



FITHRA BAYU SATRIA ERMAN

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I am a final-year Information Systems student at the University of Singaperbangsa Karawang with a strong passion for technology, particularly in User Interface (UI) and User Experience (UX) design. I have foundational skills in UI, UX, and graphic design, gained through both formal education and practical experience in a UI/UX bootcamp. My project work includes designing user interfaces for both web and mobile platforms, where I focus on creating intuitive, user-centered designs that enhance usability and engagement.

Work Experiences

PT SUKACODE SOLUSI TEKNOLOGI - Indonesia

Jan 2023 - Present

UI UX Designer

Collaborate with the design team to create intuitive and visually appealing user interfaces for web and mobile applications.

LBH Apik Jakarta - Jakarta, Indonesia

Mar 2024 - May 2024

UI UX Designer

LBH APIK Jakarta is a non-profit organisation that aims to realise a just and democratic society, and create equal conditions between women and men in all aspects of life, whether political, economic, social or cultural.

- Designed the UI design and research the User Experience for LBH APIK Jakarta's website starting from Conducted research to understand the needs and pain points, Created Wireframes and prototype to outline the website's structure, Collaboration with other teams, Implementing responsive design for the website, conducted user testing sessions and gathered feedback for improvement

anglehack - Jakarta, Indonesia

Jul 2024

Hipster & UI UX Designer

At hackjakarta, developers from across the city will come together for a high-octane event filled with innovation, collaboration, and excitement. Dive into captivating keynote speeches, hands-on technical workshops, and an intense hacking competition. With a focus on three key themes, prepare for a battle of wits, creativity, and ingenuity — your chance to leave your mark on the global stage.

- Remake the Grab app's user interface with a focus on Digital Empowerment to develop a creative, scalable solution utilizing Generative AI to improve user experience within the Grab app.
- Create the new Grab Apps wireframe and High-Fidelity Mockup

PT Century Batteries Indonesia - Karawang, Indonesia

Mar 2024 - Aug 2024

Fullstack Web Developer

PT Century Batteries Indonesia, an automotive battery manufacturer with INCOE as its main brand, was established on 17 September 1971 and located at Jalan Raya Bekasi Km 25, Jakarta - Indonesia. As an affiliated company of PT Astra Otoparts, PT Century Batteries Indonesia is experienced in producing automotive and non-automotive batteries supported by international standard facilities and processes.

- Developing and Maintaining Web Applications: using PHP and CodeIgniter 4. Developing both the front-end and back-end aspects of web applications to ensure seamless functionalityDesigning, managing, and optimizing using SQL Server databases to support web applicationsCollaborating with Cross-Functional TeamsAPI Integration and Development

Education Level

Universitas Singaperbangsa Karawang - Indonesia

Sep 2020 - Dec 2024 (Expected)

Undergraduate Information System, 3.45/4.00

- Champion of the 2nd best work in the HIMSIKA Work Exhibition competition in the field of UI UX
- Actively involved in student organizations, including the Student Executive Board (BEM), Student Association, and various event committees.
- Served as Chairperson of the Election Committee for the Faculty's Organizational Election for Student Leader positions.
- Actively participated in the MSIB program for UI/UX with Skilvul and Machine Learning with Bangkit Academy.
- Completed an independent internship at PT. Century Batteries Indonesia.
- Ran as a candidate for General Chairperson of the Faculty of Computer Science Student Executive Board (BEM) in 2023.
- Engaged in student advocacy initiatives and showed strong commitment to social and political issues.

Bangkit Academy Machine Learning path - Indonesia

Aug 2023 - Dec 2023

Certificate, 4.00/4.00

Skilvul UI/UX Design Mastery - Indonesia

Aug 2022 - Dec 2022

Certificate, 3.75/4.00

Organisational Experience

BEM Fasilkom Unsika - Indonesia

Jan 2022 - Dec 2022

Head of Communication and Information Department

Becoming the head of Kominfo and creating Instagram content based on graphic design, Proven ability to develop and implement creative solutions to complex problems.

Google Developer Student Club Chapter UNSIKA - Karawang, Indonesia

Jul 2022 - Jul 2023

Core Team as an Event & Program

Managed administrative logistics of events planning, event booking, and event promotions, Developed post-event reports to determine effectiveness of each event, Brainstormed and implemented creative event concepts and themes.

Skills, Achievements & Other Experience

- **Projects** (2022): Becoming the head of Kominfo and creating Instagram content based on graphic design, Redesign Gamification Campaign UI UX Design 2022 using Figma & Medium, Smart App UI UX design (Education apps) using Figma & Medium 2022, Car To Go UI UX Design for "Pameran Edufair Himsika"2022, Ecommerce Website Mahastore 2021,.
- **Interest**: User Interface, User Experience, Graphic Design, Content Creation, Machine Learning, and AI Enthusiast.
- **Hard Skills**: Data Visualization, Python Programming, Machine Learning, UIUX Design, Design Graphic (Photoshop, Corel, Adobe AI, Figma)
- **Achievements**: 2nd Place Best UIUX Design Edufair Competition Himsika (2022), Participating as an exhibitor at the Computer Fair of Fasilkom Unsika (2022), Finalist GenBI Expo for Micro business in the digital startup field (2023), Jambore OSIS Jawa Barat Succesor (2019).
- **GDSC Indonesia Hackfest Project Competition** (2023): As a Team captain and Hipster Role in my team, I'm tasked with:
1. Experimenting with New Technologies: Testing new technologies.
2. Identifying New Trends: Monitoring the latest technology trends.
3. Integrating New Design Concepts: Applying new design principles.
4. Building Prototypes: Creating prototypes to test ideas.
5. Fostering Collaboration: Collaborating with similar communities and individuals.
6. Being a Trailblazer: Leading in creative approaches or solutions.