **Dr. Smita Parte**, Assistant, Department of Computer Science & Engineering, for her continued support.

I am also grateful to **Manal Softech Pvt. Ltd.** for providing me the opportunity to work as a **Web Designer Intern – UI/UX** and for allowing me to work on practical and meaningful design tasks. I would like to thank **Mr. Rahul Bathri** for his guidance and encouragement throughout the internship. Their insights were extremely valuable in helping me apply my learning in a real-world environment.



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**Bharti Saxena**

**0901CD211017**

# INTERNSHIP CERTIFICATE



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## Certificate of Completion

To Whom So It May Concern

This is to certify that **Miss.Bharti Saxena (CSE), VIII SEM**, student of **Madhav Institute of Technology and Science, Gwalior**, has successfully undergone Internship Training as a **Web Designer** from **13<sup>th</sup> January 2025** to **13<sup>th</sup> May 2025**.

She has successfully completed this Internship Training.

We wish her the best of Luck in future endeavors.

With best wishes,

  
Director  
**Varsha Chaurasia**  
Manal Softech Private Limited  
Managing Director



Manal Softech Private Limited.

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## CHAPTER 1: INTRODUCTION

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This report documents my internship with the UI/UX Design role at Manal Softech Pvt. Ltd where I learned how to do complete UI/UX for real life web projects. My task for this internship was redesign the website , which was focused on bringing good to the world by connecting volunteers and donors to initiatives. My task was to improve the overall user interface and through a process driven - centered design. The initial stage of my internship was to understand the current design problems and collect user requirements by analysing feedback, understanding users journey and understanding the current problems with the website. From this information I developed low fidelity wire- frames which described the basic layout and navigation path. After this, I developed high fidelity UI screens in figma which had a clean design, represented the brand and had a good visual hierarchy. I was also responsible for building out reusable UI components which included navigation bars, buttons, cards and form elements which used figma's component and variant which made it easier to maintain a consistent design. The main deliverable for this section was to build interactive prototypes to showcase the user flows for each activity, sign up, donation and volunteer registration flow so that stakeholders could interact with the design before development. Another important aspect of my internship was accessibility and responsiveness. I followed basic accessibility standards outlined in WCAG which included good contrast ratios and made it easy to navigate with keyboard. I also tested the design on different screen sizes to make sure it was mobile friendly. Throughout the internship I followed important principles of UI/UX such as alignment, consistency, spacing, visual hierarchy and responsive design. I also documented the design specifications and user flows to make hand off to the development team easier.

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## CHAPTER 2: DESIGN PROCESS

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### 2.1 Empathize – Understanding the Users

The first stage of the design process was to understand the needs of the current users of the Care Circle website. These users were donors, volunteers and people looking for information about the programs within the organization. By analysing the current website and collecting informal feedback I was able to understand the main pain points for users such as difficult navigation, information not presented clearly enough and the design was not mobile friendly.

Activities involved:

- Look at the existing website and understand its structure and user interface
  - Understand the key pain points from the user's perspective
  - Analyse other websites in the industry to understand the expected standards of the industry
- 

### 2.2 Define – Identifying Core Problems

After collecting the insights, the next step was to define the problem statements. For this, I created user personae of different types of users who would be using the site. This helped to outline their goals, problems, and expectations.

Problems that users faced while using the site:

- Users faced trouble finding volunteering and donation opportunities on the site.
  - Poor mobile experience as the site wasn't responsive.
  - Lack of visual hierarchy and design system.
- 

### 2.3 Ideate – Exploring Possible Solutions

After understanding the problems that the user was facing, the next step was to brainstorm and find possible solutions to the problem. I drew rough sketches and created layouts of how I wanted to simplify navigation and club similar content together.

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Design objectives included:

- Club similar content together for easy navigation.
  - Create clear visual hierarchy.
  - Create a color scheme and typography that is consistent with the mission of the organization.
- 

## 2.4 Prototype – Creating Wireframes and UI Screens

Once the layout and structure were established, I used Figma to create:

- **Low-fidelity wireframes** to visualize the layout and content hierarchy
- **High-fidelity UI screens** with color, branding, icons, and images
- **Reusable components** like buttons, cards, headers, and forms to maintain consistency

An **interactive prototype** was also developed to simulate real-time user flows like:

- Signing up as a volunteer
  - Making a donation
  - Browsing about the activities and success stories
- 

## 2.5 Test – Iteration and Feedback

The interactive prototype was tested with peers and mentors. Their feedback regarding usability was noted down and the following changes were made multiple times.

- Increased contrast for better readability.
- Improved mobile responsiveness.
- Placed buttons in better interaction areas.
- Improved spacing between buttons.

This was important to validate the usability of the design before finalizing the UI.

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## CHAPTER 3: TECHNOLOGY AND TOOLS

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While re-designing the website of the Care Circle NGO, I made good use of a number of tools that helped me work my way through the whole process of UI/UX design, starting from research to wire-framing, high-fidelity design, prototyping, documentation, presentation, etc. Thanks to these tools, I was able to work more efficiently and consistently, as well as present my ideas better.

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### 3.1 Figma

I used Figma as the main design tool during the internship. I was able to develop both wire-frames and polished UI designs, as well as create reusable components and interactive prototypes in a collaborative manner.

#### **Key Features Used:**

- Components and variants for creating design systems.
  - Prototyping options for user interaction pathways.
  - Collaboration and version control.
  - Plugins for icons, illustrations and accessibility checks.
- 

### 3.2 Canva

Canva was used for creating presentation slides and social media banners as well as other visual materials required for documentation and presenting the project.

- Design of presentation slides and visual cards for presenting the project.
- Using ready-made design templates to maintain a uniform visual style.
- Exporting high-resolution images for reports and portfolio.

Thanks to the intuitive drag-and-drop interface, I was able to create a high-quality visual content very quickly and without losing the professional look of the output.

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### 3.3 Notion

Notion acted as a comprehensive workspace to manage the internship process. It was utilized for:

- Maintaining daily progress logs
- Creating to-do lists and tracking design phases
- Storing meeting notes and design feedback
- Structuring internship documentation

Its flexible database features helped in keeping the project structured and accessible.

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### 3.4 Other Supporting Tools

- **Unsplash / Pexels** – Free high-resolution images for UI mockups
- **Material Icons / FontAwesome** – For standard and accessible icon sets
- **Coolors.co** – For generating consistent and accessible color palettes
- **WCAG Contrast Checker** – To test color contrast and meet accessibility guidelines

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## CHAPTER 4: IMPLEMENTATION

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### 4.1 Structure Planning and Sitemap

The first stage of the project was developing a site structure helping to streamline navigation and exploring the content. A simple and neat sitemap was developed to set the order of all the primary and secondary pages, including:

- Home
- About Us
- Our Work
- Volunteer
- Donate
- Contact
- Events & Impact Stories

The goal was to avoid any confusion, encourage users to explore the site intuitively and prompt them to provide volunteer support and make a donation..

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### 4.2 Wireframing

Low-fidelity wireframes were developed in Figma for just brushing the idea on a paper and outlining the basic structure and content placement.

These wireframes focused on the order of placement, navigation flow, spacing and priority of content.

I created wireframes for each of the main pages.

- The homepage, highlighting the mission and featuring calls to action
- Volunteer and Donate pages, equipped with clear forms and instructions
- About and Impact pages, showcasing engaging visuals and content sections

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We created wireframes to quickly iterate and discuss with stakeholders before creating high fidelity designs.

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### 4.3 UI Design (High-Fidelity Screens)

After creating the wireframes and getting approval for them, I created highly-polished, high-fidelity UI designs using:

- A consistent colour palette that was aligned with the brand.
- A legible colour scheme with proper contrast and spacing between fonts.
- Custom-designed buttons, cards, icons and banners.
- Considerations for white space and hierarchy.

I also considered responsiveness – if the layout looked sensible on desktops, tablets and smartphones.

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### 4.4 Interactive Prototypes

After creating the final UI designs, I created an interactive prototype of the final design in Figma to simulate actual user interactions. This clickable prototype allowed users to navigate across different pages and showed the full user journey, which included:

- Looking up information about the organisation.
- Filling in a volunteer application form.
- Visiting the donation page and filling in a form.
- Contacting the team using the Contact page.

This clickable prototype was used for usability testing and to show design flow during presentations.

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### 4.5 Visual Elements and Assets

We also designed additional visual elements like banners, thumbnails and icons using Canva to enhance the branding and storytelling aspects of the website. This included:

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- Hero banners for the landing page.
  - Cards highlighting key aspects of the event.
  - Social media preview images.
  - Graphics and icons used as dividers between sections.

These visuals helped give the Interface a friendly feel.

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#### 4.6 Accessibility and Responsiveness

The designs were tested on accessibility tools like the WCAG Contrast Checker, and I ensured mobile responsiveness for all elements using:

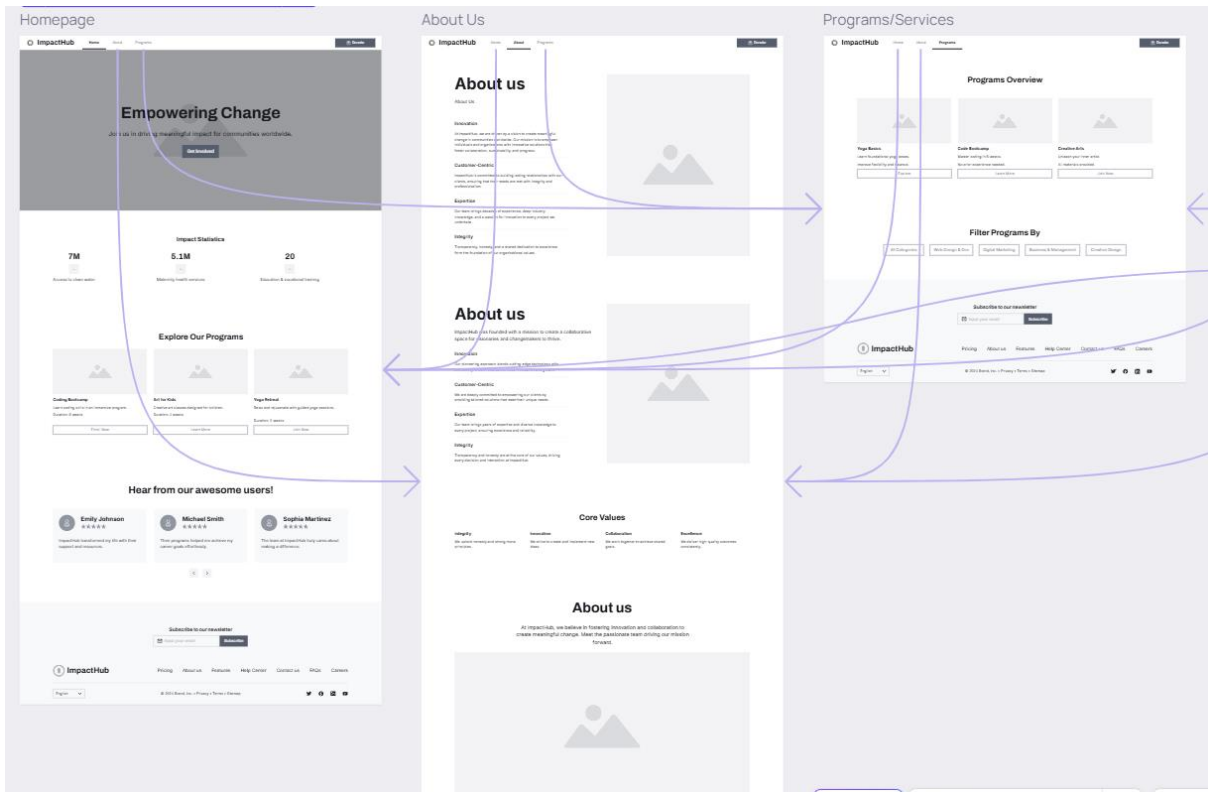
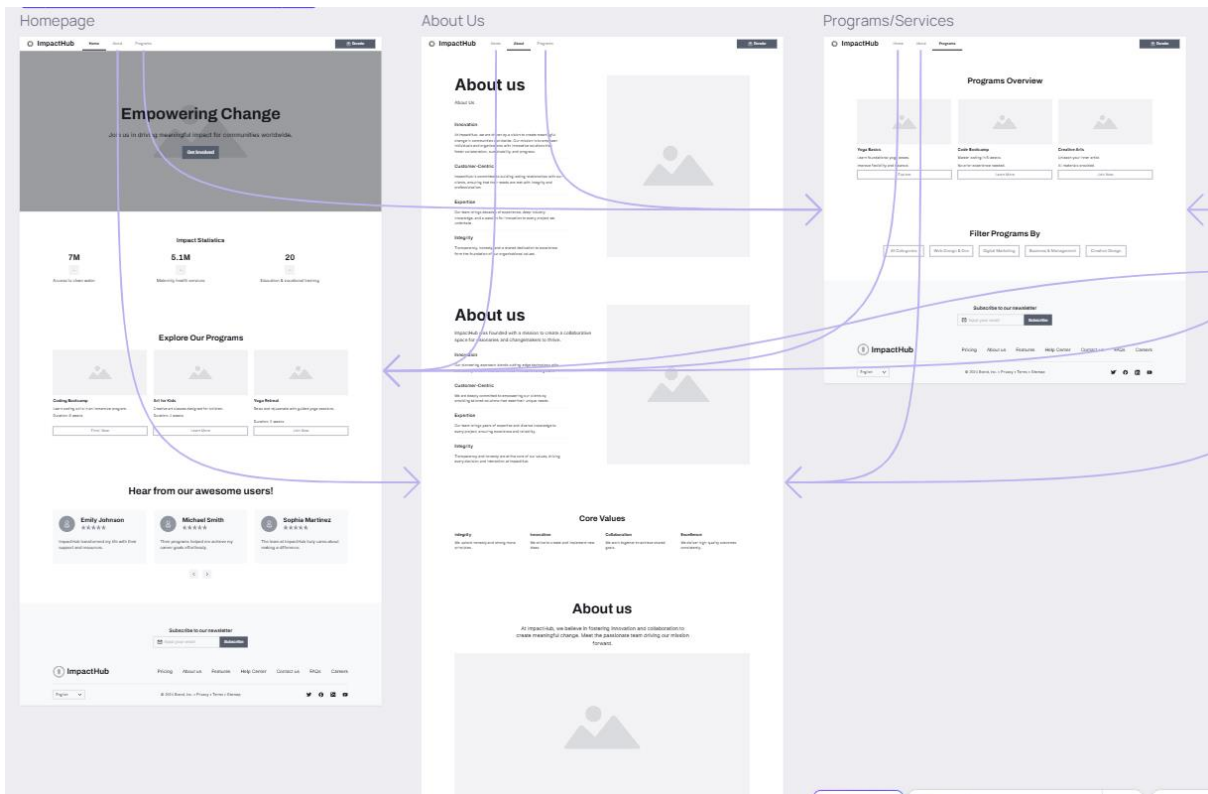
- A flexible layout using auto-layout in Figma.
- A mobile-first design.
- Sufficient touch target sizes and spacing for interactive elements.
- Increasing Digital Literacy: More people are able to access digital services through the new website, which increases digital literacy in those who don't have Internet access and who are otherwise unlikely to find these services online.
- Multiplier Effect: It's likely that the new design will enhance the NGO's multiplier effect in the community.

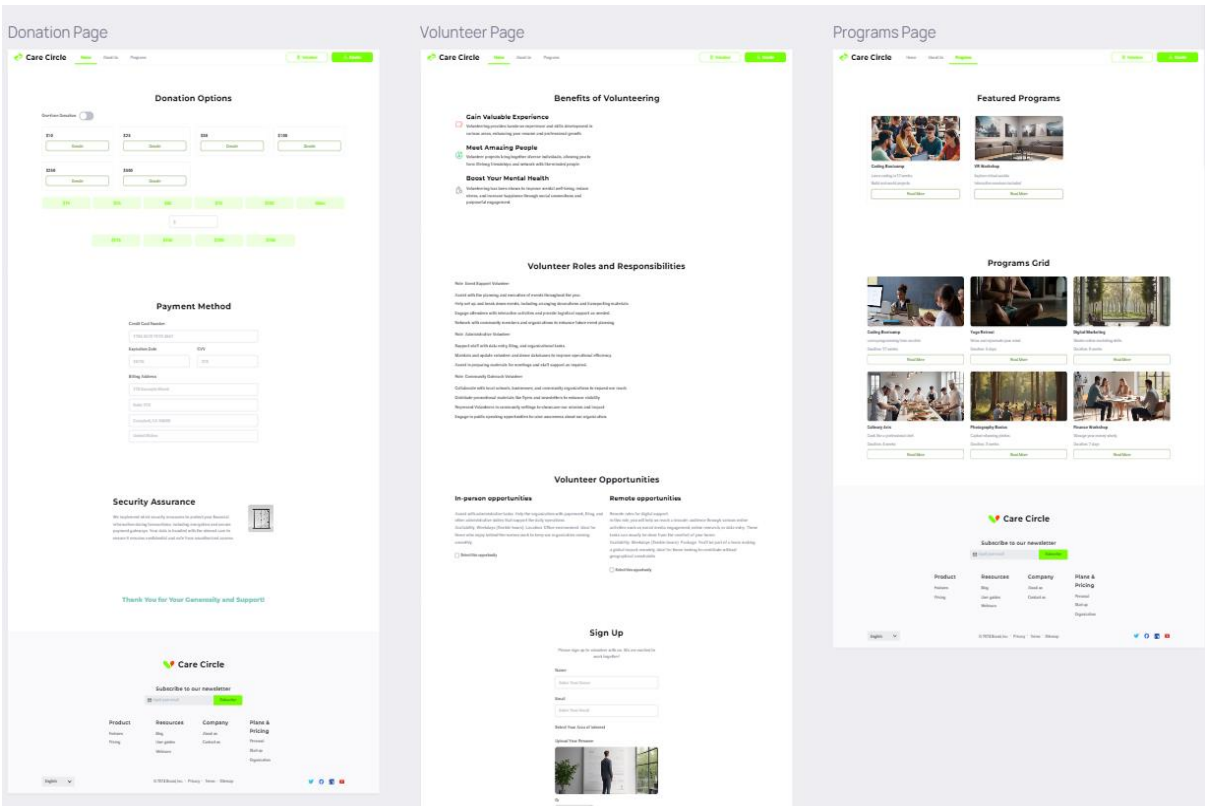
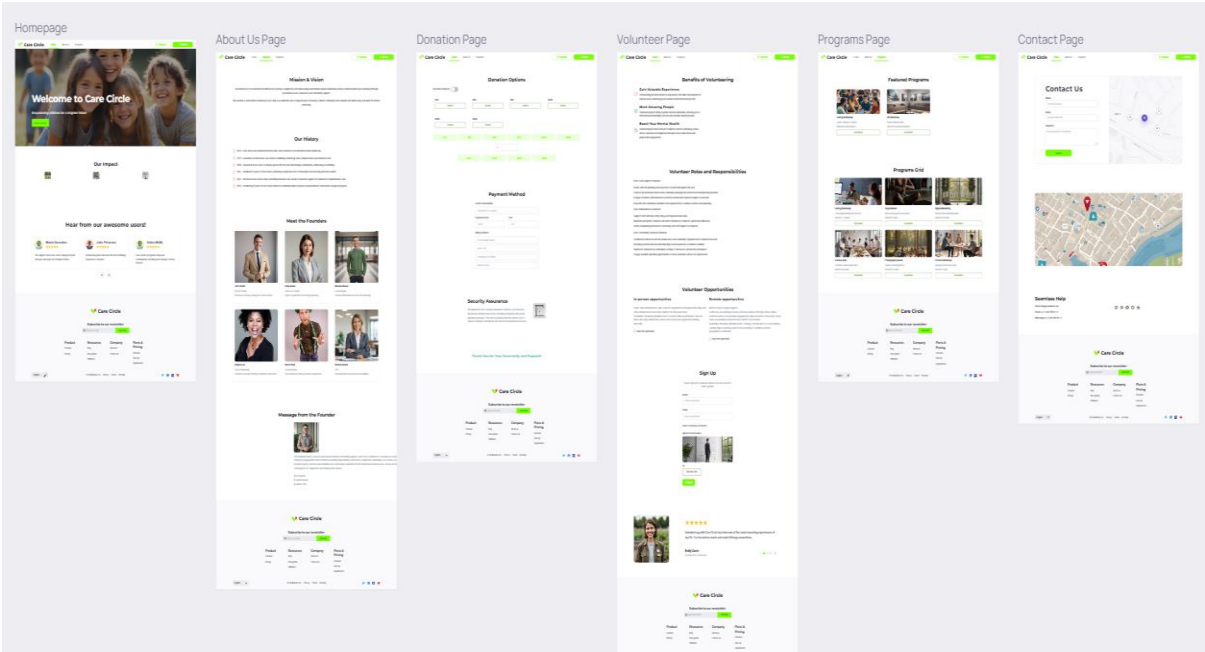
#### 4.7 Final Outcome

The final deliverables included:

- A fully interactive prototype of the redesigned website
- An organized Figma design file with reusable components
- Visual assets and banners for the NGO's application
- Presentation slides that highlighted the design process and results

This implementation stage realized the vision, enhancing clarity, usability, and emotional resonance for the online presence.





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## CHAPTER 5: SOCIETAL RELEVANCE

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- **Being Accessible to More People:** When you mind accessibility during redesign, you ensure that the website is accessible to a wider population, including people with disabilities.
- **Building Communities:** You are able to provide education and information government services, education and other needs to the people through a well-designed website.
- **Digital Literacy:** The new website design allows more people to go online, which increases digital literacy among people who do not normally go online.
- **Building Influence:** When you redesign the website, you build influence for the NGO in the community. This makes it easier to reach donors, volunteers and people with access to the services.

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## CHAPTER 6: CONCLUSION

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This internship at Manal Softech Private Limited has been an invaluable experience and the opportunity to work with web design has been a delight. Redesigning the NGO website has given me the chance to have a practical experience in web design through a project. Using theoretical knowledge on real life projects has been a great opportunity to work on different phases of a web design project from performing user research and creating wireframes to designing high fidelity UI mockups.

The goal of this project was to increase user experience by solving some important design issues such as navigation, accessibility and design. I was able to contribute to creating a website that is more usable, responsive and mobile-optimised by making it more mobile friendly and allowing it to better engage with users while also supporting the mission of the platform.

Apart from refining my technical skills using design tools such as Figma, I have also improved my problem-solving and critical thinking skills. I now appreciate user-centred design and how every design decision impacts the end-user. All the feedback and refinement received helped polish my designs and I now understand the massive impact design can have on a company's success and reach.

Apart from all these, working on a project of social relevance has been incredibly fulfilling. The mission and cause of the project resonate with my own personal values and I am proud to have contributed my part towards design initiatives for social causes and inclusive change. This internship confirmed my passion towards designing with a purpose to solve real world problems and make people's lives better.

Finally, this internship has been an incredibly enriching experience for me. Apart from refining my skills as a UI/UX designer, I now know that I want to develop impactful user-centric digital solutions for my future career in this field. This learning, doing and social relevance was incorporated seamlessly in this internship.

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# TURNITIN PLAGIARISM REPORT



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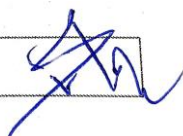
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## MPRs

- MPR-1


### MONTHLY REPORT OF PROGRESS (MRP) FROM INDUSTRY MENTOR


Name of Student	Bharti Saxena		Department	CSE	
Industry/Organization	Manal Softech Pvt.Ltd.		Date/Duration	13/01/2025 - 08/02/2025	
<b>Criterion</b>	<b>Poor</b>	<b>Average</b>	<b>Good</b>	<b>Very Good</b>	<b>Excellent</b>
Punctuality/Timely completion of assigned work				✓	
Learning capacity/Knowledge upgradation				✓	
Performance/Quality of work				✓	
Behaviour/Discipline/Team work					✓
Sincerity/Hard work					✓
Comment on nature of work done/Area/Topic	The intern worked on UI fundamentals, focusing on creating user-friendly and responsive designs, applied key UI principles, including layout structuring, responsive design, ensuring consistency and usability across different devices.				
<b><u>OVERALL GRADE</u></b>	Very Good				
<b><u>Name of Industry Mentor</u></b>	Rahul Bathri				
<b><u>Signature of Industry Mentor</u></b>					

Receiving Date		Name of Faculty Mentor	Dr. Smita Parte	Sign	
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- **MPR-2**


**MONTHLY REPORT OF PROGRESS (MRP) FROM INDUSTRY MENTOR**


Name of Student	Bharti Saxena		Department	CSE	
Industry/Organization	Manal Softech Pvt. Ltd.		Date/Duration	9/02/2025 - 13/03/2025	
<b>Criterion</b>	<b>Poor</b>	<b>Average</b>	<b>Good</b>	<b>Very Good</b>	<b>Excellent</b>
Punctuality/Timely completion of assigned work				✓	
Learning capacity/Knowledge upgradation					✓
Performance/Quality of work				✓	
Behaviour/Discipline/Team work					✓
Sincerity/Hard work					✓
Comment on nature of work done/Area/Topic	The intern progressed beyond basic UI fundamentals, exploring more advanced design techniques and focusing on improving user interactivity, optimizing layouts for better responsiveness, and enhancing accessibility. Their work demonstrated a deeper understanding of UI principles, including color theory, typography, and component-based design, contributing to more polished and engaging user experiences.				
<b><u>OVERALL GRADE</u></b>	<b>Excellent</b>				
<b><u>Name of Industry Mentor</u></b>	Rahul Bathri				
<b><u>Signature of Industry Mentor</u></b>					

<b>Receiving Date</b>	14/03/2025	<b>Name of Faculty Mentor</b>	Dr. Smita Parte	<b>Sign</b>	
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- **MPR-3**

**MONTHLY REPORT OF PROGRESS (MRP) FROM INDUSTRY MENTOR**

Name of Student	Bharti Saxena	Department	CSE		
Industry/Organization	Manal Softech Pvt. Ltd.	Date/Duration	14/03/2025 - 12/04/2025		
<b>Criterion</b>	<b>Poor</b>	<b>Average</b>	<b>Good</b>	<b>Very Good</b>	<b>Excellent</b>
Punctuality/Timely completion of assigned work				✓	
Learning capacity/Knowledge upgradation					✓
Performance/Quality of work				✓	
Behaviour/Discipline/Team work					✓
Sincerity/Hard work					✓
Comment on nature of work done/Area/Topic	The intern showed improvement in UI design by applying important principles like alignment, spacing, color contrast, typography, and visual hierarchy. They worked on adding UI features such as buttons, forms, and navigation bars, making the designs more interactive and user-friendly. Working with reusable UI components to maintain consistency and scalability across the project. They also collaborated with developers to ensure that the UI elements followed design specifications during implementation.				
<b><u>OVERALL GRADE</u></b>	<b>Excellent</b>				
<b><u>Name of Industry Mentor</u></b>	Rahul Bathri				
<b><u>Signature of Industry Mentor</u></b>					

<b>Receiving Date</b>	14/04/2025	<b>Name of Faculty Mentor</b>	Dr. Smita Parte	<b>Sign</b>	
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