

GARV MALIK



UI/UX Designer with a strong foundation in human-centered design, user research, and interaction design, currently pursuing an MSc in Human-Technology Interaction at Tampere University.

I design intuitive and accessible digital products by combining research insights with structured design systems. Experienced in translating complex user needs into clear flows, prototypes, and scalable UI solutions.

Particularly interested in context-aware and AI-driven user experiences.

PROJECTS

CityLoop: Lifestyle Discovery App

📅 Oct 2025 - Dec 2025

Mobile app for personalized event discovery

- Designed 15+ high-fidelity screens to improve event discovery and navigation flow
- Identified and resolved 8+ usability issues through heuristic evaluation and walkthroughs
- Developed a context-aware recommendation concept using mood, time, and weather inputs
- Applied WCAG 2.2 and Material Design principles to ensure accessibility and consistency

PlayPal: Sports Community Platform

📅 Sep 2024 - Oct 2024

Platform to connect users through local sports activities

- Conducted user interviews to identify barriers in sports participation across skill levels
- Translated insights into user flows, sitemap, and interaction models
- Designed wireframes and interactive prototypes focused on onboarding and usability
- Improved clarity in game discovery and booking experience

MyTown: Student Relocation Service

📅 Oct 2024 - Dec 2024

Service concept for supporting international students

- Led research with international students to uncover relocation and adaptation challenges
- Synthesized insights into personas, journey maps, and key experience gaps
- Designed a service solution including onboarding guides, mentor chat, and local support features
- Focused on reducing stress during transition and improving long-term engagement

ESSENTIAL INFO

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🌐 Portfolio/garvmalik

🌐 linkedin.com/in/thegarvmalik

EDUCATION

Tampere University

M.Sc. in Human-Technology Interaction

📅 Aug 2025 - present

BML Munjal University

B.tech in Computer Science

📅 Sept 2020 - Aug 2024

DESIGN

Interaction Design

Wireframing

Prototyping

Design Systems

Information Architecture

EXPERIENCE

UI/UX Intern – Wachatty

Nov 2024 – March 2025

- Collaborated with the Lead Designer to define UI structure for 2+ new service verticals
- Delivered high-fidelity web designs that improved design-to-development handoff speed
- Designed presentation systems used for stakeholder communication and product pitching
- Ensured visual consistency across multiple projects in a fast-paced startup environment

Research Work – BML Munjal University

Feb 2024 – Jul 2024

- Built a CNN model for ADHD classification using EEG data, achieving 98% accuracy
- Developed preprocessing pipelines and validated models using cross-validation
- Compared multiple machine learning models to evaluate performance and reliability

USER RESEARCH

- User Interviews
- Usability Testing
- Affinity Mapping
- Journey Mapping
- Heuristic Evaluation
- Personas

TOOLS

-  Figma
-  Mural
-  Miro
-  GitHub
-  PyCharm
-  VS Code
-  Affinity

BEYOND WORK

When I’m not designing, you’ll probably find me at the gym, exploring new cities, or deep into music, films, or anime. I enjoy experiences that are immersive and meaningful, which is also what I try to bring into my work. I like staying active, challenging myself, and constantly learning something new.