

# Ahmad Dahlan Hafizh

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Saadiyat Island, Abu Dhabi, UAE - Jakarta, Indonesia

## EXPERIENCE

- **Sharjah Biennial 16** [🌐] February - May 2025  
*Interpretive Content Developer - Indonesian Art* Sharjah, UAE
  - Collaborated with a curatorial team of five, specializing in works by 7 Indonesian artists featured in a regionally diverse exhibition.
  - Provided contextual framing to connect local artistic narratives, such as women-led island communities, to broader global discourses.
  - Assisted in interpretation through wall texts, guided tours, and visitor engagement; contributed to monthly outreach of over 500 museum visitors.
- **Center for Behavioral Institutional Design (C-BID)** [🌐] October 2023 - March 2024  
*Student Assistant Researcher* Abu Dhabi, UAE
  - Supported a global study on national stereotypes with 65,000 participants from 70+ countries, covering 90% percent of the world's population and wealth.
  - Assisted over 80 Indonesian respondents during lab sessions and bridged clear communication between researcher and participants.
  - Translated over 50 materials weekly, including surveys, videos, and responses with the final output expected by 2025.
- **Al Sadeem Observatory** [🌐] February - May 2023  
*Wayfinding Designer - Team Leader* Abu Dhabi, UAE
  - Led a team of 4 in a collaboration with the observatory to improve laboratory wayfinding systems.
  - Conducted field surveys and coordinated with Abu Dhabi City Municipality to secure approval for infrastructural adjustments, including road access and signage.
  - Secured support from three key stakeholders, the system was implemented in 2024 and increased visits by 20% by 2025.
- **Marhaba House** [🌐] January 2022 - Present  
*Co-founder* Magelang, Indonesia
  - Marhaba House empowers students with disabilities through inclusive education, bridging faith, practical skills, and community support to open new paths to employment and dignity.
  - Co-founded and developed a non-profit organization focused on providing Islamic education, entrepreneurship training, and life skills to deaf and blind students.
  - Grew the program to reach over 300 students with a dedicated team of 13 teachers, supported by local staff and volunteers through regular community events.
  - Built and maintained formal partnerships with local authorities and the Indonesian Ministry of Religious Affairs, securing 7,500 USD in funding (2025) for learning tools, laptops, and educational resources.

## SKILLS

- **Programming Languages:** Python, C++, R, JavaScript
- **Design:** Adobe Illustrator, Photoshop, Premiere, DaVinci Resolve
- **Interactive Systems:** Unity, Unreal Engine 4, TouchDesigner
- **Digital Humanities:** Voyant Tools, Orange, RMarkdown
- **Interest:** Cooking, Badminton, Dragonboating, Breakbeat music

## EDUCATION

- **New York University Abu Dhabi** 2022 - 2026  
*Interactive Media* Abu Dhabi, UAE
  - GPA: 3.2/4.00