BETHARIA PRANESTI NUR PAFITRI

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Jawa Tengah, Indonesia 57291

Graduate of S1 Informatics from Amikom University Yogyakarta who has an interest in a career in the field of Software Engineering, especially in the field of UI/UX design. The reason for choosing a Software Engineer (UI/UX) career is because it is relevant to my educational background. Proficient in using Figma, Visual Studio Code, Trello and other IT applications. Aspiring to develop into a professionally skilled Software Engineer, I am very enthusiastic about the prospect of joining as a Software Engineer, especially UI/UX. Have a UI/UX Mastery certified MySkill Bootcamp in 2023.

Education Level

SMA Negeri 1 Sragen - Sragen, Jawa Tengah   Jul 2017 - Jul 2020

MIPA

- Education: Enjoys practical work in the laboratory and likes to analyze calculations.
- Organization: joins the OSIS, is included in the PPBN division and the Dewan Ambalan Pramuka, as a Pemangku Adat.
- Extracurricular: Enjoys the field of dance arts, often participating in extracurricular activities outside of school to gain additional experience.

MySKill   Nov 2023 - Dec 2023

Boocamp UI/UX

- Learn: problem & competitor analysis, solution ideation, UX writing, Low-Fi wireframe, Design components with Figma, high fidelity wireframe, and prototyping & usability testing.

Universitas AMIKOM Yogyakarta - Sleman, DI Yogyakarta   Sep 2020 - Jan 2024

Bachelor Informatics Student

- Education: Enjoys design aspects (UI/UX) and has a growing interest in learning coding (frontend) on the side.Organization: Joined HMIF, actively participated for two terms and served in a regional organization under the Family of Sragen Student (KMS), as a daily organizer for one term.

Project Experience

Indonesian Cultures Website - as Frontend   May 2022 - Jul 2022

- Collaborate with the web design team to create exceptional user experiences. I also optimize website performance to ensure fast loading times and support for a wide range of devices.
- Building a high performing website front-end for Indonesian culture. The code base is delivered in modern HTML, CSS, and JavaScript.

Top-Up Game Website - as Scrum Master   May 2023 - Jul 2023

- Ensuring that the team follows the Scrum methodology and adheres to Agile principles, managing and facilitating the product development process efficiently, being responsible for removing obstacles, and ensuring good collaboration among team members.
- It is a platform that enables users to purchase diamonds or virtual coins in online games, allowing players to enhance their characters and acquire in-game items more quickly and conveniently. With various available payment methods, gamers can easily obtain diamonds without having to spend a long time collecting them through gameplay.

Revamp the Shell Asia Application - as UI Designer   Nov 2023 - Dec 2023

- In undertaking the role of a UI Designer for the application revamp, I blend creativity with functionality to craft a more engaging and intuitive user interface. Analyzing user needs and identifying areas for improvement, I design UI elements aimed at enhancing navigation and overall user experience. Attention to detail is paramount to ensure consistency and comprehensive aesthetics, all while considering responsiveness and usability factors. With a focus on modern aesthetics and current design trends, my goal is to bring positive changes to the updated application.
- Collaborated with a team to enhance the Shell Asia application. The project starting from ideation, research, to high-fidelity design, along with documentation presented in the form of a presentation.

Organisational Experience

Keluarga Mahasiswa Sragen (KMS) - Sragen, Jawa Tengah   Feb 2022 - Mar 2023

Badan Pengurus Harian

Served for one term on two committees, worked as a member of the economic and business section at the Sragen University Expo (2022) and worked as secretary at the KMS Basketball event (2023)

- Communicate and work with the founder for the bazaar as economic and business coordinator. Success in realizing income in accordance with the budget with the Memorandum of Understanding (MOU) policy.
- Communicate and work with provincial government officials as secretary for basketball competitions. Success in holding the governor's cup basketball competition.

Himpunan Mahasiswa Informatika (HMIF) - **Universitas Amikom Yogyakarta**   Sep 2021 - Sep 2022

Anggota Pengurus

Serving for one term on four committees, serving as a member of the scientific section at the HMIF Dedicated to School (2021), being a member of the secretariat section at the Expo Amikom (2021), being the coordinator of the consumption section at the Upgrading II (2022), and being the coordinator of the sponsorship section at Seminar Nasional Informatika (2022)

- Communicate and collaborate with presenters as members of the scientific section at community service events. Successfully organize the selection of materials during the event.
- Assist the secretary in managing the administration of participants as members of the secretariat section. Succeeded in getting the target participants during the registration schedule
- Communicate and collaborate with food caterers as consumption section coordinator. Successfully manage consumption expenses according to budget.
- Communicate and work with company owners as sponsorship coordinator. Success in realizing income exceeding the budget target with the Memorandum of Understanding (MOU) policy.

Himpunan Mahasiswa Informatika (HMIF) - **Universitas Amikom Yogyakarta**   Sep 2022 - Sep 2023

Pengurus Inti

Served for one period on two committees, working as coordinator of the secretarial section at the Amikom Expo (2022) and working as a member of the secretarial section at the Seminar Teknologi Amikom (2022)

- Assist the secretary in managing the administration of participants as coordinator and members of the secretariat section. Succeeded in getting the target participants during the registration schedule

Skills, Achievements & Other Experience

- **Link Portofolio:** ⊘:
- **Link Sertifikat UI/UX:** ⊘: