

# BAYANI ADAM SASAKI

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## PROFILE

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Information Technology student with hands-on experience in technology, skilled in Frontend web development, mobile development, and UI/UX design. Highly motivated to continuously develop skills in the technology field and make a positive contribution to the advancement of the industry and its social impact. Committed to continuous learning and development, I strive to create innovative user-focused solutions.

## EDUCATION

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**Bachelor of Information Technology, Bumigora University** September 2022 - Present

- GPA: 3.76/4.00
- Relevant Courses: Web Design, Android, Web Programming, Mobile Programming.
- Achievement: Merdeka Student Exchange 3

## EXPERIENCE ORGANIZATION

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**UI/UX BUMIGORA UNIVERSITY** November 2022 – Present

Position : Leader, UI/UX UBG

- Led various training sessions and workshops on design using Figma, involving over 50 participants.
- Focused on developing members' design skills through collaborative projects and hands-on mentoring.
- Assisted the team in designing intuitive user interfaces tailored to project needs.

**PROGRAMMING COMMUNITY BUMIGORA UNIVERSITY** November 2022 – Present

Position : Core Team Student Resources Development

- Managed web and mobile development classes with a structured and targeted learning approach.
- Contributed to the development of training materials to support participants' skill enhancement.
- Supported members in collaboratively completing community projects.

**GOOGLE DEVELOPER STUDENT CLUBS BUMIGORA UNIVERSITY** October 2022 –October 2023

Position : Member 2022

- Participated in various training sessions and coding challenges, such as the cashier algorithm challenge, to improve technical skills.
- Engaged in training and collaboration sessions to broaden understanding of technology and web application development.

## EXPERIENCE PROJECTS

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**BAZNAS** – Nusa Tenggara Barat, Indonesia

January 2025 – Present

Position: UI/UX, Website Badan Amil Zakat Nasional (BAZNAS)

- Led the design of the user interface and prototypes for the BAZNAS website, ensuring an intuitive and engaging user experience through well-structured design and interactive prototypes.

**BIRODINAMIKA PSIKOLOGIS** – Nusa Tenggara Barat, Indonesia

December 2024 – Present

Position: UI/UX, Dinamicare App

- Managed the design of Dinamicare App for both client and psychologist interfaces using Figma. Developed structured wireframes, high-fidelity designs, and interactive prototypes to enhance user experience and functionality.

## EXPERIENCE COURSES

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**BINAR ACADEMY** – Jakarta Selatan, Indonesia

April 2024 – June 2024

Design Thinking UI/UX Course

- Fundamental UI/UX.
- Design Thinking process in UI/UX.

**ITFAIR BANDUNG X PT TOPINDOKU** – Bandung, Indonesia

February 2024

UIUX Competition and UIUX Design Academy

- UIUX Competition ITFAIR BANDUNG.
- Bootcamp UIUX by Topindoku.
- Learn Figma tools.
- Learn about UX Research, User-Friendly Design, Usability Testing, Design System, and Wireframing.

**DEVSIGNER LABS** – Jakarta, Indonesia

August 2023 – October 2023

Web Developer and UI/UX Designer Collaboration

- Collaborated with UI/UX team and web developers to address manual challenges in tracking monthly bills and reporting issues in boarding houses.
- Focused on improving residents' living experience with innovative and efficient solutions.

## SKILLS

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**Software :** Visual Studio Code, Android Studio, Figma, Canva.

**Soft Skills :** Public Speaking, Problem Solving, Research, Effective Communication, Critical Thinking.

**Hard Skills :** Design Thinking, React Js, Tailwind Css, Flutter