Resume

Personal Details

Iqbal Muhammad

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081276789892

Citra Maja Raya 2, Kluster Kuta Indah Banten / Lebak / Maja Baru

Skills

UI Designer	●●●●●
UX Designer	●●●●●
Wireframming	●●●●○
Prototype	●●●●●
UX Research	●●●●○
Video Editor	●●●○○
Mockups	●●●●●

Software

FIGMA	●●●●●
SKETCH	●●●●○
Visual Studio Code	●●○○○
Miro	●●●●○
Adobe XD	●●●●○
Adobe Priemer Pro	●●●○○
Adobe Ilustration	●●●○○

Langguages

English	●●●○○
Indonesia	●●●●●

Education

Jan 2012 - Mar 2015

SMA
SMA PGRI 2 PADANG

Feb 2016 - Aug 2021

S1
Universitas Taman Siswa Padang

Experience

Apr 2017 - Aug 2018

UI/UX Designer
ROBOSTACK,Singapore (Freelancer)

1.Applied both qualitative and quantitative analysis techniques to continuously improve enduser experiences.

2.Maximized system performance, enhancing enduser experience by applying iterative back end development updates.

3.Presented UX designs and solutions to senior staff, evangelizing for usercentric design decisions.

4.Analyzed requirements and designed, developed and implemented software applications for multiple websites.

5.Created powerful Content Management Systems to serve as interface for client.

Jan 2022 - FEB 2024

UI/UX Designer/Product Designer
YESDOK INDONESIA (JAKARTA)

1.create user-centric designs by understanding business requirements and needs, as well as user feedback.

2.Design user flows, wireframes, prototypes, and mockups.

3.Demonstrate requirements into style guides, design systems and patterns, and an attractive and comfortable interface.

4.Gather and evaluate user requirements in collaboration with product managers and engineers

5.Gather and evaluate user requirements in collaboration with product managers and engineers

6.Illustrate design ideas using storyboards, process flows and sitemaps

7.Design graphic user interface elements, like menus, tabs and widgets

8.Build page navigation buttons and search fields

9.Develop UI mockups and prototypes that clearly illustrate how sites function and look like

9.Create original graphic designs (e.g. images, sketches and tables)

10.Identify and troubleshoot UX problems (e.g. responsiveness)

11.Conduct layout adjustments based on user feedback

12.Adhere to style standards on fonts, colors and images