Internship as an UI/UX Designer of Syscomatic Technology

by

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An internship report submitted to the
Department of Computer Science and Engineering in partial fulfillment of the
requirements for the degree of B.Sc. in Computer Science

Department of Computer Science and Engineering
Brac University
August 2024

Declaration

It is hereby declared that

1. The internship report submitted is my own original work while completing degree at Brac University.
2. The internship report does not contain material previously published or written by a third party, except where this is appropriately cited through full and accurate referencing.
3. The internship report does not contain material that has been accepted, or submitted, for any other degree or diploma at a university or other institution.
4. I have acknowledged all main sources of help.

Student's Full Name & Signature:

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Approval

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Of Summer, 2024 has been accepted as satisfactory in partial fulfillment of the requirement for the degree of B.Sc. in Computer Science on October, 2024.

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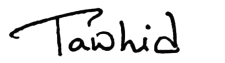

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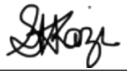

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Abstract

This report presents a detailed account of my six-month internship experience as a UI/UX designer at Syscomatic Technology. During this period, I was part of a dynamic team working on a project named "Interactive Cares," which aimed to develop an intuitive and user-friendly digital Edtech platform for enhanced user interaction. My primary responsibilities included designing user interfaces, conducting user research, creating wireframes, and prototyping interactive features. This internship provided me with hands-on experience in applying design principles, utilizing various design tools, and collaborating with cross-functional teams. The project underscored the importance of user-centered design in developing digital solutions that meet user needs and preferences. This report elaborates on the methodologies employed, the design process, the challenges faced, and the solutions implemented during the project. The experience gained has significantly contributed to my understanding and skills in UI/UX design, preparing me for future professional endeavors in this field.

Dedication

This internship is dedicated to my parents who have been a constant guidance and support throughout the whole process providing me with inspiration towards completing my internship. Their motivation helped me to finish my paper under difficult circumstances.

Acknowledgement

Firstly, I would like to provide all my gratitude towards the Almighty Allah, for whom I have been able to complete my internship without any major interference.
Secondly, to my supervisor, Md. Tawhid Anwar, for providing me with his support, direction, and advice in my work. His help and invaluable knowledge influenced the development of my work.
Finally, I would also like to express my thankfulness to my parents; without their support and prayer, my journey could not have been fulfilled.

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Chapter 1

Introduction

1.1 About Internship

Freshmen and recent graduates get the opportunity to adapt to practical workplace practices and apply their knowledge in the real world through internships. Students have the opportunity to acquire an understanding of their area of study. This makes it easier for the student to transition from the academic to the professional world. In addition, the companies will be able to better understand their new interns and place them according to their needs and suitability. Aside from providing students with professional experience, internships also help them build their resumes and boost the likelihood of getting employed due to their gained experiences.

Even though internships are increasing in popularity, a number of students choose internships to fulfill their academic requirements. At BRAC University, students get the option to select completing either a thesis paper, an internship, or a project. Although the number of students doing internships at BRAC University is low, the assistance provided by the university is ample and the students are also motivated to acquire as much expertise and understanding from their professional experiences as they can. Students may choose any of their interests for their internship, as long as it is related to their subject of study and is beneficial for them. The internship must be with a renowned institution and last at least six months. Students must also have obtained over 72 college credits to be qualified for starting.

Being a student at BRAC University, I chose to go for completing an internship rather than any of the other options. I decided to do my internship at Syscomatic Technology. Syscomatic is a software development as a service (SDass) Platform with a business-first approach. They offer a variety of value-adding solutions and best-of-breed services to internet companies worldwide. I hope to gain as much knowledge as possible to help me in the future both professionally and academically.

1.2 About this report

This internship is one of the requirements for the completion of my bachelor's degree. For BRAC University to evaluate me, a report on the internship that I have completed is required to be presented. I have discussed the environment, culture,

and atmosphere of the workplace in this report. Additionally, the details of all the things that I have learned and my time at Syscomatic have been written here. The full summary of my role and the projects that I worked on have also been discussed in this report.

1.3 Objective

This report's objective is to give the readers the following details and information.

1.3.1 Aim

This report highlights my work venture and the acquired knowledge through my experience in my internship.

1.3.2 Specific goals

The specific objectives of this paper are:

- Providing a detailed description and profile of the company.
- Describe the working environment
- Going through all the services that Syscomatic Technology offers
- Overview of the work that Syscomatic Technology provides
- In order to demonstrate the things that I have learned during my internship
- Explain everything I've done on the project in detail.

1.4 Methodology

This report primarily focuses on the work experience and lessons that I learned throughout my internship at Syscomatic Technology. Most of the statistics and information presented are based on my own experience. Furthermore, certain information has been collected from specific websites and meetings.

Most of the data used here were taken from the following sources:

1.4.1 Primary Data

- My practical experience comes from my work
- Discussions with coworkers and insights from team leads
- Conferences and Seminars

1.4.2 Secondary data

- Official website of Syscomatic Technology
- Internet
- News media

Chapter 2

Company Profile

2.1 Overview

Syscomatic is a software development as a service (SDass) Platform with a business-first approach. They offer a variety of value-adding solutions and best-of-breed services to internet companies worldwide. They have clients based in the USA, Canada, UK, Dubai, and local markets as well. They served almost 60+ customers across the world.

2.2 Mission & Vision

Mission Empowering people with trusted digital leadership solutions.

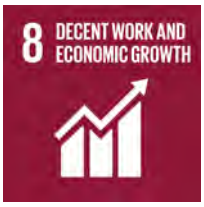
Vision To deliver best-in-class business solutions utilizing technology by the best people.

2.3 How would Syscomatic work ?

Any company requires a good structure for producing and outputting the finest results. The following structures will describe how Syscomatic runs in order to fully utilize the talent and dedication of the team members to ensure the growth of the team, business development, engineers, and other members of the company.

2.4 Impact

They aim to solve different challenges globally in order to bring a positive impact on the world faster. Their Impact Vision is to create a Digitized, Sustainable, and Safe Tech Industry. Syscomatic provides reputable and fulfilling jobs with a priority of not damaging any aspect of the environment while doing so. They show a concern towards labor rights and also raise awareness within the industry for bringing a stop to child labor.
To fulfill the requirements of the future, Syscomatic aims to heighten the infrastructure of the traditional tech industry. The use of innovative sustainable technologies



ensures equal and universal access to data. Syscomatic utilizes modern technology in order to make the software systems more efficient by lowering production costs and making effective software.

2.5 Agile Product Development process

Agile product development is the set of practices and methods used in product development following the principles and values that are related to the Agile Manifesto. In this development, the teams use short iterations that include multiple feedback cycles and continuous improvement to build a well-made product.

2.5.1 Features analysis

A platform is required to have some specific services, and usually, it is thought that the more services that it provides, the better it will be. However, having excess services can cause efficiency to drop. So it is important to make a platform minimal, keeping the important features easy to access, and removing the mismatched features that are unnecessary.

2.5.2 Business feasibility

The features that are implemented should be the necessary ones made according to business needs, else features cannot be monetized and will be inefficient.

2.5.3 Technological feasibility

Any of the features that are to be implemented are bound to constraints and limitations that are put on by the technology development process. When choosing any feature, it has to be cleared by the technology team to avoid long development time, which can also result in reduced productivity.

2.6 Technology development process

To facilitate planning and management, the software development framework separates the entire process into stages consisting of assignments. It is often referred to as the software development life cycle. This strategy could necessitate the predefinition of one-of-a-kind goals that the project team would develop and complete in order to create or maintain an application. When Syscomatic deploys its programs, it continues to follow this creation procedure. They employ an agile framework to guarantee that all project requirements are met. The creation phase of Syscomatic is outlined in the steps below.

2.6.1 Context and Process Capturing

Several factors are considered prior to the beginning of a development phase. A number of aspects require more investigation. Consequently, an assigned product manager investigates and compiles a report regarding what will work in the business setting, what resources to utilize throughout the process, what their own software will offer and for whom, who the product's competition is, and what the project's main goal is. After collecting these data, the assigned person (manager and software architect) will be able to formulate a strategy on how to proceed, what methodologies to employ, and what a good end product for the business team should be.

2.6.2 Proof of Concept (POC)

Access is offered to experienced members of the development team. Through research and development, the entire team discovers innovative solutions and processes to meet consumer requests.

2.6.3 Future Releases

Since Syscomatic implements an agile software development methodology, once development begins, the company receives releases from the development stage, beta stage, and product stage. Then, an abstract is created along with a report, and the product is pushed on multiple levels for vigorous testing, utilizing the most advanced technology available.

2.7 Methodology of Recruitment

Applicants must submit a cover letter and resume to HR. Upon acceptance, there will be a brief on-call interview. After passing that, a face-to-face interview is scheduled for a later date that works for both parties. In my situation, they utilized an online interview form. The senior vice president interviewed me personally. The focus of Syscomatic interviews is on the candidate's prospective contributions, rather than just filling a position, which is an interesting aspect of the interview process. Before putting me in a group, they asked me a number of questions about what I was interested in. They believed that I would be most effective in the field of engineering. Along with my academic and professional background, they also wanted to know

about my leisure activities and personality. It was an engaging and participatory interview.

2.8 Technology and Framework

- Front-end: Next.JS, Tailwind CSS, TypeScript, RTK Query
- Back-end: Python, Django REST Framework
- Database: MySQL
- API Documentation: OpenAPI-Swagger
- Runtime broker: Celery
- OTP gateway: Alpha SMS
- SMTP gateway: SendPlus
- Production server: AWS (RDS, ELB)

Chapter 3

Training and Task Phase

3.1 Overview

Working as an intern for a company is a significant academic and professional accomplishment. In today's highly competitive employment market, getting the ability to gain hands-on experience is a significant asset. It also facilitates students' transition into the workplace once they have completed their academic studies. The real-world application of theoretical knowledge is an accomplishment in and of itself. Also, industry procedures differ, so it is essential to be aware of this.

As an intern at Syscomatic Technology, I have been assigned to the Engineering department as a product designer on the "Interactive Cares" Revamp Project. This internship is a requirement for graduating from BRAC University, and it also provides me with the perfect opportunity to develop new skills and gain useful job experience. I began my career with little knowledge of how workplaces function during a pandemic. My Syscomatic project manager walked me through each stage and made it easy for me as a first-timer working in an office environment.

Although this was not a formal training session, interns at Syscomatic Technologies started working right away. Nevertheless, my supervisor has guided me through several aspects of my internship thus far.

3.2 Getting Familiar with the UI/UX Designer Scenario

As a beginner getting familiar with the UI/UX (User Interface/User Experience) designer scenario, it's essential to understand the fundamental concepts and the role these designers play in creating digital experiences. I started learning by myself with the help of the Google Product Design course and other online resources. Here's a brief overview:

3.2.1 User-Centered Design:

Both UI and UX design emphasize a user-centered approach. Design decisions should be based on understanding and meeting the needs of end-users.

3.2.2 Wireframing and Prototyping:

Designers often create wireframes (basic layouts) and prototypes (interactive mock-ups) to visualize and test their design concepts before development.

3.2.3 Usability Testing:

Testing is a crucial part of the UX process. Designers conduct usability tests to observe how users interact with the product and gather insights to refine the design.

3.2.4 Responsive Design:

With the increasing use of various devices, UI/UX designers need to ensure that their designs are responsive, providing a consistent and optimal experience across different screen sizes.

3.2.5 Color Theory and Typography:

Understanding the principles of color theory and typography is crucial for creating visually appealing and readable interfaces.

3.2.6 Tools of the Trade:

UI/UX designers use various tools such as Sketch, Adobe XD, Figma, or InVision for design and prototyping. Learning these tools is essential for a designer's workflow.

3.3 Getting to know the working process:

The PM of engineering introduced me to the existing version of the Interactive care system. There, I got to examine the system flow throughout the procedure for a week. Then after creating a report regarding the system, I provided it to the CEO.

After completing user testing and getting feedback from the QA and tech teams, I briefed them that this product was not scalable, and as a result, it was required to build a new product from the ground up. For these, our product design team will need to go through all the user pain points, figure out their frustration, and brainstorm about the issues that came up. Then we need to maintain a work hierarchy.

3.4 Project Discovery and Research:

Interactive Care is a growing edtech company in Bangladesh. Over the past 21 months, 45 courses have been offered by them, catering to more than 35,000 people.

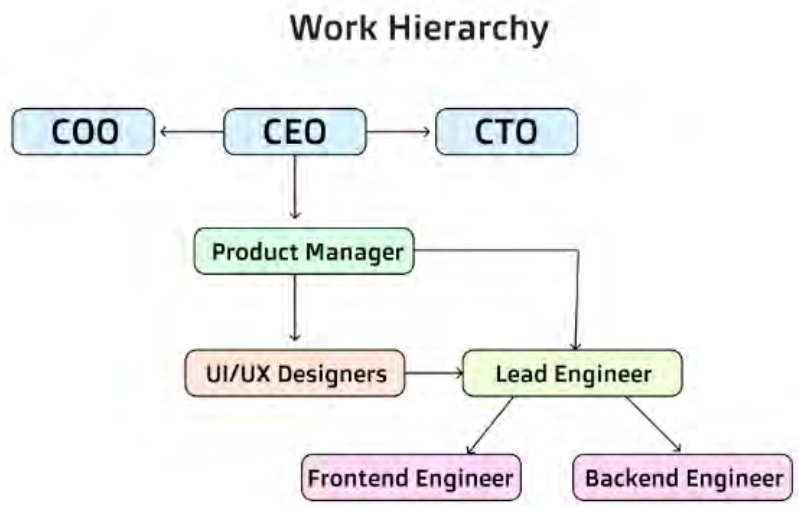


Figure 3.1: Work Hierarchy

They have almost 3,220 visitor traffic per day. They have different categories of users - Student, Service holder, businessmen, entrepreneurs, and many more. In their existing platform where user enroll to online course and learn new skills. As a result, we need to identify different user behavior pattern. Furthermore, there are some existing edtech platform like Sikho, Upskill, 10MS etc are direct competitors of Interactive Care. We need to do user research and contemplative analysis.

3.5 User Research:

We did a thorough analysis of the business requirements and the features of the product. After that, we began analyzing their traffic and customer base to understand user behavior. Though it is the primary process of user research. In addition, we start to analyze their competitor's user base. We collect data from different websites, tools, and AI platforms.

3.6 Information Architecture :

Similar to a blueprint, Information Architecture (IA) is a graphic depiction of the hierarchy, features, and infrastructure of a product, which can also be comprised of application behaviors, navigation, functionalities, content, and flows. We discuss ourselves and create whole website information architecture. I myself had made 5 information architectures for Home page, All course page, course details page, blog page and blog details page. Because of the confidentiality, I am unable to revel the information here, I am sharing the layout picture of my information architecture.

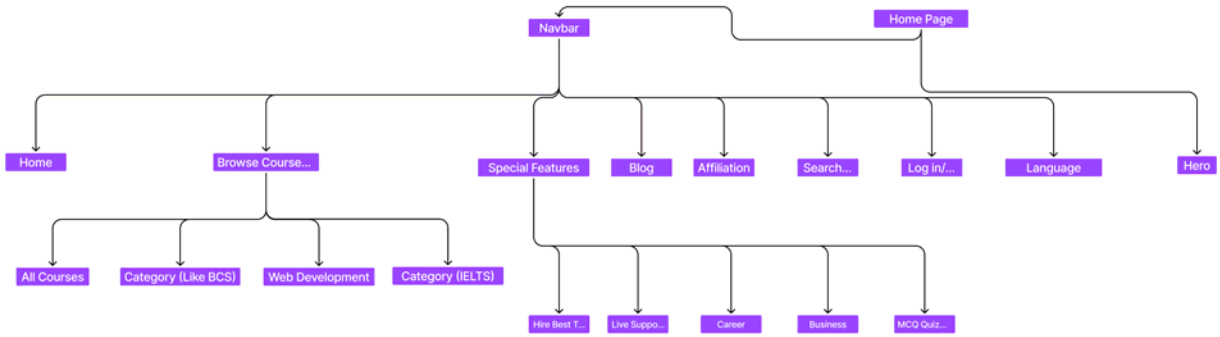


Figure 3.2: Information Architecture

3.7 Tools for team collaboration and tracking:

As the team followed a hybrid system for the workflow, we posted all work-related updates to the workspace and joined meetings in the morning as well as in the evening. These meetings were done in Google Meet where the concepts were merged and everyone could provide their opinion as a part of a scrum meeting.

Chapter 4

Pre-Design Phase

4.1 Overview

UX design is also a crucial part of the software development process. Before starting the software development life cycle's user interface phase, it's crucial to understand the advantages that it provides (SDLC). In the process of SDLC, UX designers need to maintain a proper design process before handing over the design for development. This way of working helps to make better software. Furthermore, this model offers additional advantages and benefits.such as :

1. Various functionalities may be developed early on in the software development life cycle (SDLC).
2. It can be easily adapted to the evolving needs of both the project and the client.
3. Agile companies tend to benefit the most from this approach.
4. The Iterative model allows for more cost-effective changes in scope or requirements.
5. Parallel development can be effectively carried out.
6. Testing and debugging are simplified during fewer iterations.
7. Risks are identified and addressed during each iteration, ensuring better control.
8. More emphasis is placed on designing the iterative model rather than extensive documentation.
9. Presenting sketches/blueprints of the product enables to get feedback from the user with accurate user input.

4.2 Competitor Analysis and Inspiration Gathering:

Inspiration gathering in UI/UX involves the process of exploring various sources, such as websites, apps, design blogs, and even everyday experiences, to collect ideas

and insights that can inform the design process. This includes studying trends, innovative solutions, and user experiences to spark creativity and find inspiration for creating compelling user interfaces.

Figure 4.1: Inspiration Gather List

Competitor analysis, on the other hand, is the systematic examination of competitors' products or services within the same market space. In UI/UX, this involves evaluating competitors' designs, features, user flows, and overall user experience to identify strengths, weaknesses, opportunities, and threats. By understanding what competitors are doing well and where they fall short, designers can refine their own designs to create unique and competitive user experiences.

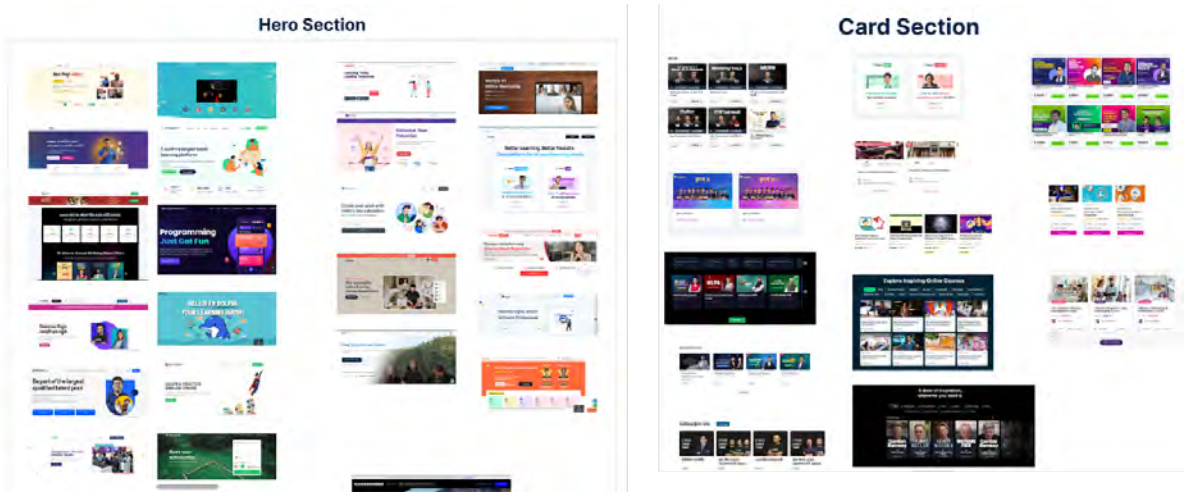


Figure 4.2: Inspiration Gather Demo

Our project domain was Edtech, so at the very beginning, each of our team mem-

bers tasks was to do competitor research on existing Edtech companies. I need to make a list of those companies in Bangladesh and India. Then observe what kind of design layout they build to focus on the specific user. I had to go through each of their websites and collect screenshots of those sections that could be related to our project requirements.

On my plate, I have to collect inspiration for Hero sections, cards, and testimonial sections. These inspirations give us an idea of how real website elements should be designed for specific domains and what kind of layout we should follow to build a good user-centric design.

As, the ultimate target is to create a more intuitive layout that will improve usability and aid in user comprehension. On the other hand, this inspiration gathering helps us brainstorm new ideas for an optimal outcome that we will discuss together and come up with one design solution.

4.3 Wireframe Design:

Wireframing is an essential stage in the UI/UX design process, serving as a foundational blueprint for digital products. Its primary purpose is to outline the layout and functionality of interfaces, allowing designers to conceptualize user flows and content hierarchy before diving into detailed design. Wireframes typically consist of simplified visual representations using basic shapes and annotations to convey elements and functionality. They offer several benefits, including rapid iteration, collaboration facilitation, and early identification of usability issues. Various methods and tools, such as Adobe XD, Sketch, and Figma, are employed for wireframing, with emphasis on clarity, simplicity, and functionality.

Wireframes can be categorized into low fidelity and high fidelity representations. Low fidelity wireframes focus on basic layout and functionality without detailed design elements, whereas high-fidelity wireframes incorporate more visual details, such as colors, typography, and images, to closely resemble the final product. Low-fidelity wireframes are useful for exploring ideas, iterating quickly, and gathering feedback early in the design process. High-fidelity wireframes, on the other hand, are valuable for presenting a more polished vision of the interface, facilitating more accurate user testing and stakeholder approval. Regardless of fidelity, wireframing plays a crucial role in creating user-centric designs that meet both user needs and project requirements.

In this UI/UX design internship, wireframing provided invaluable insight into structuring interfaces effectively. Using tools like Figjam, I created both low and high-fidelity wireframes that served as a foundation for subsequent design iterations. Collaboration with team members and stakeholders during the wireframing stages helped refine designs and ensure alignment with project goals. Additionally, conducting usability tests on wireframes enabled me to gather feedback early in the process, leading to informed design decisions. This internship experience emphasized the importance of wireframing in creating intuitive and user-friendly interfaces, setting the stage for successful design outcomes.

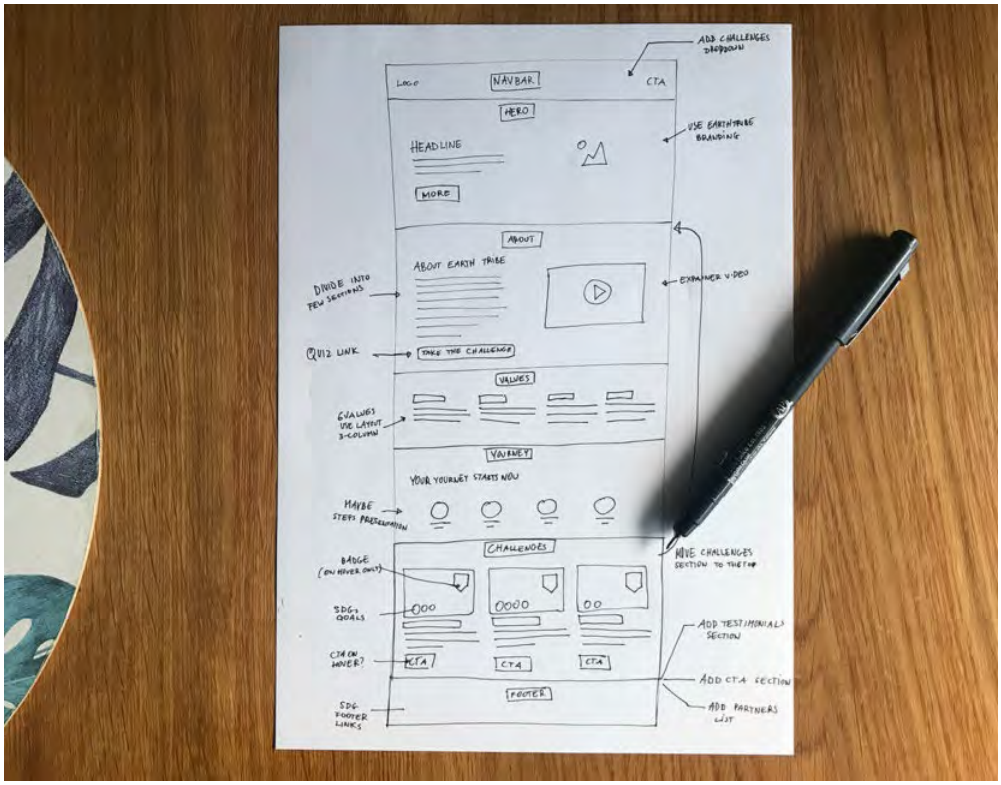


Figure 4.3: Low Fidelity Wire-frame

Chapter 5

User Interface Design

The interactive and visible component of software programs that allow users to communicate with the system is called the User Interface (UI). It interacts with all the elements that users interact with. This includes buttons, menus, forms, and any other form of visual or auditory feedback. The primary aim of UI design is to create an interface that is easy to use and responsive, so that the users are able to complete their required actions quickly and effectively. To improve usability and user experience, UI design takes into consideration factors such as layout, typography, color palettes, and navigation patterns.

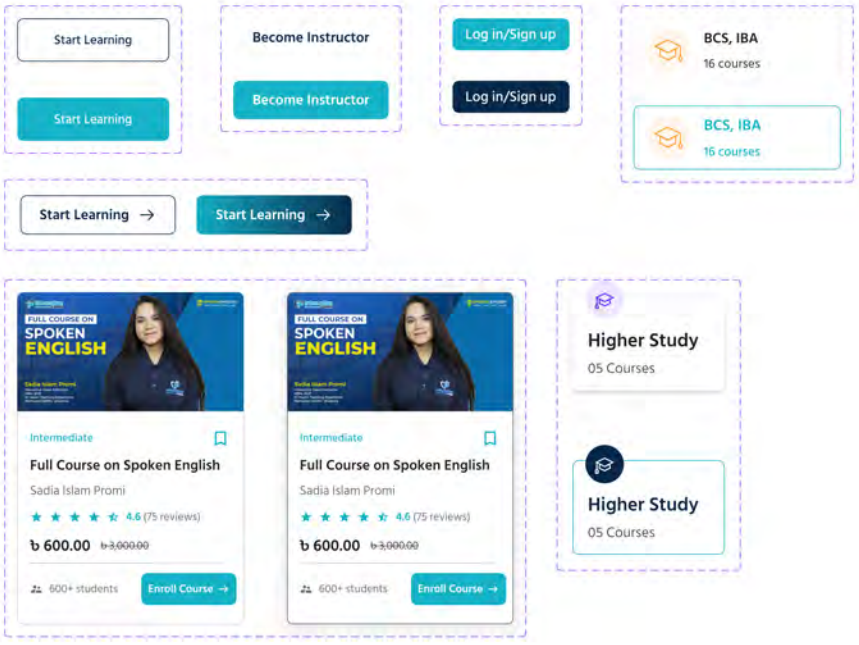


Figure 5.1: Common Reusable Component

In this project, UI serves as a critical component in facilitating effective interactions between users and the system. It encompasses the design, layout, and functionalities that enable users to navigate, interact, and accomplish tasks within the application seamlessly. The UI design prioritizes user experience by employing intuitive navigation, clear visual hierarchy, and consistent design elements. User feedback and usability testing have been integral in refining the UI to ensure it meets the needs and

preferences of the target audience. Additionally, adherence to UI design principles such as responsiveness, accessibility, and aesthetics have been maintained throughout the development process. The UI implementation adheres to industry standards and best practices, employing technologies and frameworks suitable for delivering a polished and user-friendly interface.

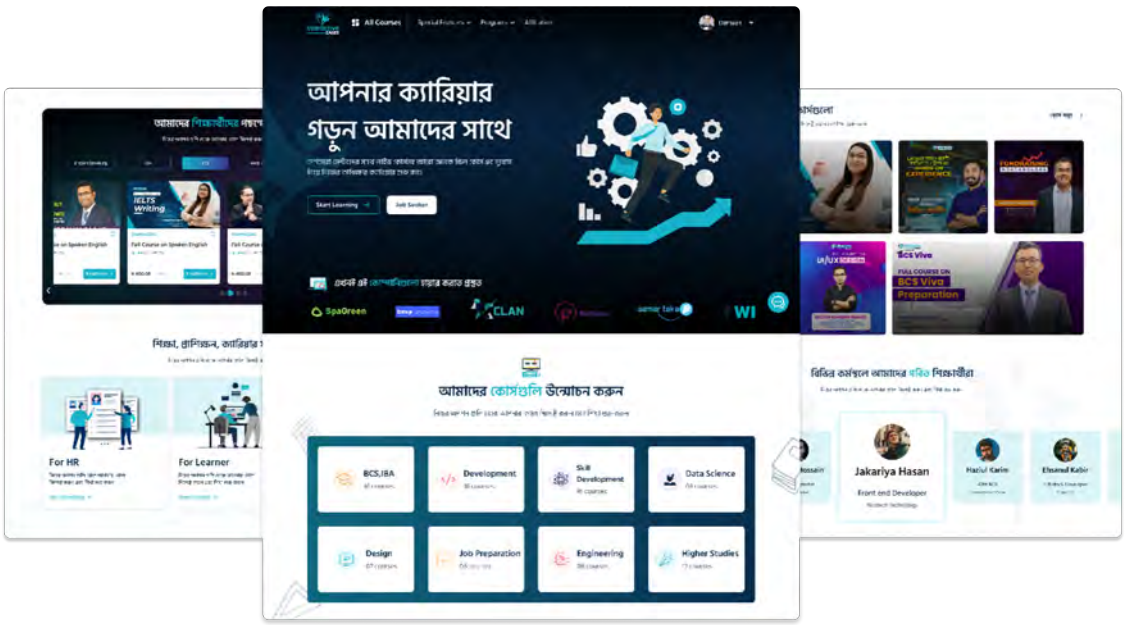


Figure 5.2: Landing Page

By following Jakob's Law, we were able to ensure that users could easily navigate through the platform, find the information they needed, and engage with the interactive features without any confusion or frustration. This helped to increase the overall effectiveness of the platform in delivering educational content and fostering a collaborative learning environment. We were also able to establish a sense of trust and credibility with our users. By presenting information in a familiar and consistent manner, users were more likely to perceive the platform as reliable and trustworthy, leading to increased usage and adoption rates. By prioritizing the user experience and aligning our design with established conventions, we were able to create a platform that not only educates and empowers users but also leaves a lasting positive impression on them.

Initially, I was assigned for one landing web page and two sub-page UI designs. At the very beginning, I have to made the common reusable component like Primary, Secondary Button, Cards, and Search components. Where I need to make sure I keep the layout and color consistent with others. Besides that need to use their Brand color as a primary color for buttons.

In the "Interactive Cares" project, my responsibility was to create the user interface for the landing page, which acts as the main entry point for users. My goal was to produce an attractive, informative, and visually appealing landing page that effectively conveys the platform's value proposition and motivates visitors to explore further. To accomplish this, I utilized a clean and modern design aesthetic, incorpo-

rating a well-balanced combination of engaging visuals, concise copy, and strategic calls-to-action. I included a prominent hero section with impactful imagery and a clear headline to immediately capture users' attention. Key features and benefits of the platform were emphasized through well-organized sections, supported by icons and illustrations to enhance comprehension.

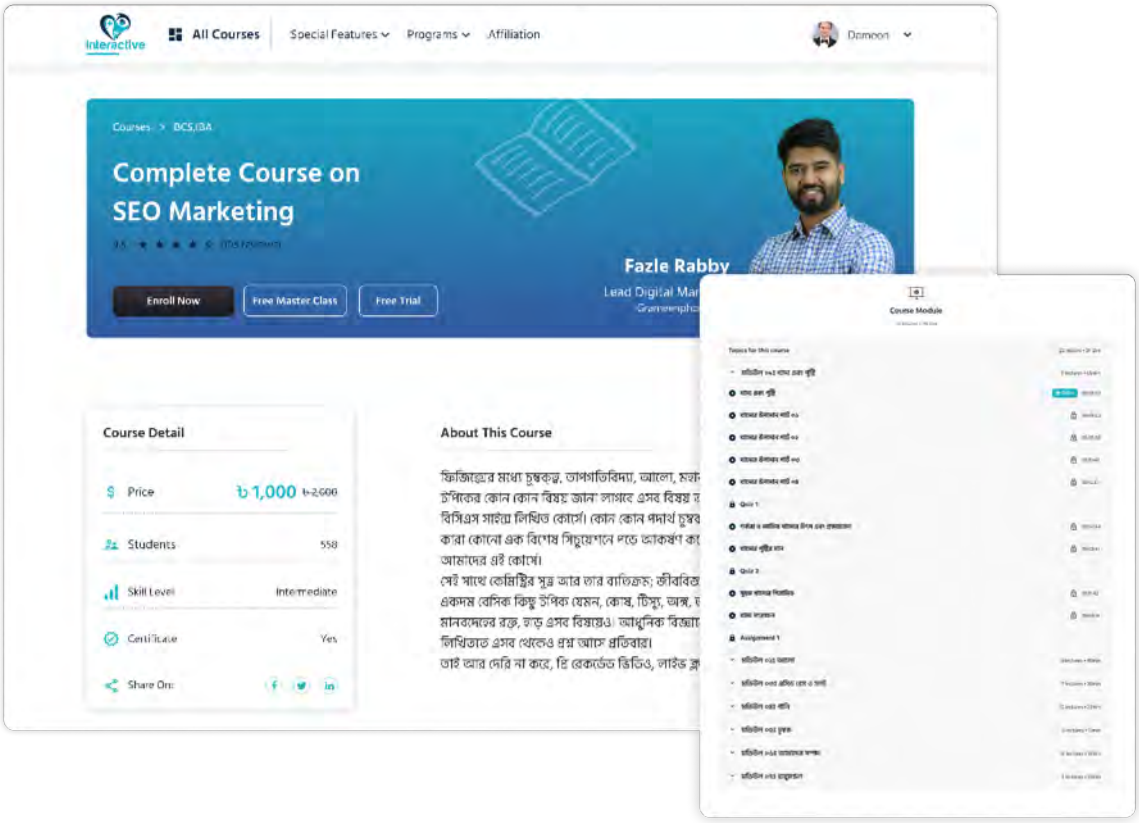


Figure 5.3: Course Details Web Page

I also ensured that the navigation was intuitive, allowing users to easily find information and navigate to other parts of the site. Throughout the design process, I focused on creating a user-friendly and responsive layout that provides an optimal experience across different devices. In my capacity, I create a user interface across 1440 frames with a 120px margin for the landing page. This encompasses the navigation bar, hero section, course categories, popular courses, career-centric course sections, user feedback, associated brand, and footer. By following best practices in UX design and utilizing insights from user research, I was able to develop a landing page that effectively engages visitors and sets a positive tone for their journey on the "Interactive Cares" platform.

My goal for the All Course List page was to design a visually appealing and highly functional layout that allows users to easily browse and find courses of interest. I created a clean and organized grid layout with filters and search functionalities to improve discover-ability and ensure users can navigate through the extensive course offerings. Each course entry included key information, such as the course title, instructor, and a brief description, presented in a clear and concise manner. For the

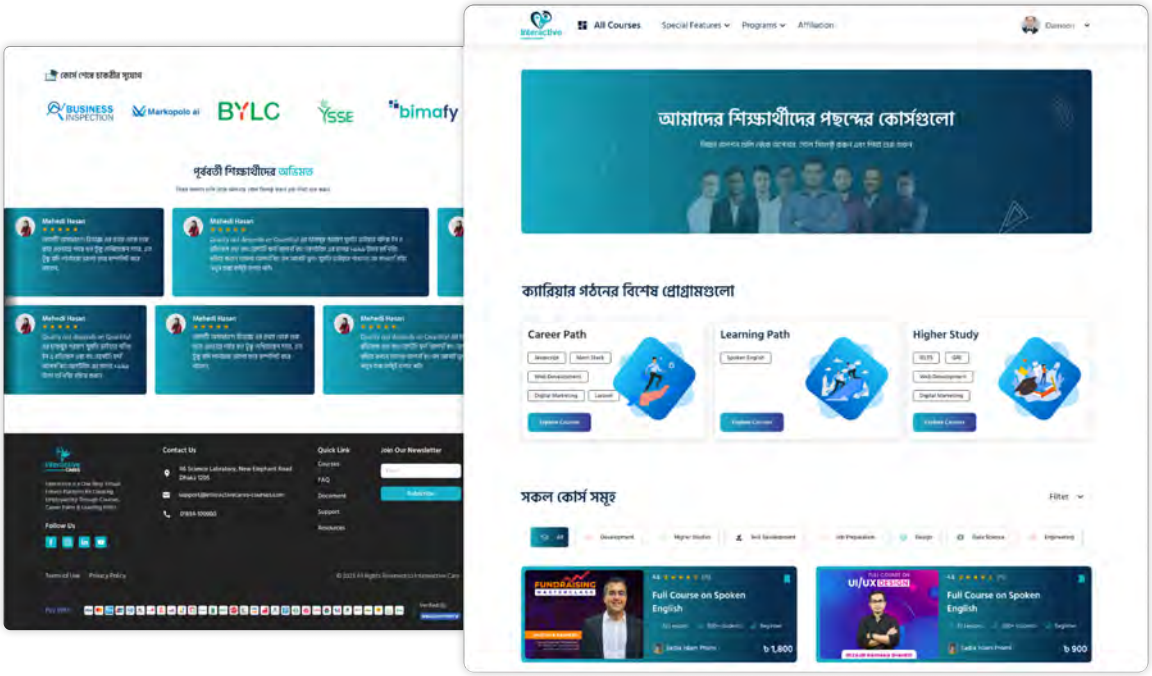


Figure 5.4: All Course list Web Page

Course Details page, I focused on providing a comprehensive and engaging overview of each course, including detailed descriptions, instructor profiles, curriculum outlines, and user reviews.

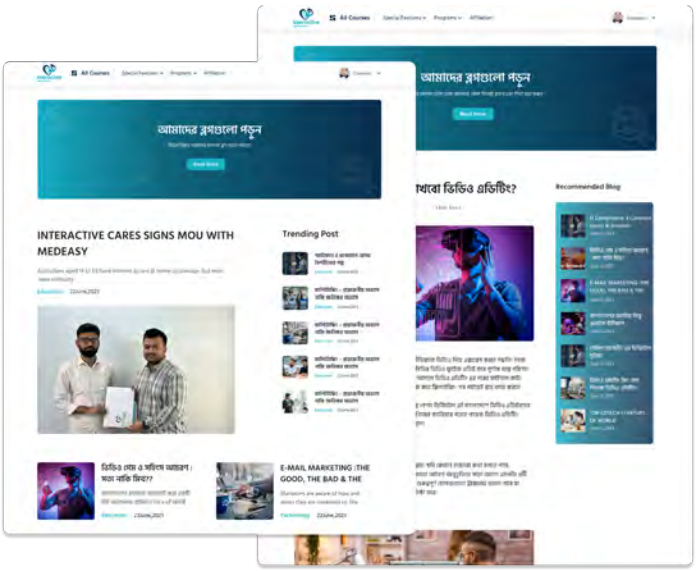


Figure 5.5: Blog, Blog Details Web Page

To enhance readability and user engagement, I used a structured content hierarchy, ample white space, and visually distinct sections. Interactive elements, such as enrollment buttons and progress indicators, were integrated to streamline the user experience and encourage course enrollment.

The blog page was carefully crafted with a neat and well-organized layout, combin-

ing text and multimedia elements to create engaging content. I utilized a grid-based design to maintain consistency and user-friendly navigation, enabling visitors to easily locate and access blog posts. As for the blog details page, I prioritized readability and content hierarchy by incorporating generous white space, clear typography, and intuitive navigation features. Interactive elements such as comment sections and social sharing buttons were seamlessly integrated to encourage community interaction and content sharing. Throughout the design process, I adhered to Jakob's Law to ensure that the interface was familiar and user-friendly. This meticulous approach resulted in a cohesive and user-centric design that effectively supports the educational objectives of the "Interactive Cares" platform.

Chapter 6

Prototyping

Prototyping involves an exploratory procedure in which design teams transform ideas into physical or digital forms. These teams create prototypes with different levels of accuracy to convey design concepts and conduct user testing. It allows you to improve and validate the quality of your ideas so that your company may release the best items. In the design process, prototypes are essential tools that offer designers the opportunity to visualize and test different ideas before going forward with a full-sized development. Through the creation of prototypes, designers can assess the practicality of their concepts early on, address potential issues, and make necessary adjustments, ultimately saving time and resources. Additionally, proto-

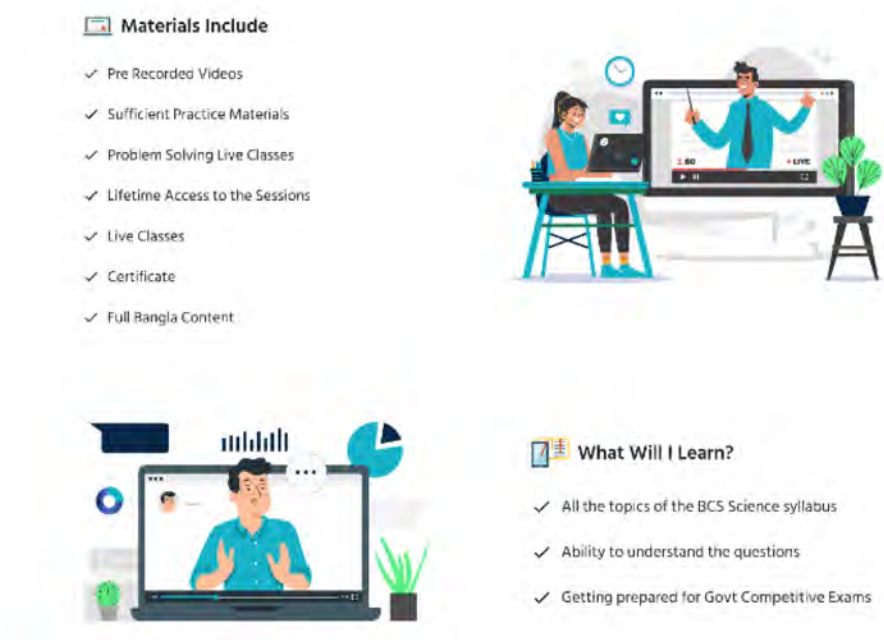


Figure 6.1: Prototype Animated Section in Course Details Page

types allow for usability testing with real users, providing valuable insights into the functionality and user experience of the design. This feedback can then be used to refine the design accordingly. The iterative process of prototyping enables continuous feedback and improvement, resulting in a polished and user-centered final product. Whether in the form of low-fidelity sketches or high-fidelity interactive models, prototypes are crucial for creating designs that are both visually appealing

and highly functional.

At Syscomatic, we specialize in creating immersive prototypes to showcase our designs. This allows both clients and developers to visualize how the website or app will function in the real world. My responsibilities included designing the home page, all course pages, course details, and the blog page. I also had to work on the prototyping aspect. In order to give the website a modern touch, I incorporated specific animations using Figma. This involved preparing various components and their variants to ensure smooth movement and transitions for a seamless user experience. I focused on animating the course details page, incorporating human illustrations along with elements like books and clocks to create interactive movements. Moreover, I added prototypes to action buttons on web pages to guide users and provide a clear navigation path for both developers and clients.

Chapter 7

Conclusion

During my six-month internship at Syscomatic Technology as a UI/UX designer, I had a transformative and enriching experience. By working on the "Interactive Cares" project, I gained proper knowledge of the UI/UX design workflow. This allowed me to apply my technical knowledge in practical use case scenarios. While working through my internship, I involved myself actively in user research, wire-framing, prototyping, and usability testing. Doing this work, I was able to enhance my technical skills and increase my appreciation for user-centered design.

While working, one of the most important lessons that I learned is the significance of empathy which is necessary in design. By doing so, it is possible to engage with the users and understand their needs. This, in return, helps to be able to create more intuitive and effective design solutions. Collaboration played a crucial role in my learning journey. Working alongside developers, project managers, and other designers taught me the importance of clear communication and teamwork. By getting experience firsthand, I was able to understand how effective collaboration can be in driving a project toward success. The challenges that I encountered, such as short deadlines, and balancing with user requirements, improved my problem-solving skills and taught me to adapt to different situations. These experiences have strengthened my stability and prepared me to navigate the complexities of real-world design projects.

In conclusion, this internship has not only taught me practical skills and knowledge but also showed me the importance that proper communication plays in any work environment for getting work done on time effectively and efficiently. The hands-on experience that I gained from the project, has created a strong base that I can utilize in my future career. Now, I am confident that with the lessons that I learned during this internship, I will be able to guide myself in my professional life, enabling me to create meaningful and impactful outcomes wherever I go.

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