

komal chugh

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EXPERIENCE

UX DESIGNER AT GEORGIA TECH IOS CLUB ATLANTA, GA | AUGUST 2025 - PRESENT

- Designed low to high-fidelity user flows and interfaces in Figma, conducting UX research and translating findings into structured wireframes, prototypes, and interaction patterns
- Developed the app's visual identity, including color palette, logos, and brand guidelines, using Adobe Illustrator, and performed user testing with 30–40 students, reducing clicks by 12%
- Collaborated with developers to implement UI components and supported deployment via Vercel, ensuring design accuracy and smooth handoff across the development process

GRAPHIC DESIGNER AT GEORGIA TECH PHOTOGRAPHY CLUB ATLANTA, GA | AUGUST 2025 - PRESENT

- Designed posters, flyers, and promotional materials for 20+ exhibitions, guest lectures, and club events using Adobe Illustrator and Photoshop with 100+ participants, translating event goals into visually engaging marketing materials
- Collaborated with president to develop and refine the organization's visual identity through iterative design and stakeholder feedback, creating a consistent brand identity across digital media
- Designed and produced a club's magazine using Adobe InDesign, developing page layouts, typography, and graphics while collaborating with leadership to ensure an on-brand publication

FREELANCE DESIGNER AT KOMAL CHUGH DESIGN STUDIO ATLANTA, GA | AUGUST 2025 - PRESENT

- Partnered with the City of Alpharetta and the Alpharetta Natural Resource Commission to design community murals, creating initial concepts in Procreate and refining final artwork in Photoshop: murals viewed by 400+ people daily
- Designed and iterated promotional flyers for local art exhibitions using Illustrator, contributing to marketing efforts for events drawing 100+ attendees

DIGITAL MARKETING SPECIALIST AT PINK STREAM CHAPEL HILL, NC | JULY 2024 - DECEMBER 2024

- Developed brand guidelines (logo, color palette, typography) in Illustrator, strengthening the organization's visual identity and mission to support women in Stem and the arts
- Produced high-engagement social media content using Procreate, Illustrator, and Canva, averaging 100+ interactions per post, and expanded outreach by submitting the organization to six major talks and summits with 200+ attendees each

EDUCATION

GEORGIA INSTITUTE OF TECHNOLOGY
ATLANTA, GA | AUGUST 2025 - MAY 2028
BACHELOR OF SCIENCE IN ARTS,
ENTERTAINMENT, AND CREATIVE
TECHNOLOGIES
COURSEWORK | UX/UI Design, Graphic Design, Video
Production, User Experience, Human Computer Interac-
tion, Interactive Media

TECHNICAL SKILLS

TOOLS | Illustrator, Photoshop, InDesign,
Premiere Pro, After Effects, DaVinci Resolve
Figma, Framer
SKILLS | UI/UX Design, Prototyping,
Wireframing, User Testing, Motion
Graphics, Graphic Design, Branding,
LANGUAGES | JavaScript, HTML/CSS,
Java, Python

PROJECTS

SIDEQUEST APP | Figma, Procreate, Illustrator
• Developed visual identity for an indie, gamified navigation app, including typography, color palette, and logo design, incorporating feedback from designers.
• Created low- and high-fidelity prototypes for key app flows in Figma, including Home, Passport, Trip Recap, and Explore.
• Presented the app and design decisions to 150+ members, 5 software engineers, and 5 designers, incorporating feedback into design iterations.

YESCHEF APP | Figma, Procreate, Illustrator
• Designed core app flows for Georgia Tech iOS Club, including Home, Explore, AI chatbot, DMs, and recipe creation, creating low to high-fidelity prototypes in Figma, developing branding in Illustrator
• Built a warm, cooking-focused visual identity and integrated functional UI elements using SF Symbols, improving usability and alignment with iOS design standards

