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INTERNSHIP REPORT

BHAKTI NAIK

1935

GYTWORKZ TECHNOLOGIES PVT LTD   **GOA UNIVERSITY**

REPORT OF INTERNSHIP DONE AT GYTWORKZ PVT. LTD

SUBMITTED BY:

BHAKTI NAIK

Roll No: 1935

MCA SEMESTER VI

UNDER THE GUIDANCE OF:

Mr. Pankaj Khatwa

(Lead UI/UX Designer, GYTWorkz)

WITH

Mr. Gandhar Sanzagiry

(Principal Architect, GYTWorkz)

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May 31, 2022

CERTIFICATE

This is to certify that Ms. Bhakti Naik (Roll No: 1935), a final year student of Goa University has successfully worked on the project "Point of sale system-Mobile & Web –UI/UX at GYTWorkz Technologies Pvt. Ltd, during her internship from 10-Jan-22 to 31-May-22.

During the internship Bhakti was conscientious and highly organised. She maintained positive attitude towards learning and improving. She consistently sought feedback and used it to enhance her work. She persisted when faced with challenges and worked to solve problems with minimal support.

We at GYTWorkz wish her a successful career ahead!

Yours sincerely
GYTWorkz Technologies Pvt Ltd

GYTWorkz Technologies Pvt. Ltd, The Platina, Block-A, A-303, Gachibowli Rd, Gachibowli, Hyderabad, Telangana-500032
Office: 7989252240, Website: www.gytworkz.com

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GOA UNIVERSITY

GOA BUSINESS SCHOOL

CERTIFICATE OF EVALUATION

This is to certify that **Ms. Bhakti Naik** has been evaluated for the project work titled "**Report of Internship done at GYTWorkz Technologies Pvt Ltd**" undertaken at **GYTWorkz Technologies Private Limited**, **Hyderabad** in partial fulfilment for the award of the degree in Master of Computer Application.

_____   _____

Examiner 1   **Examiner 2**

Place: **Goa University**   _____

Date: **11th June 2021**   **Dean, Goa Business School**

ACKNOWLEDGEMENT

The internship opportunity I had with GYTWorkz Technologies Pvt Ltd was a great chance for learning and professional development. Therefore, I consider myself fortuitous as I was given a chance to be a part of this prestigious organization. I am very grateful for having an opportunity where I met so many amazing people and professionals who led me through this training internship. During this internship I was supported and encouraged by my benefactors and therefore I would like to express my sincere gratitude and appreciation towards all those people.

First of all, I would like to take this opportunity to express my profound gratitude towards Mr. Bhasker Reddy Kottapally(CEO, GYTWorkz) for considering me worthy enough for this opportunity.

With great sense of gratitude, I want to thank Mr. Pankaj Khatwa (Lead UI/UX Designer, GYTWorkz) for being my mentor, and for his erudite suggestions, generous and friendly nature, constant encouragement along with timely critical and counsel during the whole course of my work. His diligence and expertise in design was really a source of inspiration.

My great appreciation to Mr. Gandhar Sanzagiry (Manager, GYTWorkz) for giving me the necessary guidance and support.

I would like to extend my gratitude to Mrs. Rachana Kotthapally (HR, GYTWorkz), Mr Bharadwaj Sukenapelly (HR, GYTWorkz), Mrs. Tejaswi Ramini (HR, GYTWorkz) for making me feel comfortable, accepted and valued in a new environment and also for creating positive, fun and flexible workplace environment.

I thank Dr. V. V. Kamat (Dean, Goa Business School, Goa University), Mr. Ramdas Karmali (Prof. and TPO, MCA, Goa Business School, Goa University), Ms. Yma Pinto (Program Director, MCA, Goa Business School, Goa University), Mr. Jarret Stevan Anthony Fernandes (Assistant Prof, MCA, Goa Business School, Goa University) and all the faculty of MCA, Goa University for their constant encouragement and support during the project work.

Today at the acme of my internship, with heartiness, I gratefully remember my parents, teachers and friends as one finger makes no fist, this internship would not have taken shape without their whole hearted support and live involvement.

Finally, I would like to express my gratitude towards the GYTWorkz family who were always ready to help me and guide me in all aspects of life. They have enhanced my potential and imbued me with enough confidence to face work and real-life challenges well.

I realize this opportunity is a big milestone in my career development. I will aim to use this knowledge and gained skills in the best possible way to attain desired career goal.

*Thanks for all the efforts and contributions -***Bhakti Naik**

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INTRODUCTION

The purpose of this report is to summarize, reflect, analyse, and synthesize on my full-time on-site internship at GYTWorkz, Hyderabad.

I joined as an Intern at GYTWorkz on 10th January 2021 and have been here since then. This report contains a collection of projects that I have worked on during my internship at GYTWorkz and also the new learnings and experiences that I have been living since the beginning of this internship period.

In the chapters that will follow, I will talk about the company, the work here, the culture, etc. Then, I shall elaborate on the projects I worked on, a brief information about the projects, the modules I built and the tasks I completed in those modules.

This report highlights my learning experience and my contributions to the organization as an intern. This will describe the knowledge that I gained by successfully completing the tasks that were assigned to me.

I'll also be talking about the tools and technologies that were used followed by my internship timeline. I shall conclude by sharing my experience and how it has helped me to grow, both, on the personal and professional front.

COMPANY PROFILE

Name of Company: GYTWorkz Pvt Ltd

Corporate Headquarters: The Platina, A Block, 3rd floor, 303, Gachibowli, Hyderabad, Telangana 500032

Phone Number: +91 98496 89798

Email id: support@gytworkz.com

Website: www.gytworkz.com

GYTWorkz is a product engineering company of a committed team with one strong agenda: Design and develop for the cloud. We clearly understand: "Cloud is not a location; it is a Method".

Started in 2019, we have strongly poised to partner with startup founders to make their ideas a reality. GYTWorkz has thus far helped multiple startup founders visualise their ideas. We have been successfully playing the role of a tech co-founder for various startups.

Start-ups we are associated with: FIIFI, ReFrame (Engage), Intro, IOTRL. Beyond startups, GYTWorkz has delivered solutions in Application Engineering (NodeJS, Java), Mobile App Development (Android, IOS, React Native, Flutter), Data Platforms (Pipelines, Analytics, BI) for global companies successfully.

Specialties

AWS, Azure, Cloud, Angular, React, React Native, Flutter, IoT, vue.js, cloud performance optimisation, and cloud cost optimisation

Cloud is not about where, but how you do computing.

Who We Are?

Engineers, designers and management professionals with clear intent on providing great and quality products. We come from varied backgrounds and that is what adds value to our experience as we deliver quality solutions. Our enthusiasm to solve problems can be quite infectious!

What We Do?

We build products that resonate quality all the way. We combine youth with experience to dish out the best of products and solutions. We provide value to your investment, and that is our hallmark.

Why Us?

Because we empathize and care. We understand you, your concerns and begin from ground up – this allows us to provide top-in-the-class and cutting-edge tech solutions. At the end of the day, we look to deliver growth by partnering with you.

SERVICES PROVIDED BY US

PRODUCT DEVELOPMENT	DATA ENGINEERING	UI/UX	CHATBOT TECHNOLOGY

PRODUCT DEVELOPMENT	TEAM AUGMENTATION	DEVOPS	AI TECHNOLOGY

PROJECT- RESTROZAP'S POS (POINT OF SALE)

Overview

RestroZap is a powerful all-in-one online food ordering management system designed from the ground up to help boost the efficiency of your Dine, Pickup, Drive-in & delivery operations: from order taking to food preparation and from dish assembly to order delivery. RestroZap also allows customers to order food from mobile devices with a comprehensive menu. Seamless Kitchen management will enable you to fast the ordering and ease order management. It supports all payment gateways and Cash machines.

What is POS?

A restaurant POS software is a point-of-sale system that processes the transactions that happen at a restaurant. Initially, a traditional point of sale was just a restaurant billing software that accepted orders and generated a receipt. However, with the advent of cloud technology, the humble POS system evolved to become a complete restaurant management system. Armed with Stock & Inventory Management, Smart Reporting & Analytics, Customer Relationship Management, and more, a restaurant POS reduces manual labour and simplifies operations. Add to these integrations with the various third-party applications such as Online Ordering, E-wallets, Table Reservations, Loyalty Programs, etc., and the restaurant POS machine becomes an end-to-end solution for restaurant management.

Challenges -

With its rapid growth strategy, RestroZap is a powerful solution that would allow customers to do the following:

- All in one solution providing - Dine-in, Drive-thru, Take Away, and Delivery.
- Easily manage multiple Roles.
- Provide system-wide reporting.
- Develop a way to reduce employee errors in order-taking
- Create software to accept online orders
- Use customer data to create effective marketing campaigns
- Track inventory better to reduce waste
- Enhancing conveniences and mobility for customer experience
- Accommodate coupons and loyalty programs
- Maintain security for business and patrons alike
- Improve efficiency and reduce compliance costs
- Enhance Pay-at-the-table and pay-on-the-fly payments
- Streamline operations and efficiency

Solution -

Develop and design a comprehensive POS solution that included a number of advanced features and functions to directly address the operational needs of the client.

The online and mobile ordering software included an in-store ordering mode that allowed for seamless ordering and payment. An order placed by a guest on his/her smartphone and Tablet appears in the kitchen instantly, the same as if a cashier had entered the order. The table number is automatically included with the order so that the food can be run out to the precise location.

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Conclusion -

RestroZap Restaurant Online Ordering Software enables clients to automate and manage their entire ordering process. This system offers great time-saving features and functionality. With this system client gets the following benefits:

- Administrative costs lowered 30% to 40%.
- Faster processing of Orders Achieved.
- Effective online ordering system development.
- Optimization of order process, leading to increased customer satisfaction.
- Improved order tracking, improving deliver speed.
- Customers billed significantly quicker.
- Improved record keeping.
- Business growth of over 40%.

With the new system, the client is efficiently managing their business which gives them more time to spend in the dining area interacting with and servicing their customers. They have been more than impressed at how the software simplifies many of their operations and how smooth and fast RestroZap deployed the system.

This application allows the client to accept online, EMV and swiped payments right at the table. RestroZap Restaurant Online Ordering solutions include options for tips, loyalty programs, and coupons.

The flexible loyalty features of the application were able to deliver a powerful program that, among other things, offered instant rewards to guests based on cash spent. The application was able to quickly collect valuable guest information that could be used later for direct marketing and the promotion of new location launches. Fully integrated online and mobile ordering allowed guests to earn rewards both in-store and online, increasing repeat customer visits.

The multi-unit management tools and enterprise reporting features offered by the application were the exact tools that the restaurant was seeking. System-wide menu changes and deployment of new locations were made very simple, freeing operations personnel to focus less on technical duties and more on growing the business.

Furthermore, end-user adoption was simplified, thanks to the new RestroZap application's user-friendly interface and straightforward features.

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TOOL & TECHNOLGIES USED
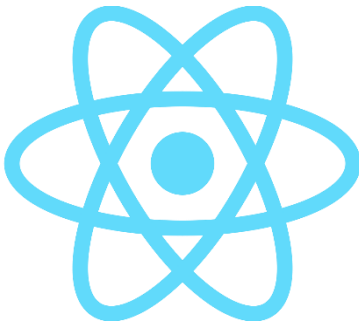
REACT JS (FRONT-END DEVELOPMENT)

React. js is an open-source JavaScript library that is used for building user interfaces specifically for single-page applications. It's used for handling the view layer for web and mobile apps. React also allows us to create reusable UI components. React is remarkably flexible. Once you have learned it, you can use it on a vast variety of platforms to build quality user interfaces.

MICROSERVICES (API BACKEND)

Microservices allow developers to become language and technology agnostic. Different team members can use different programming languages and technologies when debugging and coding. Monitoring microservices lets you check your architecture for service and performance and identify future debugging problems.

POSTGRESQL (DATABASE)

PostgreSQL is used as the primary data store or data warehouse for many web, mobile, geospatial, and analytics applications. PostgreSQL comes with many features aimed to help developers build applications, administrators to protect data integrity and build fault-tolerant environments, and help you manage your data no matter how big or small the dataset.

ADOBE XD (UI/UX DESIGN)

Adobe XD is a powerful and easy-to-use vector-based experience design platform that gives teams the tools they need to craft the world's best experiences collaboratively. Available on Mac and Windows systems, XD meets teams where they're working with cross-platform compatibility.

MY CONTRIBUTION

I have been assigned as a Product Designer where my role is to solve User Experience and then design User Interface for the Restaurant POS system.

I started understanding the goal and prepared questions based on that, after that, I worked on User research, User Persona, and User flow of the application. That helped me to understand proper product requirements and create Lo and Hi-fidelity mock-ups to test the MVP.

I also have to support the development team by providing them with assets and design specifications.

TASK 1 -DESIGN EMAIL TEMPLATES & LOGIN WORKFLOW

I was asked to design email templates and login workflow screens. I did the research and started with wireframes and then began designing.

RestroZap will be sending email template to the user depending on their requests whether they need a free demo or to subscribe. The email template will contain welcome message along with login details.

User can login with username and password, and then set a PIN to avoid entering username and password every time they want to use this system. User can also login with username and password if they want to. They also have a choice to skip setting the PIN but they will have to login with username and password every time they need to use the POS system. User can click on forgot password and he will be sent a code to reset password. Same process is followed with resetting the PIN if user forgets it.

EMAIL TEMPLATE

LOGIN SCREENS

CODE VERIFICATION

We have sent you a 4 digit code
If you did not receive the code, Select resend code

8   2   4   3   9

Resend Code   Code expires in 00.30s

Cancel   Verify Code

For a Digitally Transformed
Restaurant Business

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RESET PASSWORD

Password
Enter New Password

Re-enter New Password

Cancel   Reset

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TASK 2- DESIGN ORDER DASHBOARD

I was asked to come up with a more efficient and easy way to design a dashboard. I along with my mentor came up with the idea of making this dashboard with Kanban integration. Here you can see the orders that you receive, are prepared or preparing and completed. You drag and drop the orders accordingly. Suppose if an order is accepted you drag and drop it into the preparing column. You can accept and reject the order. You can mark the order as prepared or cancelled and you can also complete the payment. You can also view all the customer and order details mentioned on the cards. You can also see the payment status.

As soon as the order goes into preparing status the timer gets started. This will help us track the time at which the order is received, prepared, and picked up. So even if the customer hasn't picked up his/her order on time, the timer will still go on but now into negative.

Here we can also place new order, and this workflow was designed and evaluated successfully.

The screenshot below is Takeaway Order Dashboard.
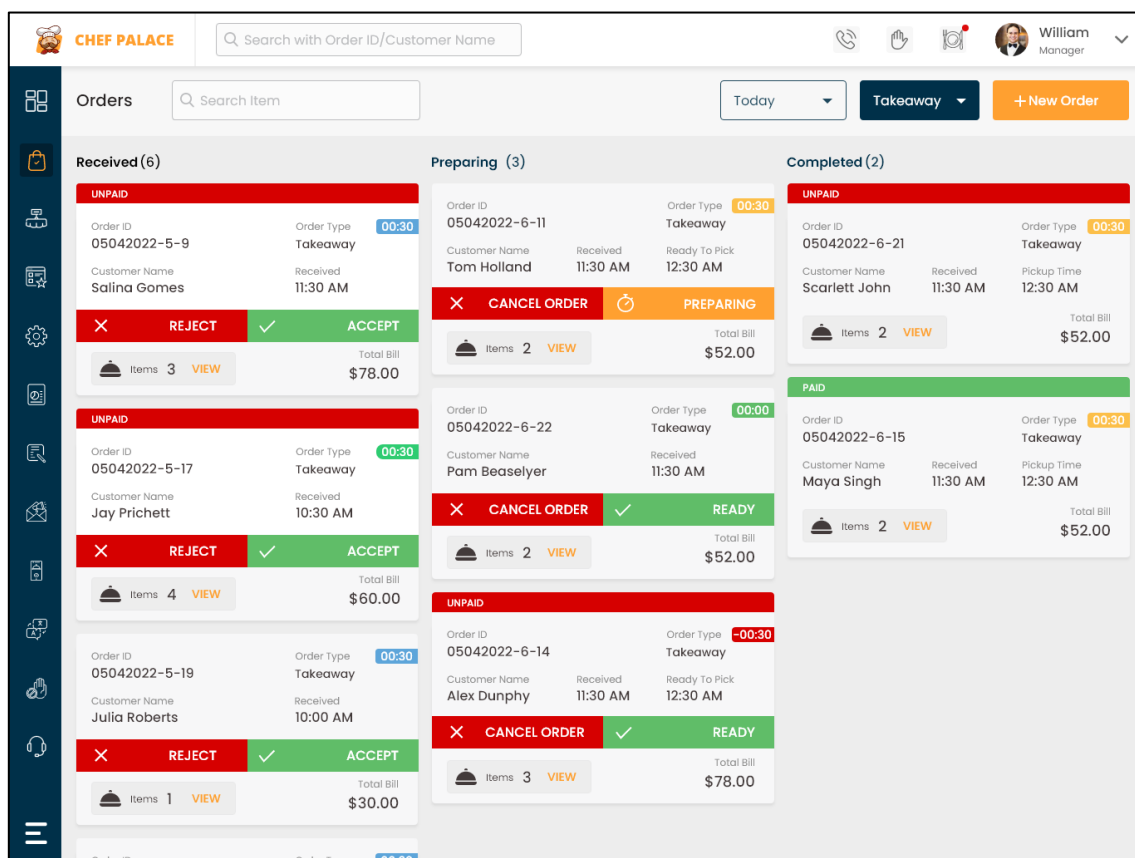
TASK 3- DESIGN MENU SCREEN FOR MANAGER OR WAITER

I started designing the menu which the manager and waiter can see. We have categorized the menu and you can filter the items accordingly by clicking on All dropdown. You can filter the items as all, veg, non veg, egg, gluten free etc. They can add customer details and also see the items added. They can also edit the order items and generate KOT that will be sent into the kitchen.
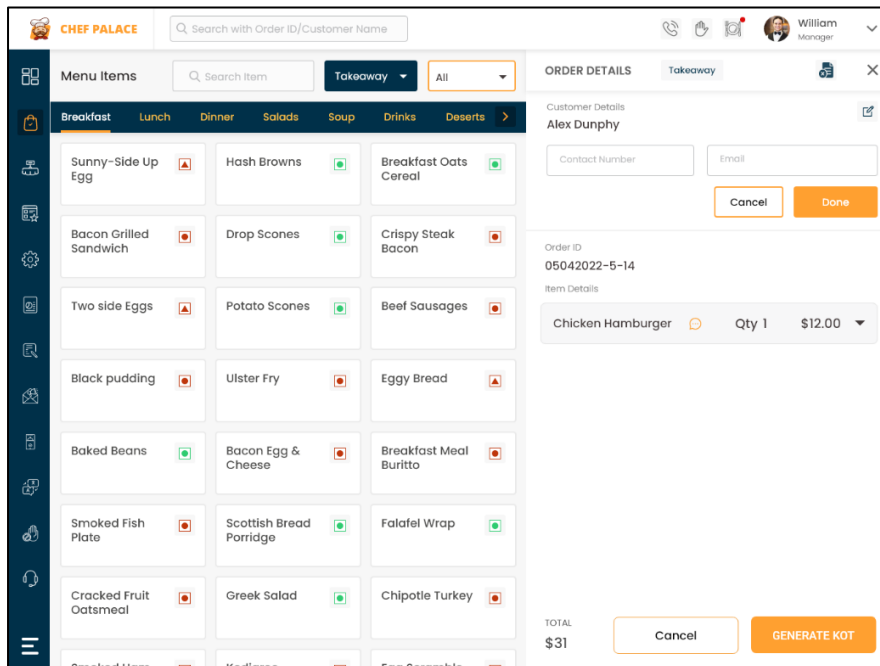
Menu for Customer ordering from POS Tablet
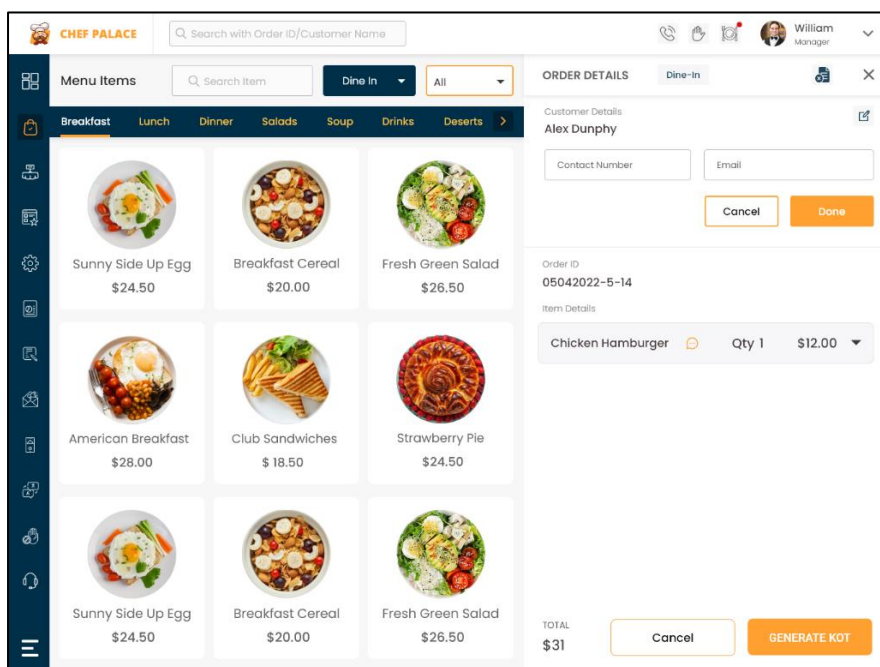
Menu for Customer ordering from POS Tablet

TASK 3- DESIGN ADD PROMOCODE, ADD TIP, PAYMENT, SPLIT BILL SCREENS

Once you click on the cards you can view the order details. A slider will open from side with all the customer, order and payment details.

Slider with details(unpaid)   Slider with details(paid)

Here you can add promo code/ coupon if applicable   You can also add tip by percentage or by amount

Here you can tender the amount to be paid and select payment method


You can also split the bill.

They have an option to cancel the order make it void, pay and print bill.

## OTHER TASKS – Customer Mobile app (RestroZap)

I designed the customer mobile app for RestroZap' s Online Food Ordering Website.

RestroZap Restaurant Online Ordering Software enables clients to automate and manage their entire ordering process to there customers. They should get Online ordering via mobile app, Takeaway and Drive thru. They can also view their profile and see previous ordering history. That also helps them to do payments easily.
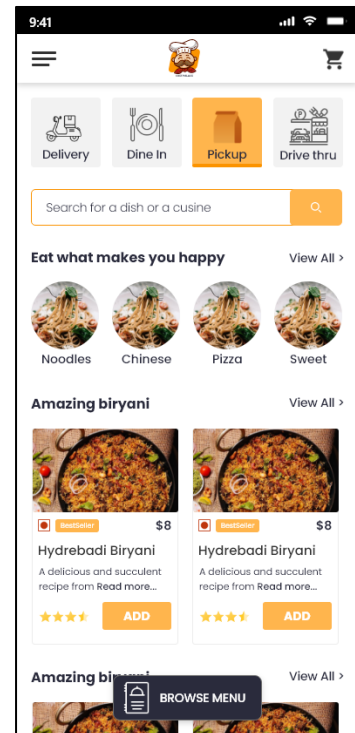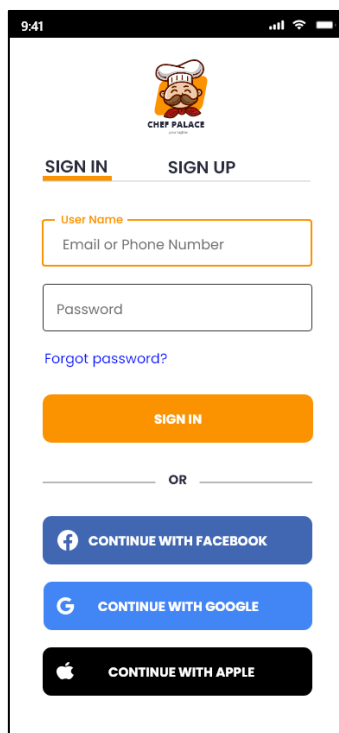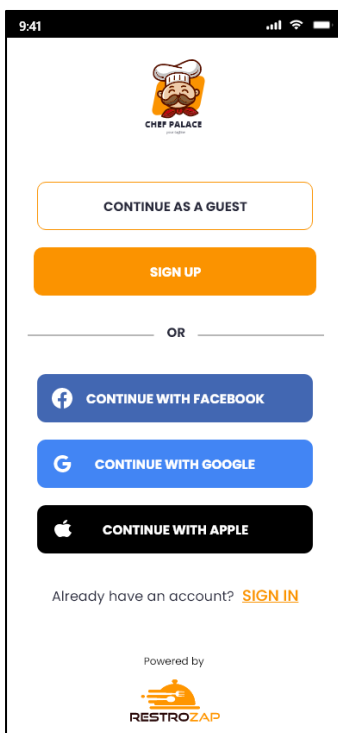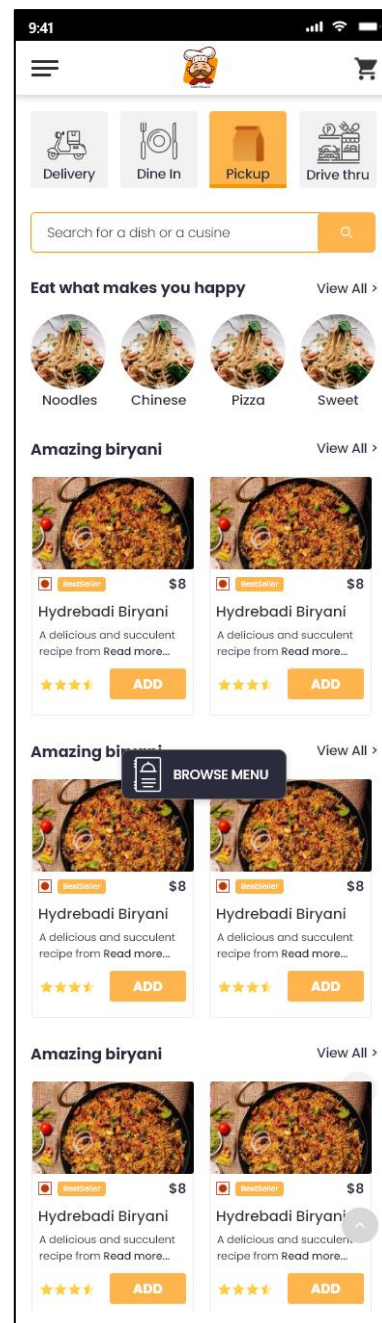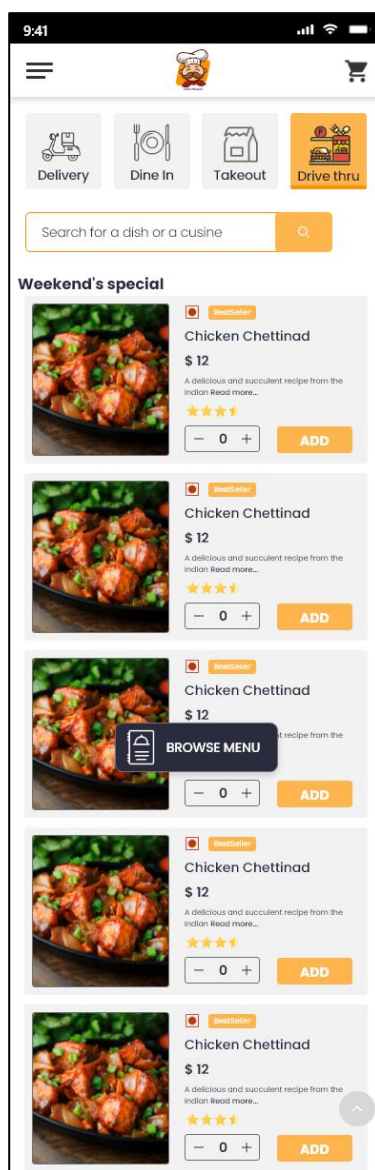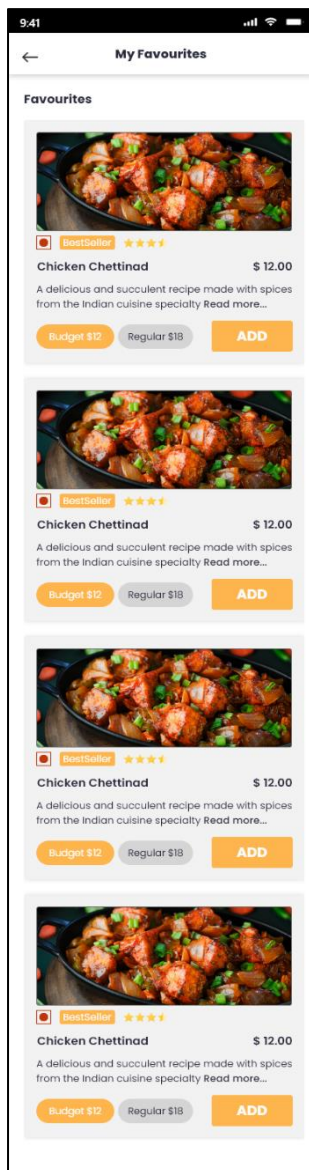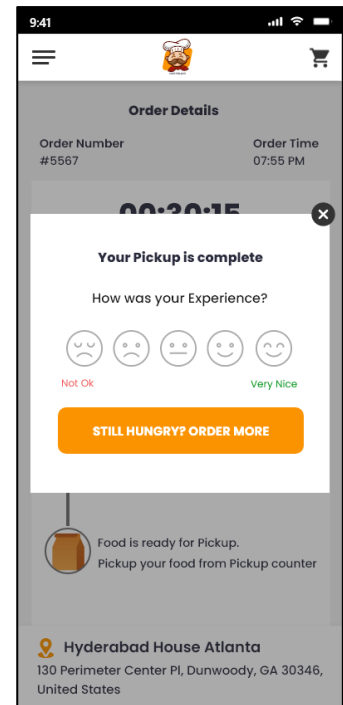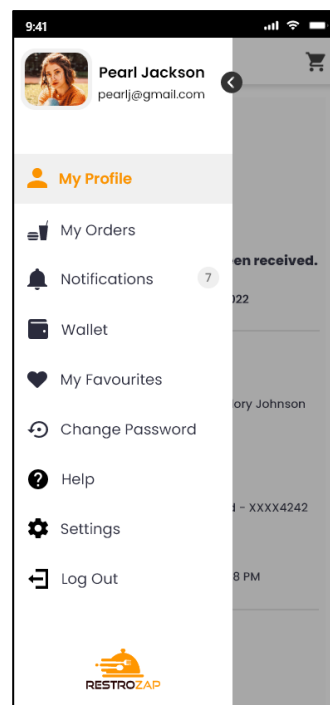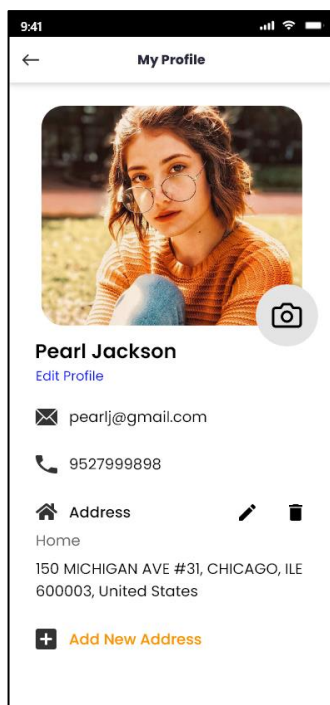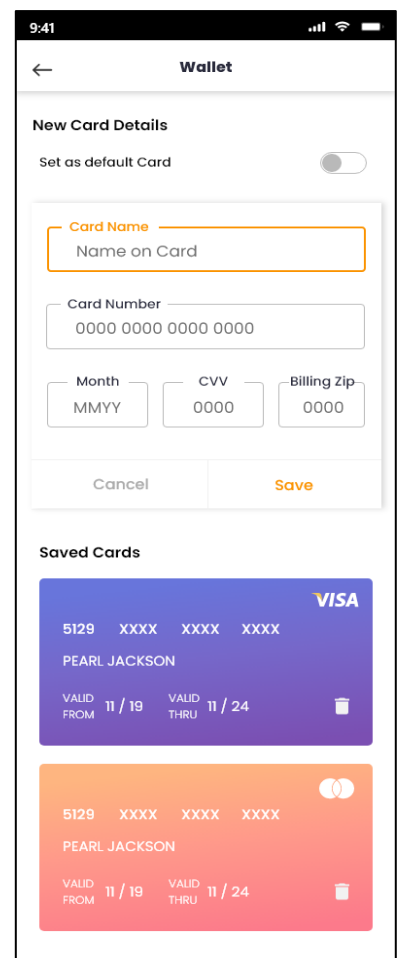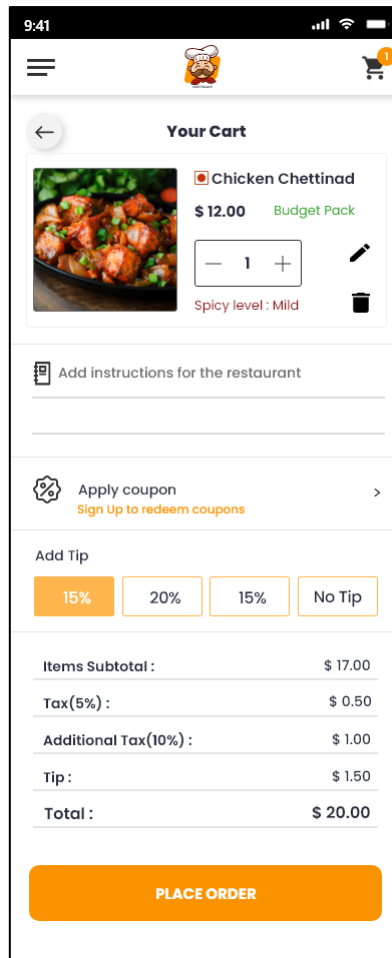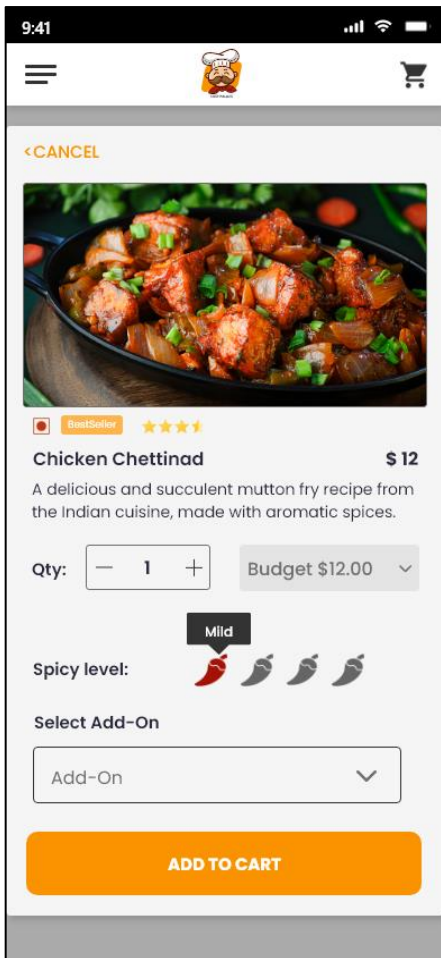
PROJECT TIMELINE / PROJECT DIARY

JANUARY 2022

WEEK 1

- Formal Orientation and onboarding process
- Started Learning Adobe XD and Figma
- Reading articles about UI/UX design

WEEK 2

- To design a cloud centric website for GYTWorkz
- Research about IT and cloud-based companies
- Design wireframes
- Design after feedback using grid system

WEEK 3

- To design a mock up website using grids, negative spacings, color theory
- Changing user interface to be consistent
- Following color and typography consistently throughout the website
- Observing changes in my previous work and comparing with new work.

FEBRUARY 2022

WEEK 4

- To design a landing page following responsiveness
- Design for mobile, tablet and laptop media screens
- Research about landing pages, find inspiration
- Use all the topics learnt while designing landing page.

WEEK 5

- Learnt about Golden ratio
- How to create a style guide
- Research about personas

WEEK 6

- Create personas and know the pain points for user
- Design onboarding process for calendar app
- Designed wireframes and started working on calendar app
- Research about how to shorten user experience also taking into consideration how to make experience easier for user.

WEEK 7

- Started working on POS project
- KT was conducted so that I understand the product well
- Was asked to research about POS and how drive thru in particular works
- Do color theory research on restaurant POS
- Made architecture design of the entire workflow.

MARCH 2022

WEEK 8

- Was assigned a task to design customer online ordering mobile app
- Did research and had daily stand-up calls to understand product
- Designed wireframes and got approved
- Started designing the app

WEEK 9

- Was assigned task to complete login and signup screens
- Started working on wireframes
- Then turned low fidelity wireframes to high fidelity
- Designed login and signup screens
- Designed forgot password, code verification, reset password screens.
- Completed the entire workflow.

WEEK 10

- Was assigned a task to design takeaway workflow screens
- This workflow consisted of menu, takeaway location, add to card, payment etc screens
- Worked on checkout, customer details, payment, order summary screens.
- Worked on scanning QR code, tracking order, and feedback screens

WEEK 11

- Designed remaining order modes, i.e., delivery and drive-thru
- Designed add location module in delivery section
- Adding new details and module to drive thru mode
- Completed all 3 mode workflow screens

APRIL 2022

WEEK 12

- Designed side menu for customer online ordering mobile app
- Completed my profile module screens - edit profile, add address, edit address, delete address, logout
- Finished my orders module screens – view all orders, reorder, give feedback and ratings to orders

WEEK 13

- Designed notifications module, add, edit and delete wallet
- Designed add to my favourites and add favourites to cart screens
- Started change password with code verification screens
- Added settings and help module screens

WEEK 14

- Started working on POS-Point of Sale project
- Started KT on POS and all the modules to be covered
- Learnt about cloud-based POS
- Existing and new features we can add to our product
- Read project documentation and made notes
- Started architecture design of the workflow

WEEK 15

- Was assigned a task to complete POS login workflow and also to design email templates
- Had a meet with product manager and designed email templates under his guidance
- Designed login with username and password screen
- Started forgot password, code verification, resend code, reset password screens
- Worked on setting up PIN and confirm PIN along with reset PIN screens

MAY 2022

WEEK 16

- Got my designs approved by project lead
- Login workflow was sent to development. Had meet with development team to explain the flow.
- Style guide was created and shared.
- Fixed the problems raised by development team. Learnt how to collaborate with development team and how to work and help each other.
- Was assigned task to design Dine-In order dashboard.
- Started with research on dine-in and how it works.

WEEK 17

- Designed Kanban board as order dashboard for Dine In
- Designed menu screen, how to add item, edit order, view and edit customer details screens
- Started on status of each order, timers, how to view customer and order details, added slider screens
- Got designs approved by project lead.

WEEK 18

- Designed add promo code module
- Added add tip by percentage and also by amount screens
- Added payment method module- added screen where you can tender the exact amount you want to pay. Cash, credit card, other payment methods were added
- Split the bill module was introduced. Designed and completed the split bill module screens.

WEEK 19

- Added new order workflow with previous implementations.
- Worked on table reservation module.
- Table reservation module was asked to redesign later.
- Got designs approved by project lead
- Entire workflow was sent to development. Had a meeting with development team to discuss the flow.

JUNE 2022

WEEK 20

- Was assigned a task to start working on takeaway workflow
- Did research on how takeaway works
- Made architecture design of entire process
- Designed wireframes with the help of architecture design
- Started designing Kanban board with all the status and timers
- Designed add item, view order and payment screens, also designed new order flow.
- Made sure consistency and accuracy was followed throughout the design.

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SOME IMPORTANT TOPICS COVERED DURING INTERNSHIP PERIOD

RESPONSIVE GRID VIEW

Material Design's responsive layout grid adapts to screen size and orientation, ensuring consistency across layouts.

The responsive layout grid is made up of three elements: columns, gutters, and margins.
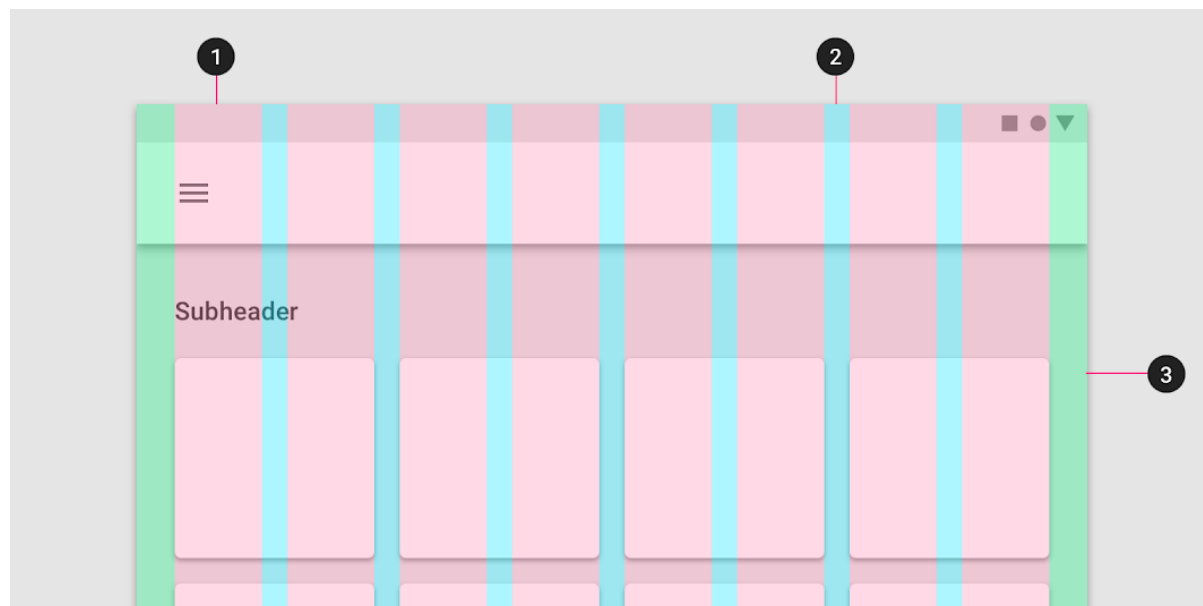
1.COLUMNS

Content is placed in the areas of the screen that contain columns.

In responsive layouts, column width is defined with percentages, rather than fixed values. This allows content to adapt to any screen size. The number of columns displayed in the grid is determined by the breakpoint range, a range of predetermined screen sizes. A breakpoint can correspond with mobile, tablet, or other screen type.
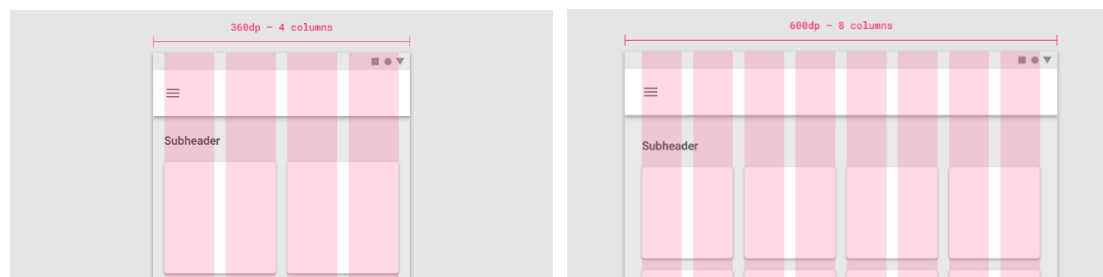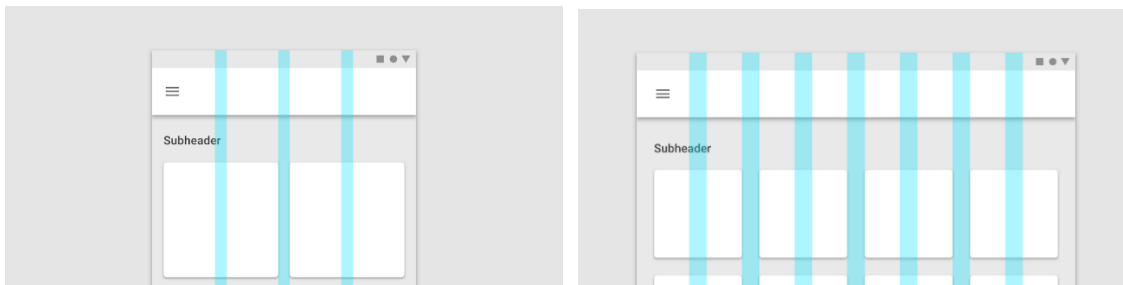
2.GUTTERS

A gutter is the space between columns that helps separate content.

Gutter widths are fixed values at each breakpoint range. To better adapt to a given screen size, gutter widths can change at different breakpoints.

Wider gutters are more appropriate for larger screens, as they create more open space between columns.
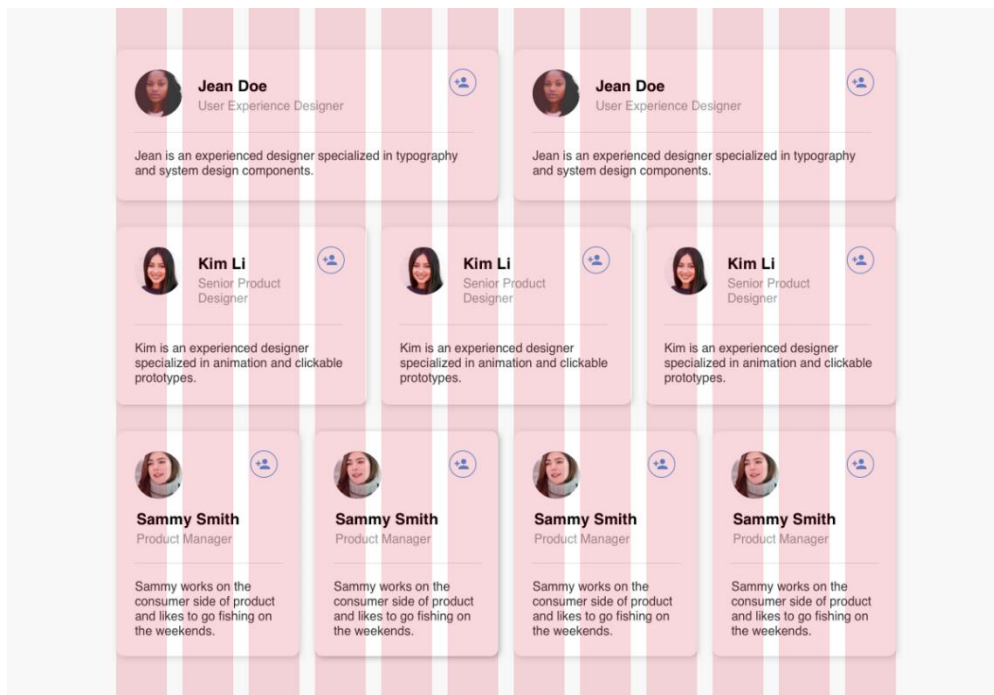
3.Margins

Margins are the space between content and the left and right edges of the screen. Margin widths are defined as fixed values at each breakpoint...
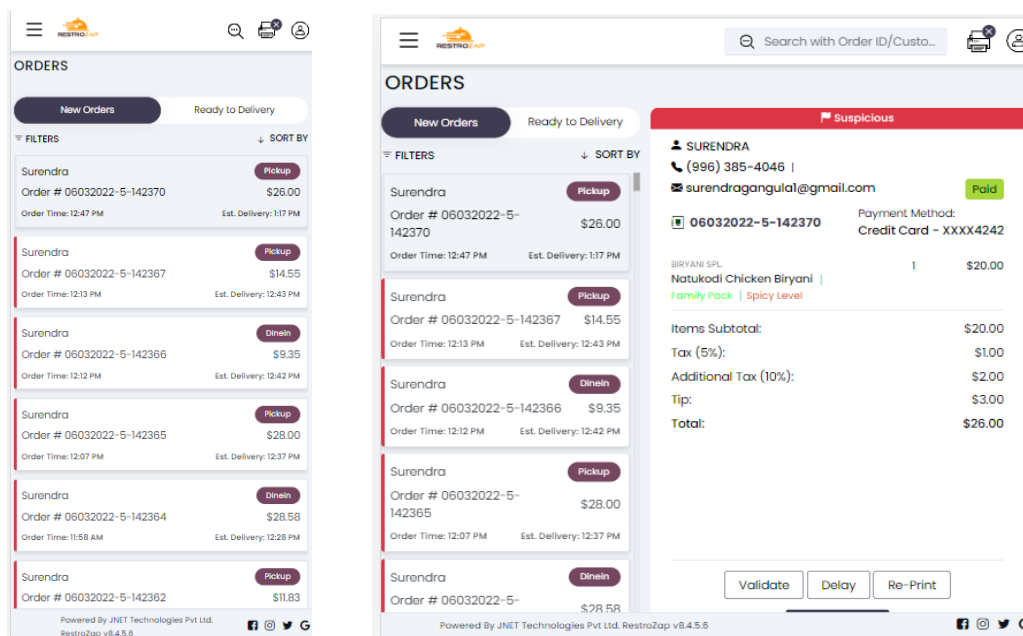
Margins are the space between content and the left and right edges of the screen.

Margin widths are defined using fixed or scaling values at each breakpoint range. To better adapt to the screen, the margin width can change at different breakpoints. Wider margins are more appropriate for larger screens, as they create more whitespace around the perimeter of content.

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SOME EXAMPLES OF RESPONSIVE GRID VIEW IMPLEMENTED

RestroZap online ordering website is design with responsive grid view.

Mobile   Tablet

Laptop

GOLDEN RATIO IN DESIGNS

What is the Golden Ratio?
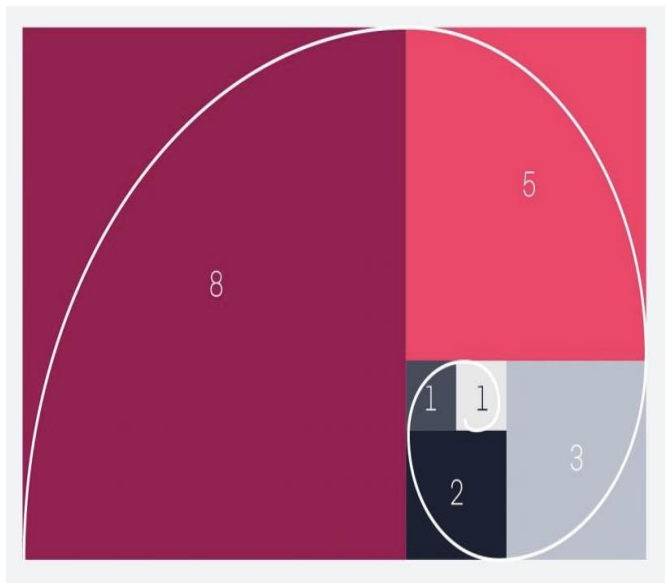
Also known as the Golden Section, Golden Mean, Divine Proportion, or the Greek letter Phi, the Golden Ratio is a special number that approximately equals 1.618. The ratio itself comes from the Fibonacci sequence, a naturally occurring sequence of numbers that can be found everywhere, from the number of leaves on a tree to the shape of a seashell.

The Fibonacci sequence is the sum of the two numbers before it. It goes: 0, 1,1, 2, 3, 5, 8, 13, 21, and so on, to infinity. From this pattern, the Greeks developed the Golden Ratio to better express the difference between any two numbers in the sequence.

How to use the Golden Ratio in design
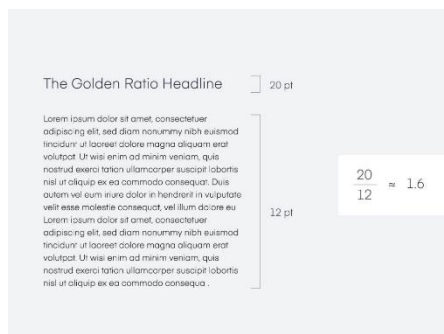
1. Typography and defining hierarchy

The Golden Ratio can help you figure out what size font you should use for headers and body copy on a website, landing page, blog post, or even print campaign.

2. LAYOUT

Leveraging the Golden Ratio can help you design a visually appealing UI that draws the user's attention to what matters the most. For example, a page that highlights a wide block of content on the left with a narrower column on the right can follow the Golden Ratio's proportions and help you decide where to put the most important content.
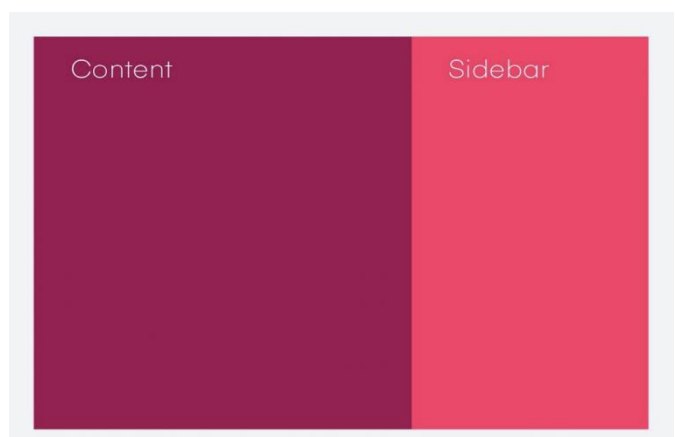
STYLEGUIDE COLORS & TYPOGRAPHY

When someone visits any website/ app, they don't care much about the graphics, they just go through the textual content and colors used in that. This is because texts and colors are the major sources of information. So, while creating content for your website you should take care of balancing the graphics and text. Selecting the right colors for your UI and applying them effectively can be a tricky task. You have to choose colors that go well with each other and create a sense of harmony within the design. You also want to pick the right accent colors to highlight elements like buttons and call-to-actions.

Base Size	⊕
16 px (100%/1em)	3.052rem/48.83px **A Visual Type Scale**
Scale	2.441rem/39.06px A Visual Type Scale
1.250 – Major Third ⌄	1.953rem/31.25px A Visual Type Scale
Google Fonts ⌐ Weight	1.563rem/25.00px A Visual Type Scale
Poppins ⌄ 400 ⌄	1.25rem/20.00px A Visual Type Scale
Preview Text	1rem/16.00px A Visual Type Scale
A Visual Type Scale	0.8rem/12.80px A Visual Type Scale
⊗ Reset All ⊓ Save for Later	0.64rem/10.24px A Visual Type Scale
	0.512rem/8.19px A Visual Type Scale

PRIMARY COLORS

B400
Pacific Bridge
#0052CC

N800
Squid ink
#172B4D

N0
Doctor
#FFFFFF

SECONDARY COLORS

R300
Poppy surprise
#FF5630

Y300
Golden state
#FFAB00

G300
Fine pine
#36B373

T300
Tamarama
#00B8

B400
Da' juice
#6554C0

GYT
WORKZ
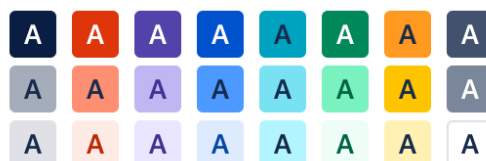
MY REFLECTIONS / INTERNSHIP EXPERIENCE

My experience here at GYTWorkz has been a superb and developing experience.

I took in the benefit of valuing the potential opportunity and establishing a decent first connection. Being in a climate that was so uplifting assisted me with extending my imaginative limits.

As an understudy, you most certainly feel like you are having an effect and you are encircled by probably the savviest individuals in the business. It pushes you to give it your best each and every day.

Over a time of a half year, I met a great deal of superb individuals and was honoured with astonishing coaches. They assisted me with extending my viewpoint and inventiveness as a UI/UX Designer. It was an astonishing encounter to work with such a strong group and an organization that puts incredible worth on plan.

Considering that it was my most memorable modern experience, I have very much taught incredible skill in hard working attitudes, both exclusively personally and furthermore in my functioning decency.

The greatest test during my temporary job was correspondence. I needed to figure out how to really convey my plan and I figured out how to depict a plan according to the client's point of view and creator's viewpoint.

One significant example I gained from this entry level position is that design planning is a cycle. I figured out how to begin an undertaking and the method for proceeding with a plan bit by bit. I learned data plan, interface configuration, Design research approaches, conceptualizing, wireframing, prototyping, testing and different details.

Working here in a venture with a group of individuals liable for various areas, sharpened me in synchronizing great and subsequently upgraded my presentation.

I got knowledgeable with the truth of keeping up with balance between the inventiveness degree and fulfilling time constraints all the while.

With such capable, empathetic and steady coaches, this experience has assisted me with accomplishing my objective.

"Being grateful towards what I acquired till now, and hopeful towards more learnings to be acquired "

---Thank You ---

GYT
WORKZ

REFERENCES

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https://mycolor.space/

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