

# Ayyub Abdurrahman

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## SUMMARY

As a seventh-semester Information Systems student with a strong interest in UI/UX design, I am eager to continue learning and growing in product design, user research, and interactive prototyping. I led a design project during my fourth semester, where I also developed user flows, wireframes, and high-fidelity prototypes using Figma. I am continuously improving my skills in applying design thinking methodologies, conducting user interviews, creating personas, and mapping user journeys to create intuitive interfaces. So far, I have been involved in various academic and collaborative projects focused on solving real-world problems through digital design. These experiences have helped me gain a deeper understanding of the importance of inclusive and research-driven UI design

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## EXPERIENCE

### Laboratory Assistant - Information System

Universitas Ahmad Dahlan | March 2025 - July 2025

- Appointed as the lead for UI (User Interface) design during lab sessions. Took responsibility for overseeing the visual design process, ensuring consistency, accessibility, and adherence to design best practices.
- Assisted lecturers in practical sessions for the course User Experience Research and Design, guiding students in applying UI/UX principles using digital design tools.
- Mentored students in using design tools such as Figma for wireframing, prototyping, and creating interactive interfaces.

### Capstone Project – LaporPak

UI Designer & Frontend Developer | March 2025 – June 2025

- Designed the user interface (UI) for LaporPak, a web-based platform for public reporting and data verification to enhance transparency and service efficiency for local government institutions.
  - Developed and implemented responsive and consistent frontend components using Vue.js and Bootstrap, ensuring an attractive and user-friendly interface.
  - Applied basic user experience (UX) considerations by creating prototypes and refining interface elements to meet functional needs and improve usability.
  - Collaborated with development teams to translate designs into interactive and accessible web interfaces.
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## SKILLS

- UI/UX Design Tools: Figma
- Design Frameworks: Design Thinking
- Prototyping & Wireframing: Low-fi to hi-fi prototypes, interactive flows
- Basic Web Knowledge: HTML/CSS

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## EDUCATION

### Bachelor of Computer Information Systems

Universitas Ahmad Dahlan | Bantul, Special Region of Yogyakarta | 6th Semester | GPA : 3.49

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## PROJECTS

### [VestiPoint](#) - (March 2024 - July 2024)

- Led a team project focused on designing a digital solution to raise awareness about fashion waste.
- Oversaw the end-to-end [UX process](#), including planning, conducting user research (surveys, interviews, empathy mapping), and synthesizing findings into actionable insights.
- Coordinated team tasks and facilitated collaboration in defining user personas, journey maps, and feature prioritization.
- Directed the UI design process using Figma, ensuring consistency, clarity, and alignment with research outcomes.

### [Capstone Project](#) - (March 2025 - July 2025)

- Designed the user interface (UI) for LaporPak, a web-based platform for public reporting and data verification to enhance transparency and service efficiency for local government institutions.
- Developed and implemented responsive and consistent frontend components using Vue.js and Bootstrap, ensuring an attractive and user-friendly interface.
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### [Twomorrow](#) - (August 2025)

- Redesigned the official website of Twomorrow as part of JCH Competition #2, transforming the focus from e-commerce into an exclusive consultation experience.
- Applied brand guidelines by maintaining core identity (logo, font, and color palette) while enhancing storytelling, visual hierarchy, and immersive layout.
- Improved navigation structure with sections such as "Bespoke," "Diamonds," "Client Stories," and "Book a Consultation" to align with the competition brief.
- Refined UI elements to highlight luxury, personalization, and emotional connection with the target audience.

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## ACHIEVEMENT

- Best Product Innovation Award – Capstone Project, Universitas Ahmad Dahlan (July 2025)
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## CERTIFICATION

- **UI/UX Design Intensive Bootcamp – MySkill (2025)**  
Completed an intensive training covering design thinking, user research, wireframing, prototyping, and usability testing.

