

PORTOFOLIO

Achmad Wildan Wahfiudin

UI/UX Design



Halo, Saya

Achmad Wildan Wahfiudin

UI/UX Design



Tentang Saya

Saya Achmad Wildan Wahfiudin, lulusan Universitas Gunadarma jurusan Sistem Informasi yang mencari peluang baru yang memungkinkan saya untuk belajar banyak hal.

Saya memanfaatkan pemikiran desain dalam pekerjaan untuk membantu membentuk layanan berdasarkan kebutuhan pengguna.



Hire me



Achmad Wildan Wahfiudin



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Resume



Pendidikan

2013-2016

SMA MANDALAHAYU

IPA

2016 - 2020

Gunadarma University

S1- Sistem Informasi



Pengalaman

2021

RickRocks Store

Admin

2022

Bootcamp Sanbarcode

UI/UX

2022

Permata Bank

Admin Support

2022

Bootcamp Habiskerja

UI/UX

Tools



KEMAMPUAN

UI/ UX Design

User Interface

Communication

Design Thinking

Prototyping

Wireframing

Poster



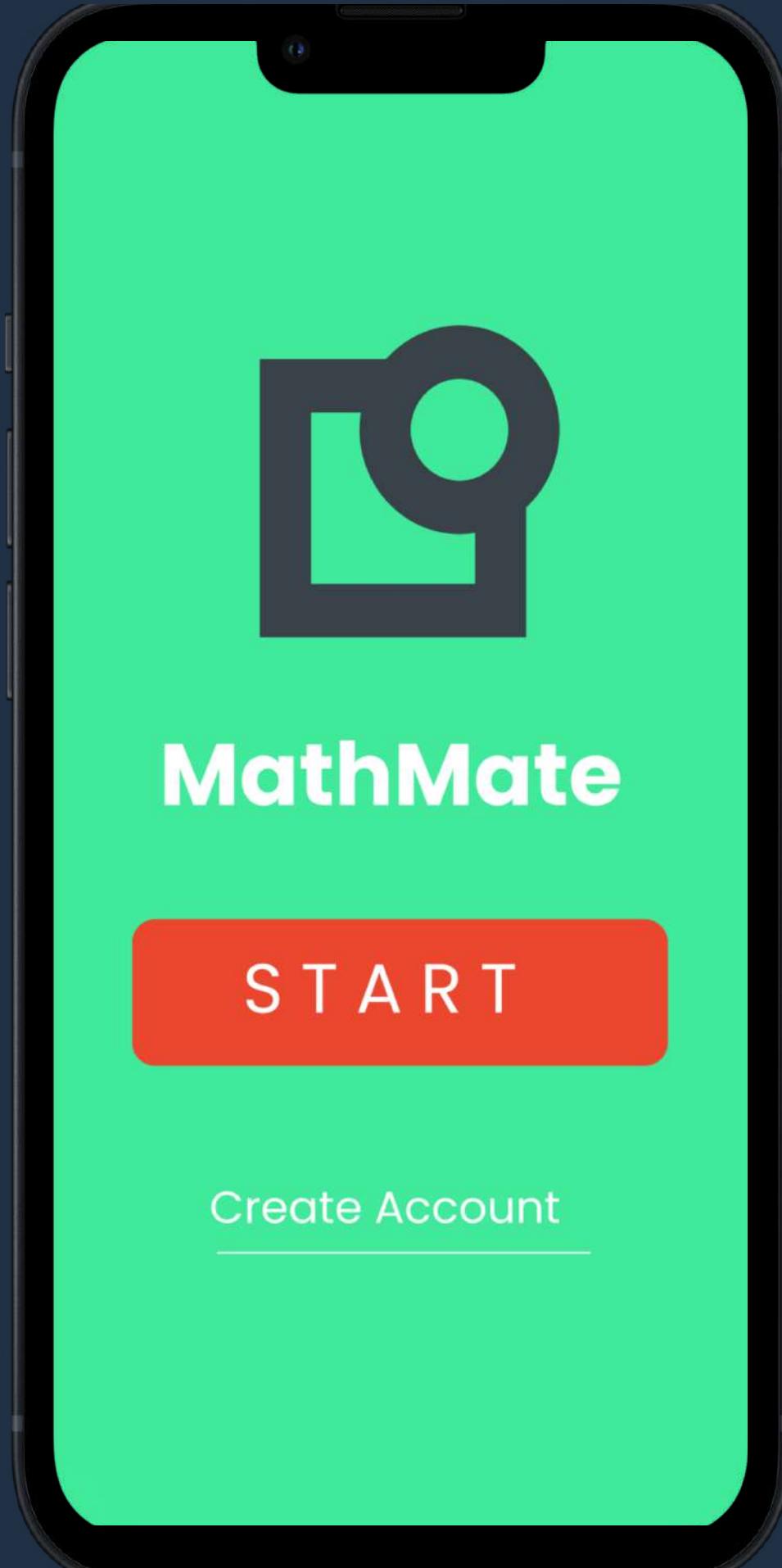
BOOTCAMP PROJECT

SanberCODE

Project

MathMate

Desain Aplikasi mobile



Ringkasan

“MathMate” adalah aplikasi yang memberikan kemudahan bagi pengguna untuk pembelajaran Matematika untuk siswa/siswi SMA. Terdapat berbagai fitur di dalamnya seperti tersedianya materi, pembahasan soal, video penjelasan, dapat bergabung di dalam grup dan dll

Typography dan Warna

Primary color



17A664

Secondary color



991400

Neutral color



000000 FFFFFF

Typography

Base Value: 16 Scale: 1.25

Poppins

61px 3.812rem	31px 1.938rem	16px 1.000rem
49px 3.062rem	25px 1.562rem	13px 0.812rem
39px 2.438rem	20px 1.250rem	10px 0.625rem

Bagaimana Cara Mengerjakannya?



Research Plan

1. Project Brief

Membuat aplikasi yang lebih menarik dan lebih mudah digunakan selama pembelajaran online siswa SMA

2. Background

Materi yang kurang lengkap selama pembelajaran online bagi anak-anak SMA

Karena Covid19 Sebagian Siswa di Indonesia berubah menjadi pembelajaran online

Kita ingin memahami kenapa user tidak dapat bejalar secara maksimal dan informasi lain yang kita tidak ketahui tentang itu.

4. Business Objectives

Goals nya adalah Untuk memastikan User dapat dengan mudah dalam mempelajari metode secara online

5. Research Success Criteria

Berhasil dalam membuat solusi dan ide dalam metode pembelajaran online

6. What the deliverables

- User Persona
- Affinity Diagram
- User Journey Map
- Insight Report

Participant

10. Define the target Audience

Merupakan Siswa SMA
Melakukan Pembelajaran Secara Online
Menggunakan Handphone / Laptop
Aktif Bersekolah

Objectives

3. Research Objectives

1. Memberikan aplikasi yang lebih ringan dan tidak membutuhkan terlalu banyak data.
2. kita ingin memahami pikiran user, kebutuhan, dan masalah yang dialami selama pembelajaran online
3. Kita memberikan suatu Informasi yang dibutuhkan untuk memudahkan user dalam pembelajaran online.
4. Kita ingin memberikan materi pembelajaran tambahan yang lengkap dan dapat dipahami user

Hypothesis

7. Assumptions

1. User kesulitan mengakses materi karena koneksi sinyal yang lambat
2. Siswa mengalami penurunan nilai dan mengalami kesulitan dalam memahami materi yang disampaikan
3. User menginginkan materi yang diperoleh dapat mudah dipahami dan pembelajaran yang dilakukan lebih interaktif

Methods

8. Quantitative Methods

online survey

9. Qualitative Methods

1:1 interview (2 partisipan)

Timeline

11. Timeline Recruiting Participant

- 3 Hari (7, 8, 9 Januari 2022)

12. Timeline Research + Analysis

- 5 hari (10-14 Januari 2022)

13. Timeline Final Delivery

- 15 Januari 2022

User Interview

Set a goal

After-session Notes

Make a plan

Melakukan interview



Membuat skrip interview

Menentukan lokasi interview

User Pesona



Marsya Fahri Aziza

Demographics

Age : 18

Location : Sumatra Barat

Educatiion : Student

Gender : Female

Biography

Siti merupakan seorang siswi SMA kelas XII yang telah melalui masa pembelajaran online selama dua tahun.

Goals

- Dapat memahami materi dengan lebih baik dalam keadaan pembelajaran online.
- Membantu menaikkan nilai.

Behaviors

- Menggunakan mobile untuk melakukan pencarian materi
- Mencari materi atau pembahasan soal dengan cara googling, melalui di website media pembelajaran online.
- Mengumpulkan tugas langsung ke sekolah

Frustration

- Kendala jaringan dan kuota
- Kurangnya interaksi dengan guru
- Sulit memahami materi karena tidak adanya penjelasan oleh guru

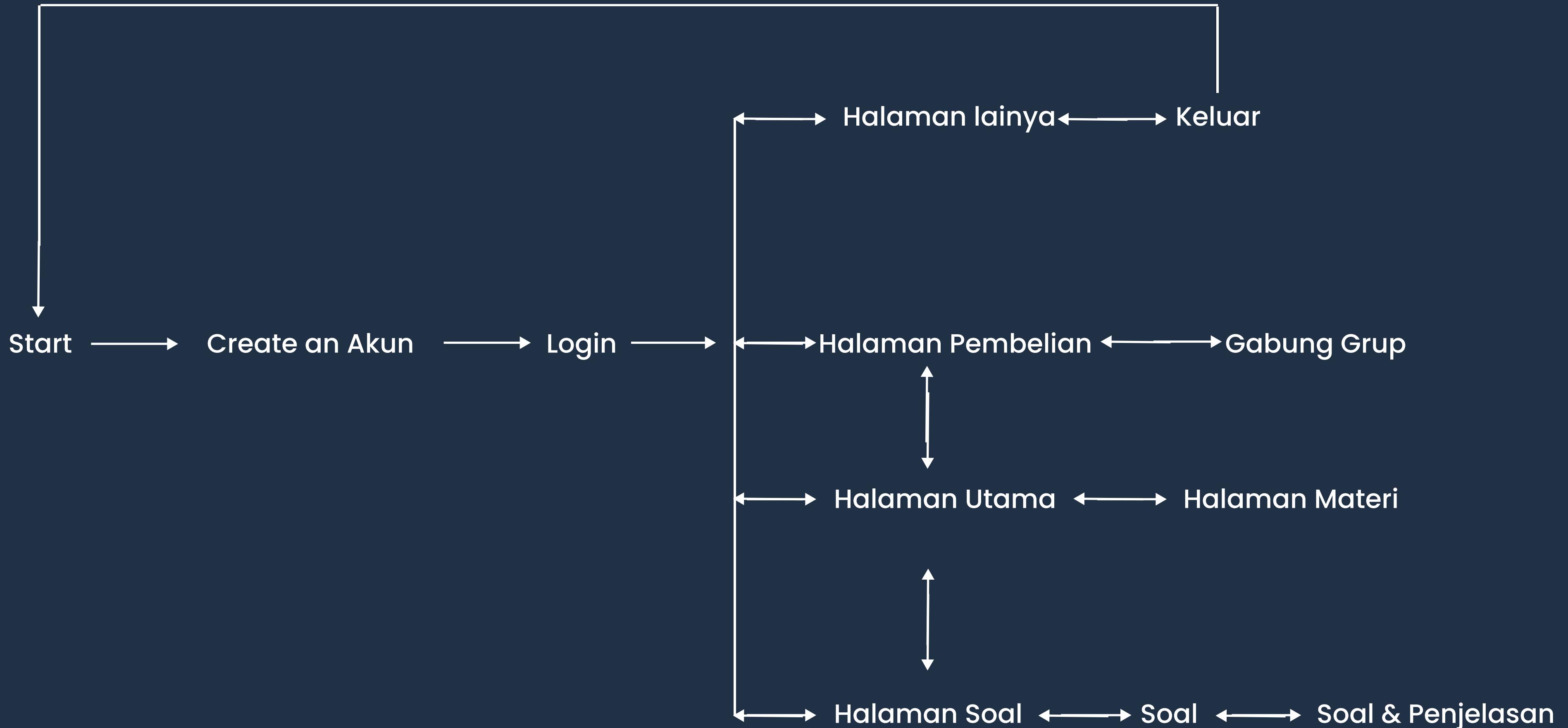
Needs

- User membutuhkan materi yang terpercaya, singkat, jelas dan mudah dipahami
- Membutuhkan fitur untuk mengunduh materi hingga user dapat mengakses materi dalam keadaan offline
- Adanya fitur untuk interaksi antar murid dan pengajar, misalkan adanya live stream
- Membutuhkan grup diskusi untuk bertukar pendapat antar siswa mengenai materi

Brand Loyalty



User Flow



Wireframe

Lo Fi

The wireframe illustrates a mobile application interface for learning mathematics. The application features a dark-themed navigation bar at the bottom with icons for home, profile, search, cart, and settings.

Home Screen: Displays a user profile icon, the text "Math", and a large button labeled "START". Below it are buttons for "Create Account" and "Sign Up".

Create an Account: Form fields for Name, Username, Password, and No. Tele. A "Sign Up" button is located below the form.

Log In: Form fields for Name and Password. An "Remember Me" checkbox and a "Log In" button are present. Below the form is a link to "Forgot your password?".

Hi, Siti! (User Profile Screen): Displays the user's name, a "Cart" button, and a message: "Selamat datang di grup Geometri Bidang Datar dan pernanya di grup". Buttons for "Geometri Bidang Datar" and "Geometri Bidang Ruang" are shown. At the bottom are links for "Mean, Median, Mode" and "Klik Fungsi Trigonometri".

Kelompok Saya: A list of groups the user is part of, including "Matematika Saya", "Matematika Keluarga", "Matematika Keluarga", "Matematika Keluarga", "Matematika Keluarga", and "Matematika Keluarga".

Halaman Grup: Shows a list of group posts. One post by "Tina" is visible, with options to "Like", "Comment", "Share", and "Delete".

Sudut: Shows a post by "Sudut" with two attachments: "sudut.pdf" (Pg. 10) and "sudut.pptx". Below the post are buttons for "Balas", "Share", and "Delete".

Geometri Bidang Datar: Shows a post by "Geometri Bidang Datar" with two attachments: "geometri.pdf" (Pg. 10) and "geometri.pptx". Below the post are buttons for "Balas", "Share", and "Delete".

Geometri Bidang Datar: A detailed view of the "Geometri Bidang Datar" post, showing its content and interaction options.

Anda Yakin Keluar? (Logout Confirmation): A dialog box asking if the user is sure they want to log out, with "Batal" and "Keluar" buttons.

Design

Hi Fi

The image consists of six screenshots of the MathMate mobile application. 1. **Splash Screen:** A green screen featuring a large stylized '9' icon and the text 'MathMate' followed by a 'START' button. 2. **Create an Account:** A form with fields for Name, Username, and Password, along with 'Next Step' and 'Sign Up' buttons. 3. **Log In:** A form with fields for Email/Username and Password, a 'Remember me' checkbox, and a 'Log In' button. 4. **Main Dashboard:** A grid of cards titled 'Kumpulan Soal Matematika'. The cards include: 'Soal Matematika Kelas 1 SD', 'Soal Matematika Kelas 2 SD', 'Soal Matematika Kelas 3 SD', 'Soal Matematika Kelas 4 SD', 'Soal Matematika Kelas 5 SD', 'Soal Matematika Kelas 6 SD', 'Soal Matematika Kelas 7 SMP', 'Soal Matematika Kelas 8 SMP', 'Soal Matematika Kelas 9 SMP', and 'Soal Matematika Kelas 10 SMA'. 5. **Campaign Page:** A card titled 'Kumpulan Soal Geometri Bidang Datar' with a list of sub-topics: 'Luas Segitiga', 'Luas Jajar Genjang', 'Luas Persegi Panjang', 'Luas Lingkaran', 'Persegi dan Persegi Panjang', 'Segitiga dan Segitiga Sama Sisi', 'Jenis-Jenis Segitiga', 'Pengertian Segitiga', 'Pengertian Segitiga Sama Sisi', 'Pengertian Segitiga Sama Tinggi', 'Pengertian Segitiga Sama Alas', and 'Pengertian Segitiga Sama Kaki'. 6. **Video Player:** A video player interface showing a thumbnail of a person working at a desk, with controls for volume, brightness, and a progress bar.

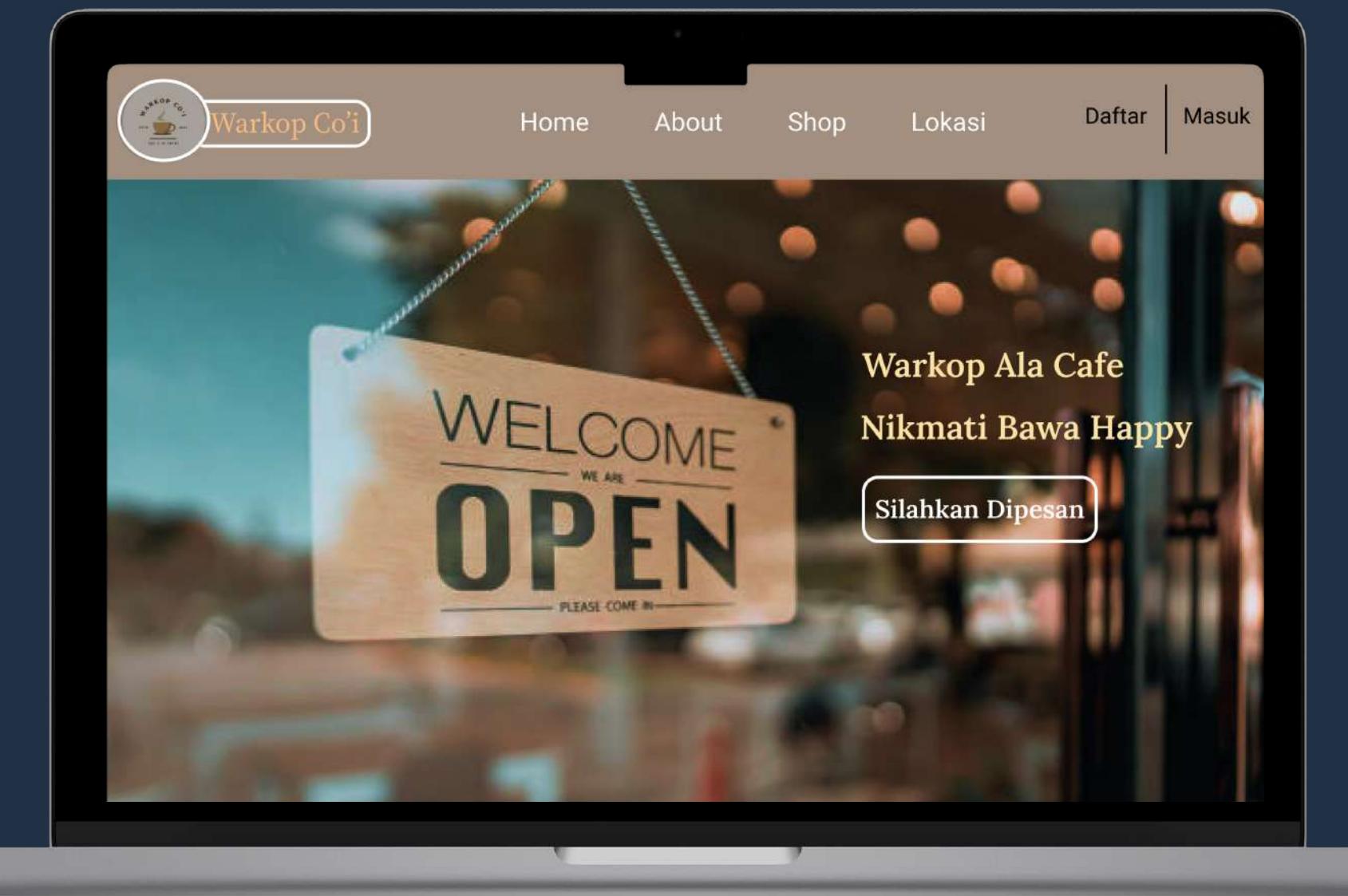
The image consists of seven vertical screenshots from a mobile application, likely a game, illustrating geometric concepts. Each screen has a light green header with a back arrow and a close button. The first three screens show a character named 'Sudut' (Angle) standing next to a diagram of a triangle with various angles labeled. Below the diagram are four green buttons labeled 'Bentuk', 'Mengenal', 'Dua Sudut', and 'Tiga Sudut'. The next three screens show a character named 'Geometri Bidang' (Plane Geometry) standing next to a diagram of a square with various angles labeled. Below the diagram are four green buttons labeled 'Bentuk', 'Mengenal', 'Dua Sudut', and 'Tiga Sudut'. The final screen shows a character standing next to a diagram of a square with various angles labeled. Below the diagram are two green buttons labeled 'Bentuk' and 'Mengenal'. At the bottom of each screen is a green footer bar with icons for home, back, forward, and search.

INDEPENDENT STUDY PROJECT

Project

Warkop Co'i

Desain Website



Ringkasan

“Warkop Co’i” adalah Website yang memberikan kemudahan bagi pelanggan atau pengunjung untuk berbelanja. Terdapat berbagai fitur di dalamnya seperti Menu, Penjelasan tentang Wakop Co’i, video dan lokasi tempatnya berada

Typography dan Warna

Primary color



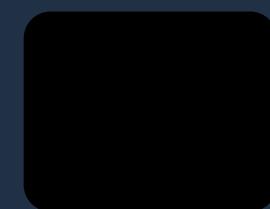
CBA47A

Secondary color

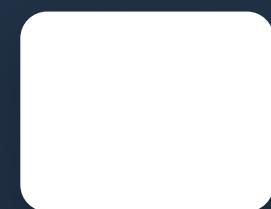


A38F7F

Neutral color



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FFFFFF

Typography

Poppins

61px
3.812rem

31px
1.938rem

16px

1.000rem

Roboto

49px
3.062rem

25px
1.562rem

13px

0.812rem

Lora

39px
2.438rem

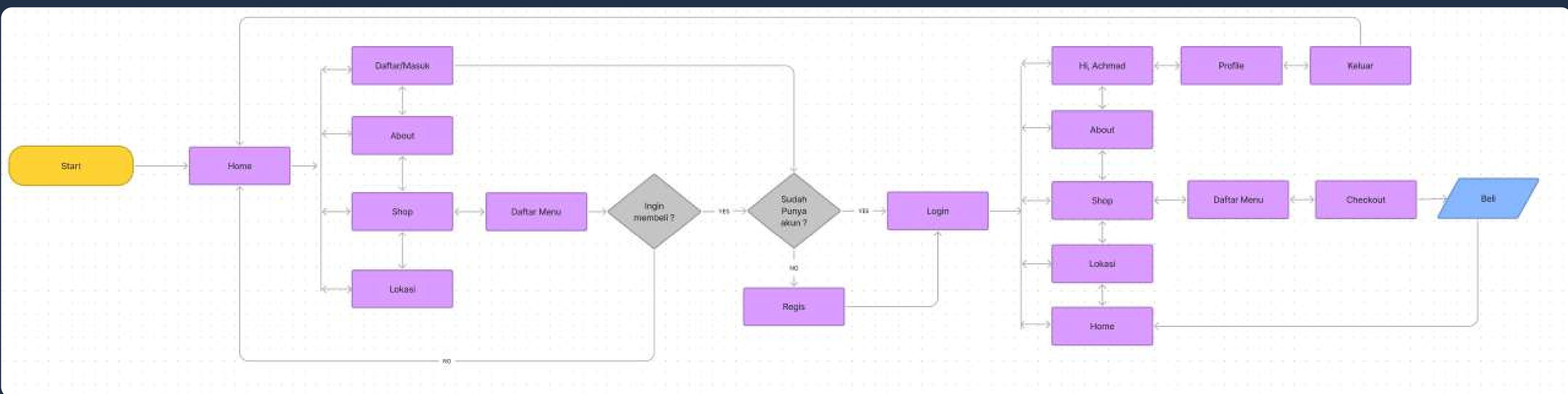
20px
1.250rem

10px

0.625rem

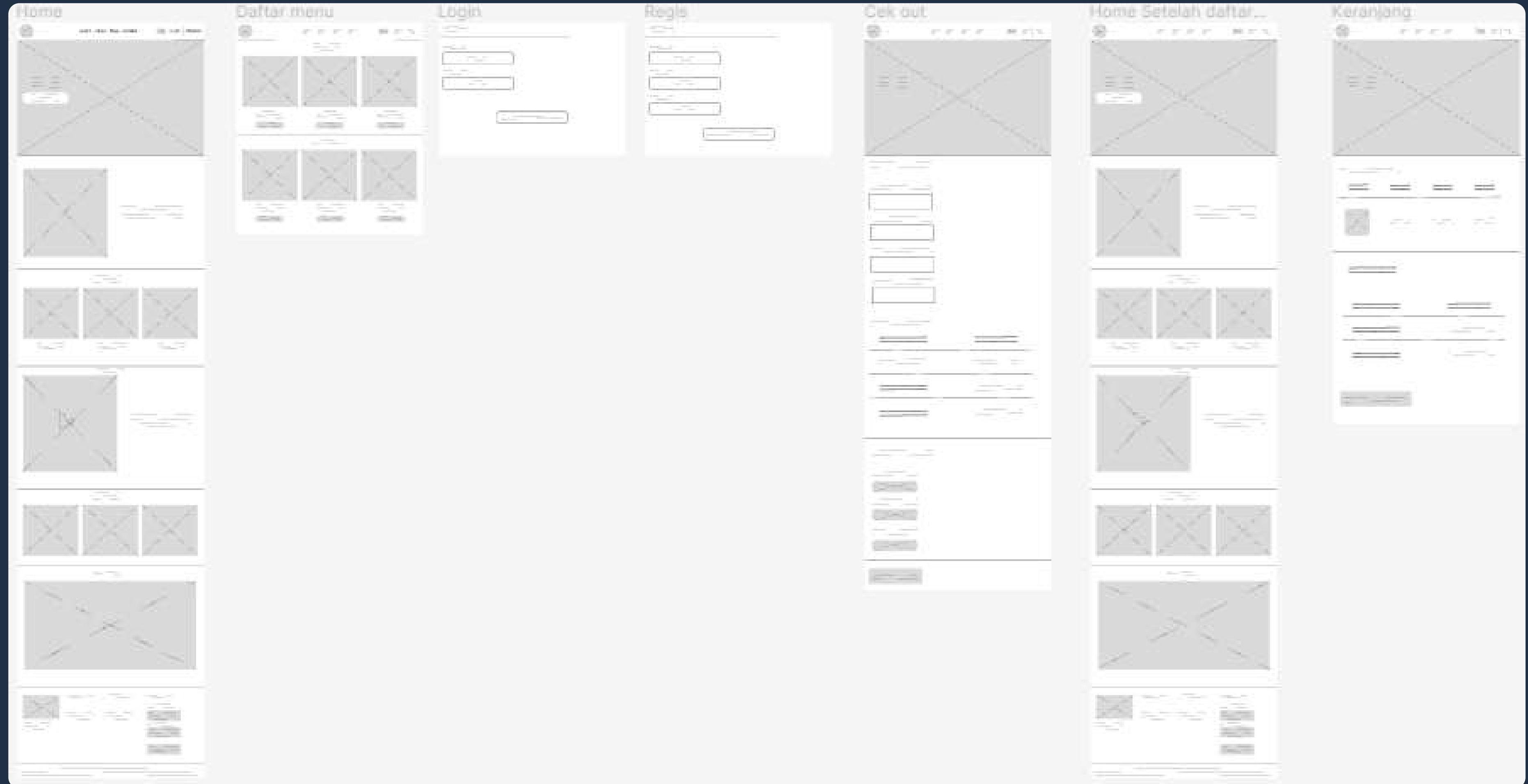
Base Value: 16 Scale: 1.25

User Flow



Wireframe

Lo Fi



Design

Hi Fi

The image displays a grid of 10 wireframe prototypes for a mobile application, likely a coffee shop app. The prototypes are arranged in two rows of five. Each prototype includes a header bar with icons and a footer bar.

- Row 1:**
 - Home:** Shows a blurred background image of a coffee shop interior with a "WELCOME OPEN" sign. Includes sections for "DAFTAR MEMBER", "PROMO", and "MAP".
 - Daftar Menu:** Shows a blurred background image of a coffee shop interior. Includes a "Daftar Minuman" section with categories like "Non Coffe" and "Coffe".
 - Login:** Shows a blurred background image of a coffee shop interior. Includes "Login" and "Register" buttons.
 - Register:** Shows a blurred background image of a coffee shop interior. Includes "Register" and "Login" buttons.
 - Home Setelah Log in:** Shows a blurred background image of a coffee shop interior after login. Includes sections for "PROMO", "PESAN", and "MAP".
- Row 2:**
 - Daftar Menu Setelah Log in:** Shows a blurred background image of a coffee shop interior after login. Includes a "Daftar Minuman" section with categories like "Non Coffe" and "Coffe".
 - Checkout:** Shows a blurred background image of a coffee shop interior. Includes a "Checkout" section with a "MINI COFFEE" item and a summary table.

Project



RICKROCK STORE

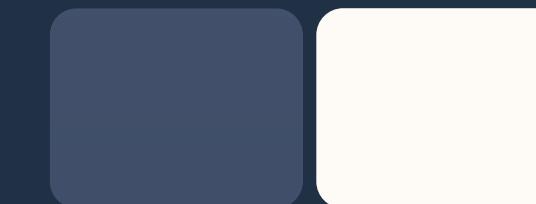
Desain Aplikasi mobile

Ringkasan

“RICKROCK STORE” adalah suatu aplikasi E-commers yang memberikan kemudahan bagi pelanggan untuk berbelanja. Terdapat berbagai fitur di dalamnya seperti tersedianya beberapa produk yang disediakan seperti Jam tangan, Sepatu dan Baju.

Typography dan Warna

Primary color



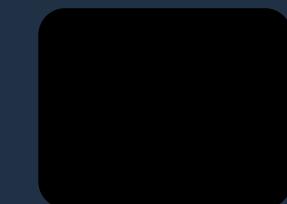
42506B FEFBF6

Secondary color



FFB200 EFEEEE E6E6E6 FF4A4A

Neutral color



000000

Typography

Base Value: 16 Scale: 1.25

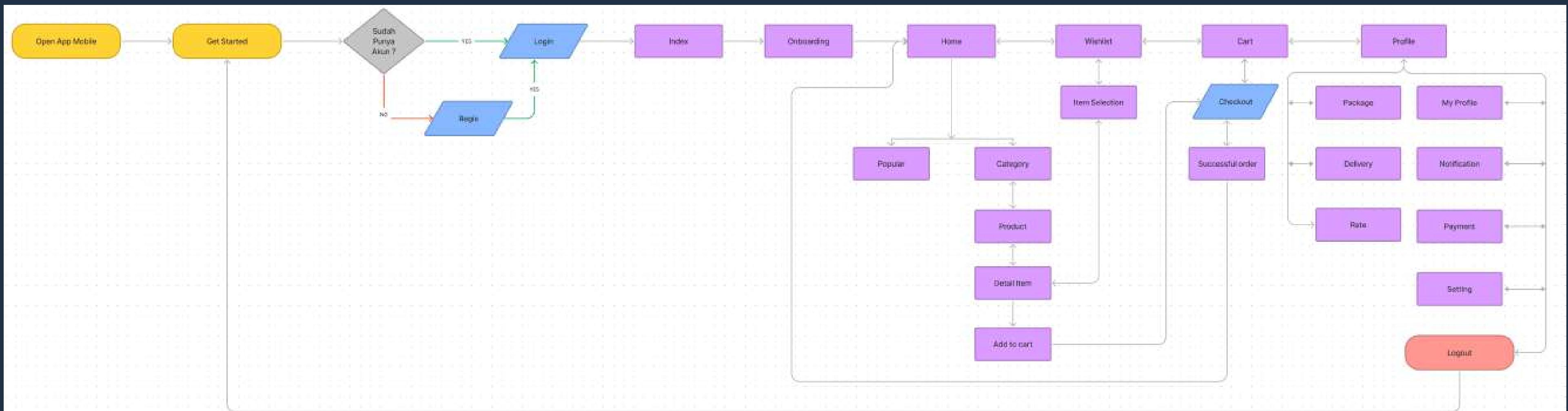
Poppins

61px 3.812rem	31px 1.938rem	16px 1.000rem
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Ranchers

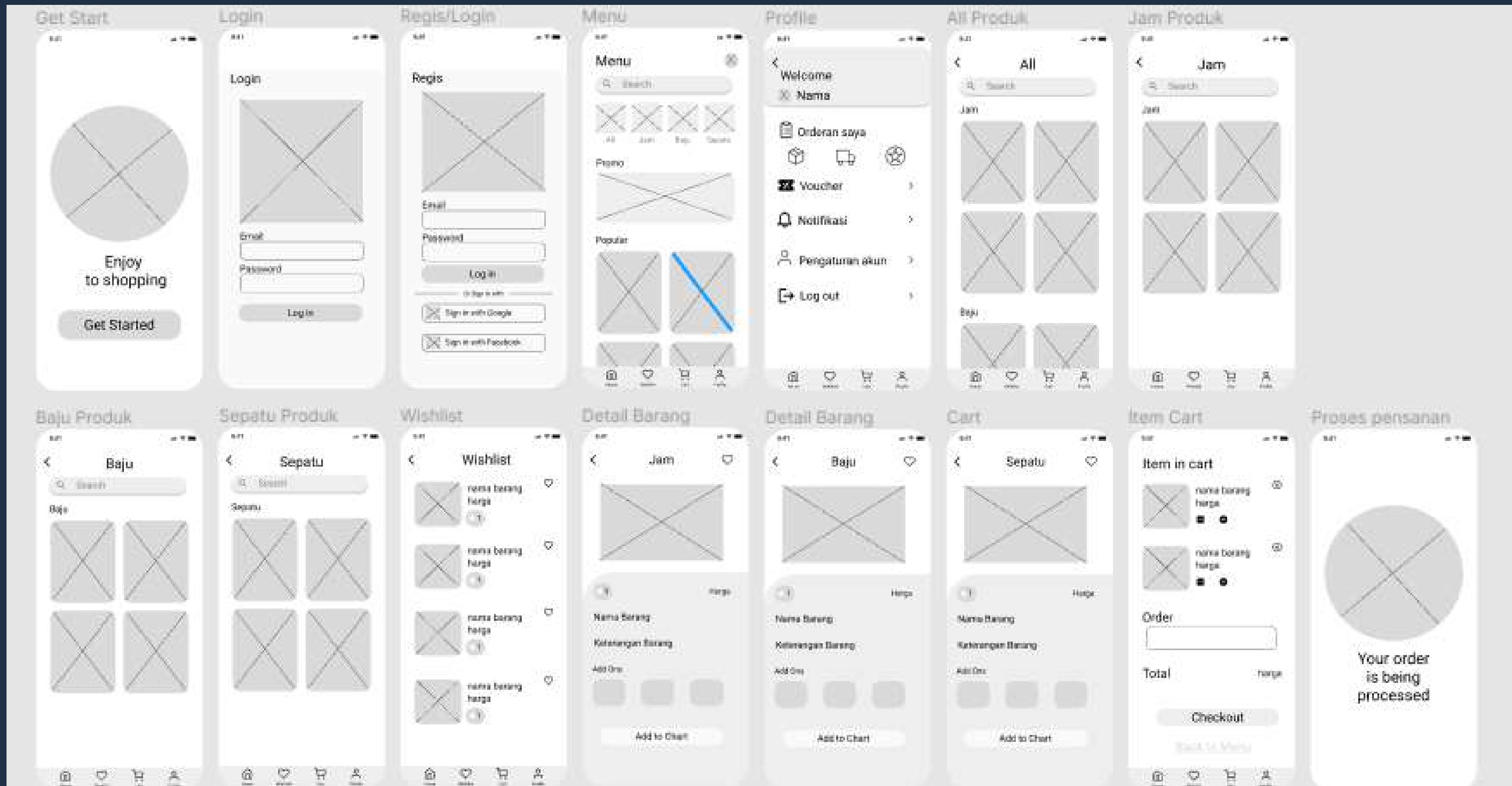
49px 3.062rem	25px 1.562rem	13px 0.812rem
39px 2.438rem	20px 1.250rem	10px 0.625rem

User Flow



Wireframe

Lo Fi



Design

Hi Fi

The image displays a grid of 15 mobile application screens, likely a Hi-Fi wireframe or design mockup for a shopping app. The app's name, "RICK ROCK STORE", is prominently displayed at the top of the first screen. The screens are arranged in three rows:

- Row 1:** Get Start, Login, Register, Menu, Wishlist, Item Cart, Profile.
- Row 2:** Jam Produk, Baju Produk, Sepatu Produk, All Produk, Detail 1, Detail 2, Detail 3, Proses penjualan.
- Row 3:** (Continuation of) Jam Produk, Baju Produk, Sepatu Produk, All Produk, Detail 1, Detail 2, Detail 3, Proses penjualan.

Get Start: Welcome screen with a large yellow star containing the text "RICK ROCK STORE". It includes a "Get Started" button and a "Welcome" message.

Login: Screen showing a user logging in with a password field and a "Login" button.

Register: Screen showing a user registering with fields for name, email, and password, and a "Register" button.

Menu: Main menu screen with sections for "Menu", "Promotions", and "Popular". It shows categories like "Watch", "T-shirt", and "Shoes".

Wishlist: Screen showing a list of items added to the wishlist.

Item Cart: Screen showing items in the cart with a "Checkout" button.

Profile: User profile screen showing basic information and account settings.

Jam Produk: Product listing screen for watches.

Baju Produk: Product listing screen for t-shirts.

Sepatu Produk: Product listing screen for shoes.

All Produk: Product listing screen for all products.

Detail 1: Product detail screen for a Casio G-Shock GA-2100-1A watch.

Detail 2: Product detail screen for a Kemeja Flannel lengan Panjang (Flannel shirt).

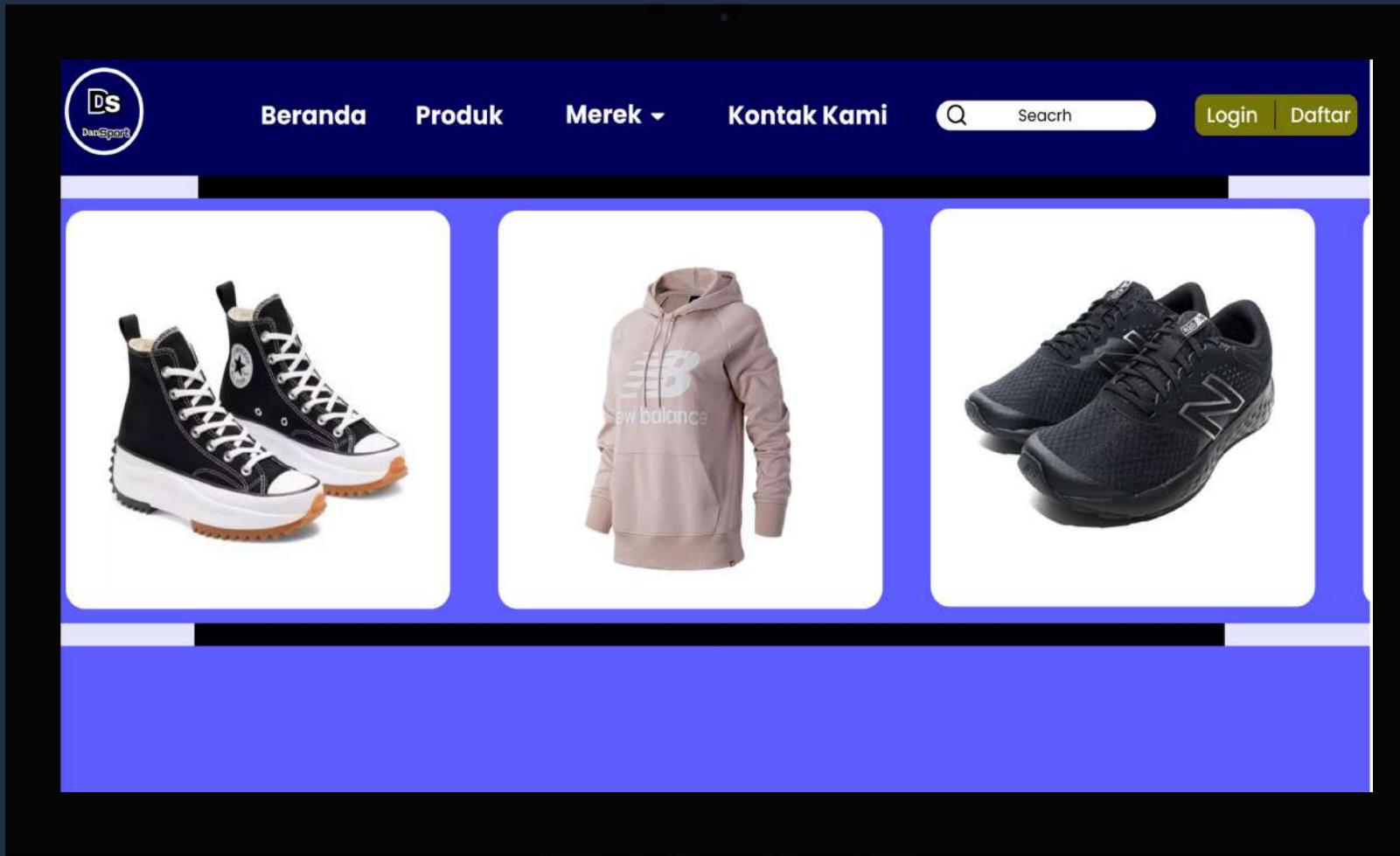
Detail 3: Product detail screen for Vans Sk8 Hi Black White shoes.

Proses penjualan: Success message screen with a thumbs up icon and the text "Successful order".

Project

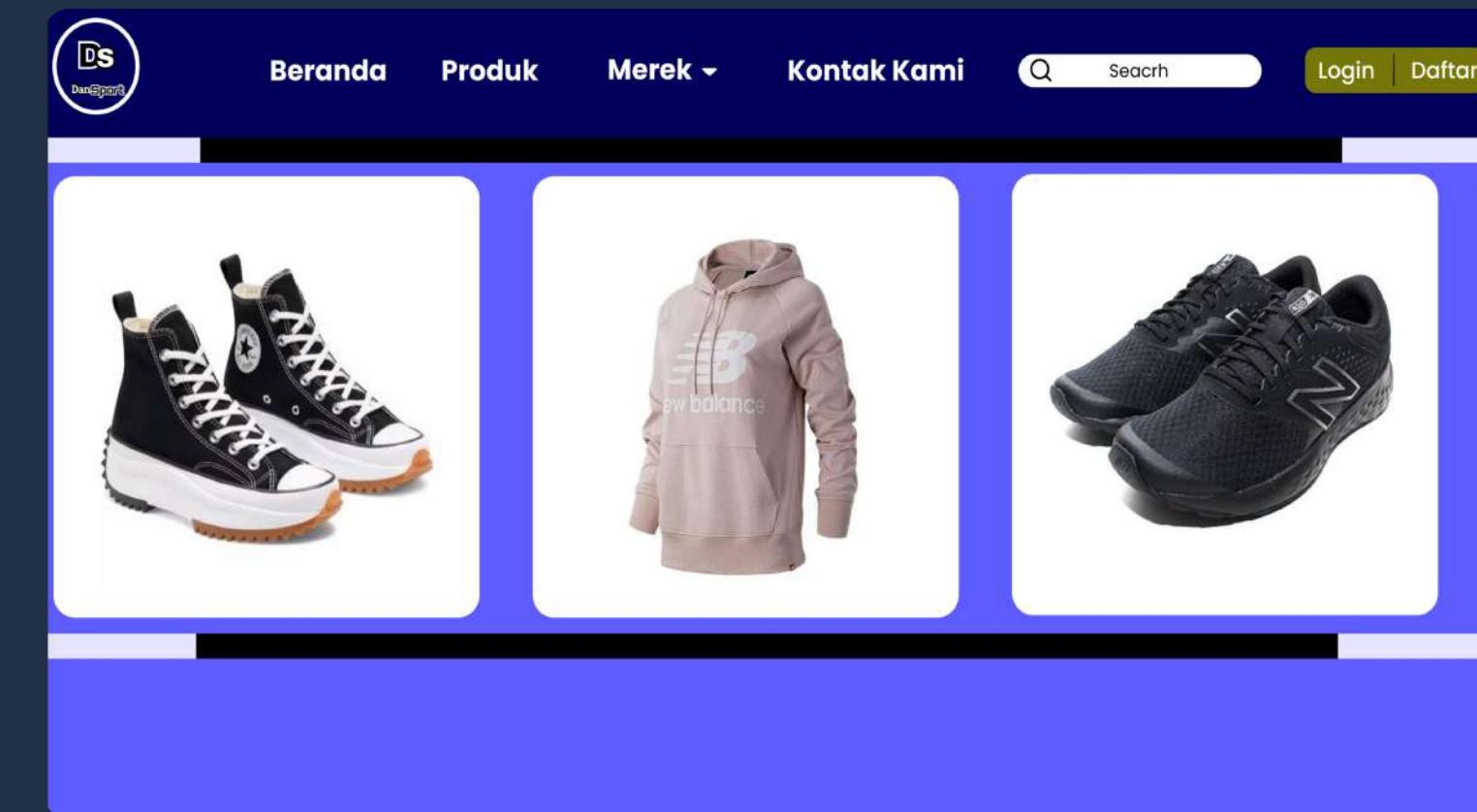
DanSport

Desain Website



Ringkasan

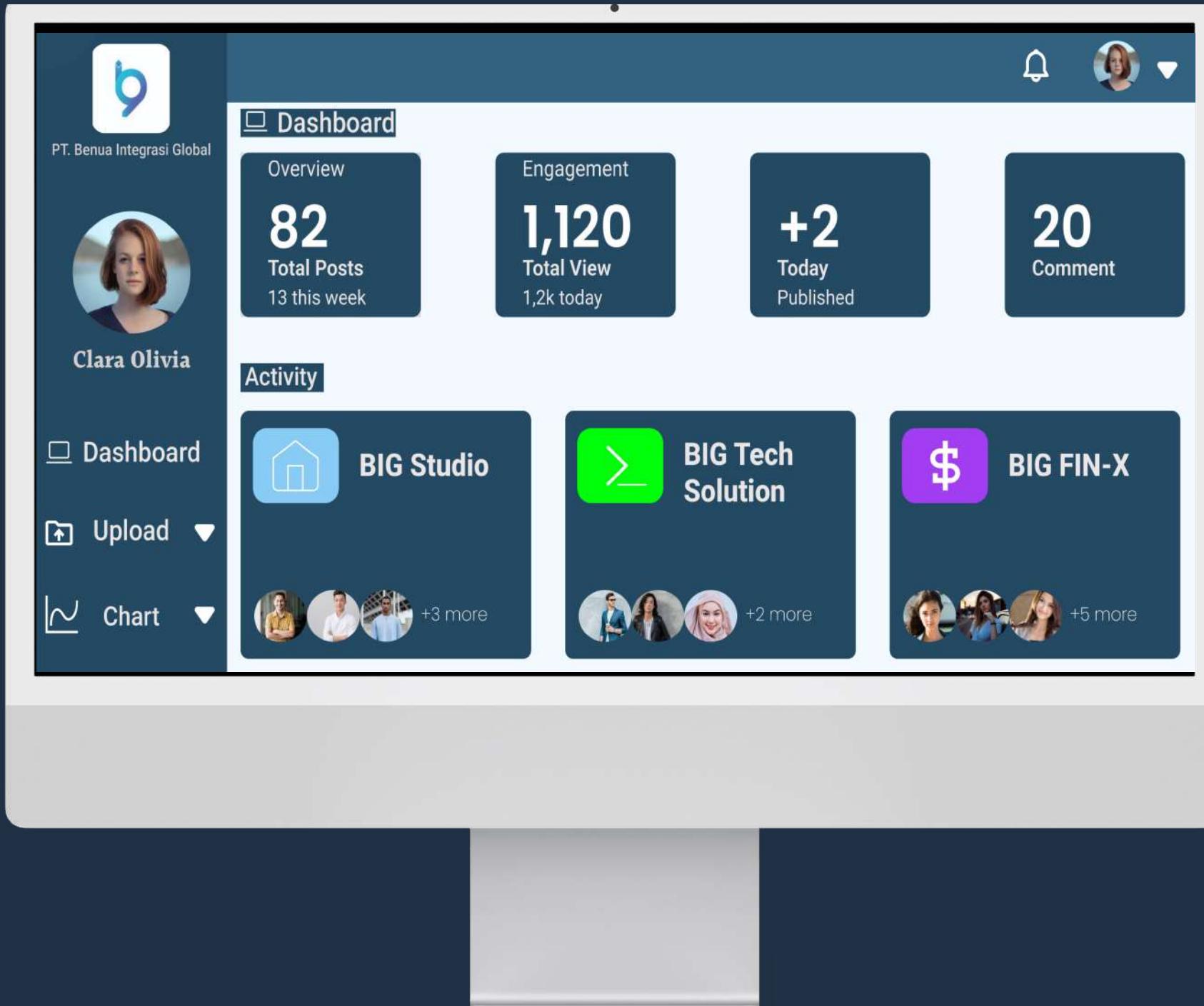
“DanSport” adalah Website yang memberikan kemudahan bagi pelanggan atau pengunjung untuk berbelanja. Terdapat berbagai fitur di dalamnya seperti Menu, ada bermacam produk dan merek yang tersedia di dalam Website tersebut



Project

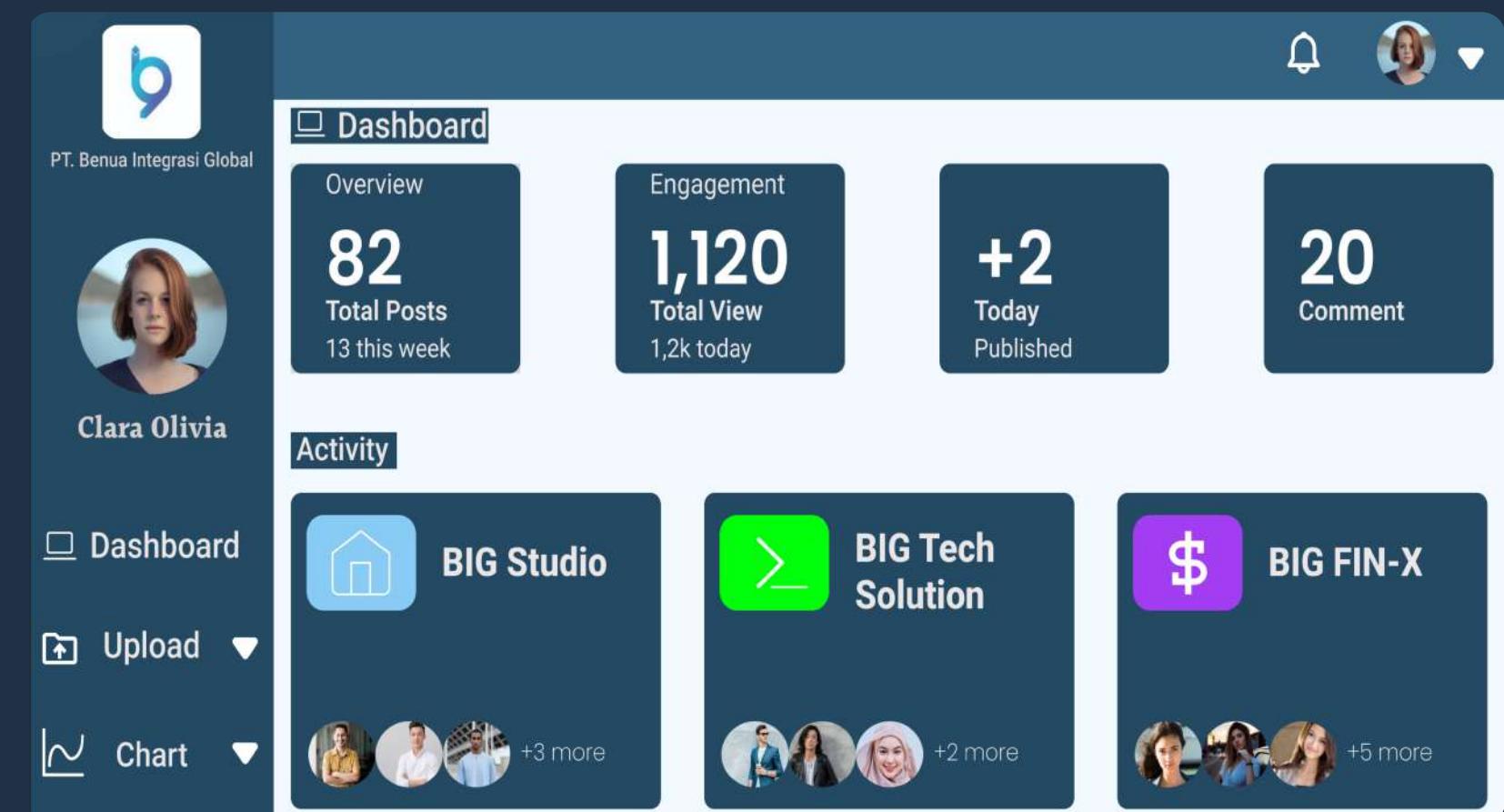
Dashboard Admin

Desain Website



Ringkasan

“Website Admin” adalah Test teknikal yang mengharuskan membuat website admin untuk suatu perusahaan terebut. Website Admin untuk karyawan dapat mengecek dan melihat perkembang perusahaan. Dan itu adalah Dashboard Admin



THANK YOU

