

DIAN MAHARANI

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UI/UX DESIGNER

Interested in the subject of product design and how it can help people through feedback and research; continuing to learn and be curious about user experience, digital product design, and design systems; and familiar with Figma as an end-to-end design process. I've worked on some UI design projects for websites and mobile apps.

KEY COMPETENCIES

Wireframing, prototyping, and intuitive interaction design skills for creating UI.

Visual design such as color theory, typography, layout principles, and creating visually engaging interfaces.

Understanding user behavior, needs, and challenges for creating product.

EXPERIENCE

Mental Health Tracker UI/UX Designer

February 2024

Create UI/UX design for the Mental Health Tracker website (MHT). MHT is a website that cares about the mental health of students in particular Telkom University Purwokerto with features of mood tracking, artikels, and communities

ALUTSISTA UI/UX Designer

December 2023

Create UI/UX design for Alat Utama Sistem Pertahanan (ALUSTISTA) Negara Kesatuan Republik Indonesia which website will be used by the Ministry of Defence. The website has a tool or weapon lending feature online.

Unilever UI/UX Designer

October 2023

Creating a design UI/UX of the Unilever website as one of the lecturer's projects that will be proposed to Unilever. The website focuses on tracking the palm coconut, where it became a solution to the threat of managing palm coconut on Unilevers company at the time.

EDUCATION & CERTIFICATIONS

Telkom University Purwokerto (student)
Majors: Informatics

1st Winner of National Digital Poster Competition on Informatics Festival
Informatics Engineering Association Teacher' Union

Front-End for Beginner
Dicoding

EXTRACURRICULAR ACTIVITIES

Student Executive Board
secretary's cabinet

E-sport Student Activity Unit
Event Organizers Staff

Informatics Engineering Student Association
Internship member