

# Kimberly Sufangga

UI / UX & Web Designer · Frontend Developer

 [kimberlysufangga@gmail.com](mailto:kimberlysufangga@gmail.com)  +61 403 158 802  [Portfolio](#)  [LinkedIn](#)  [GitHub](#)

## Education

**The University of New South Wales**  
Bachelor of Science (Computer Science) / Media Arts

Sydney, Australia

Feb 2019 - May 2023 (Expected)

## Experience

**3cLearning**  
Multimedia & Web Designer

Sydney, Australia  
Dec 2018 - Present

- Designing a new, on-trend layout for the company website on WordPress, using corporate branding
- Marketing mobile app by designing product landing page, physical flyers, and pull-up banners
- Preparing a variety of media content for web layout, including illustrations, videos, and short animations
- Coordinating with other designers to produce a variety of web and graphic design solutions

## Projects

### Blog & Portfolio Themes

 [Website](#)  
 [GitHub](#)

#### Website Template Design

- Designed and maintained themed HTML / CSS templates for use on popular social media platform Tumblr
- Reviewed and implemented changes based on user feedback
- Constructed assorted designs to cater to a multitude of users' preferred blog styles
- Created dynamic, image-focused portfolio layouts to assist in communicating creative users' brand and identity

### XIV Gardening

 [Website](#)  
 [GitHub](#)

#### Web Application

- Designed and developed an interactive tool to help users visualise the results of garden harvests in a video game
- Created layouts using HTML / CSS and JavaScript to assist users in planning plant crossbreeds
- Updated design based on user feedback and reviews

### MonkeEats

#### University Project

- Developed a full stack web application using HTML / CSS, JavaScript, and React, where users can rate, review, and book restaurants of their choice
- Conceptualised and coordinated the overall design of the web application
- Designed UI elements including app bar, buttons, menu screen, and cards
- Collaborated with a team of backend and frontend developers to produce the finalised web application

### Connexa

#### University Project

- Created a beta prototype for a mobile app designed to connect university students during online learning
- Conducted UX design research to better understand university students as key stakeholders
- Designed UI Elements including chat, forum, menu screen, and notifications screen
- Collaborated with a team of UI / UX designers to research the target market and construct the beta prototype

## Skills

### Languages

HTML / CSS  
JavaScript  
Python  
C  
Shell / Bash

### Design & Prototyping

Figma	Illustrator	WordPress
Axure	Photoshop	Elementor
Git	After Effects	
React	Animate	
	Premiere Pro	

# Examples of Work

You can also view my work on my [Portfolio Website](#).

## Portfolio Website



## Website Design

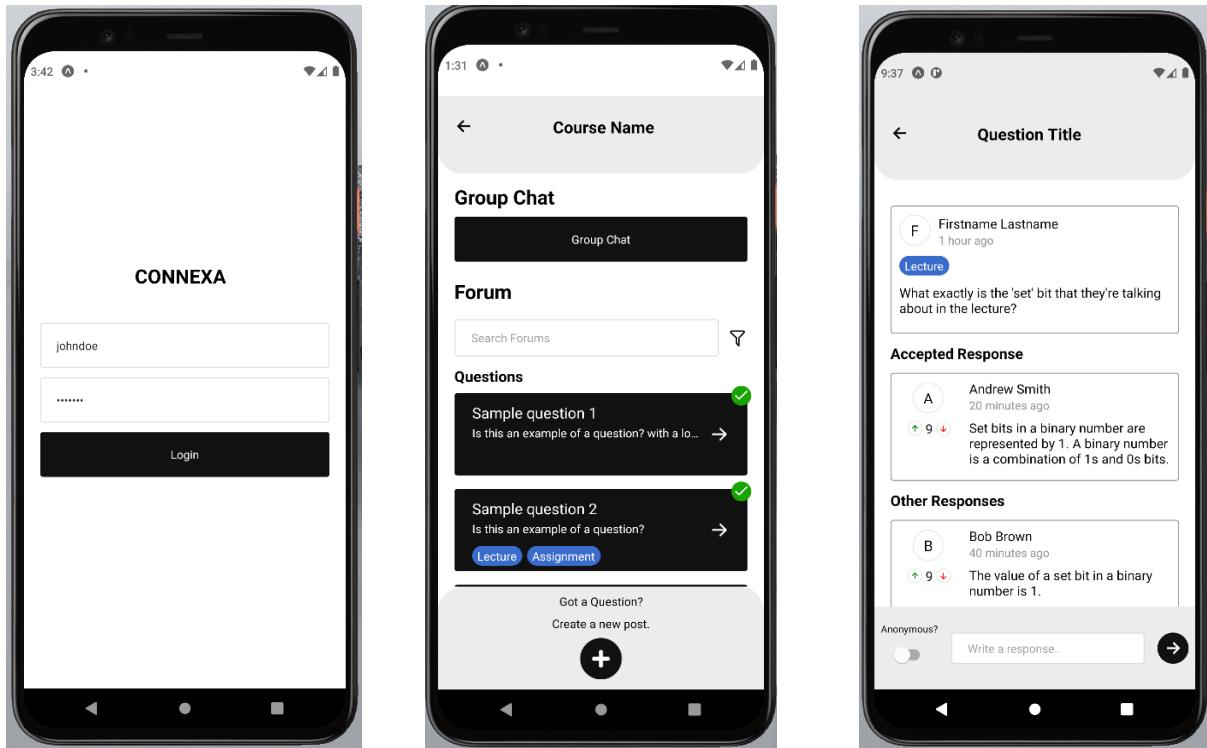
### Blog Themes

### Branding Website (Corporate)

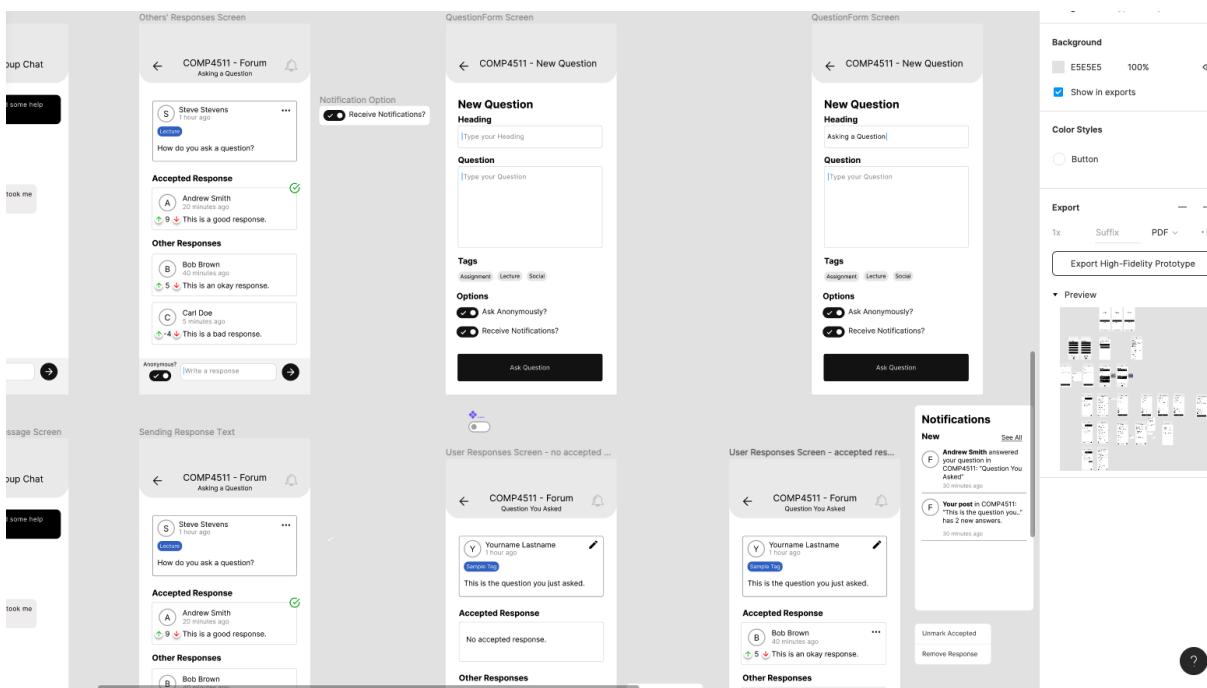
### Restaurant and Dining Web Application (University Project)

# Mobile Applications

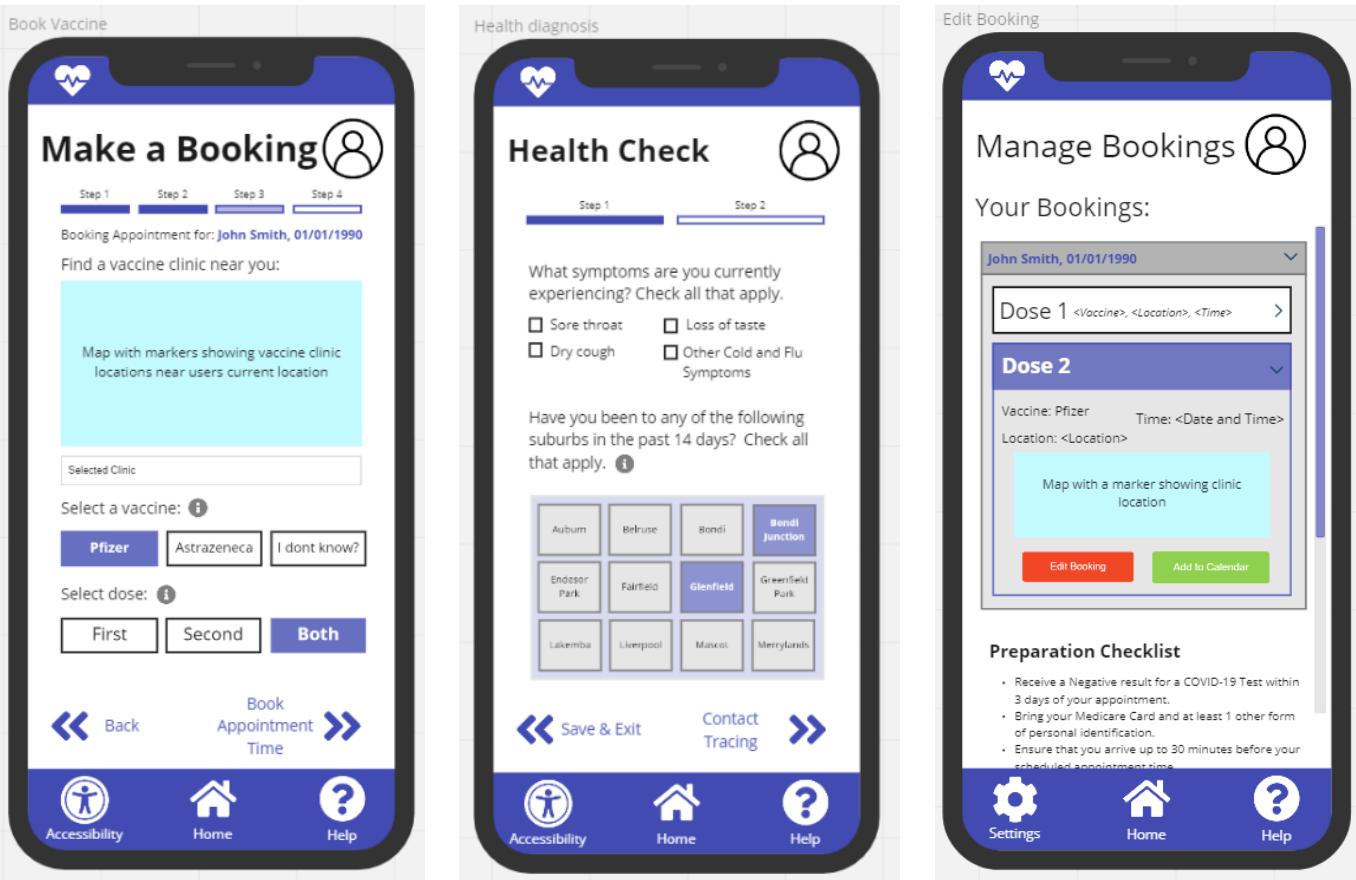
## Forum and Community App (University Project)



## Forum and Community App Prototyping (Figma)



# COVID Testing App (University Project)



# COVID Testing App Prototyping (Miro)

**Home page**

- (E) Accessibility button was confusing to users. Some users thought that 'Accessibility' could provide help around e.g. physical disabilities. We did not assume it could help with functionality such as enlarging text.
- (E) Health Check naming convention was confusing and unnecessary for users. It did not clearly communicate the core capabilities of the feature by its name. Match between system and real world (suburb names) - we found the health check did not match the concept we assumed.

**Login**

**Create account**

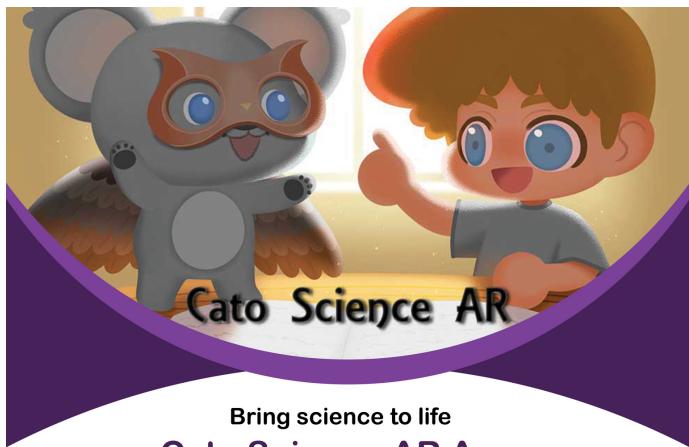
**Book Vaccine**

**Book Vaccine Before...**

**Book Vaccine Part 2**

# Graphic Design

Brand Advertising (A4 and Pull-up Banner Versions) for Print and Web Display



Bring science to life  
**Cato Science AR App**  
A new and unique way to learn science!

### 1 INTERACTIVE EDUCATION

Interact with 3D models and animated particles to learn about the science behind the experiments. Pick up a magnet to observe its shape, and watch gas particles move inside a balloon!

### 2 EXPERIMENTS AT YOUR FINGERTIPS

Enjoy learning science anywhere, anytime, whether it be in the classroom or at home – the only things you need are a flat surface and a mobile device or tablet.

### 3 SEE THE MAGIC OF SCIENCE

Watch as paper planes fly and electric currents zap through a circuit as you explore diverse, step-by-step experiments. Experience the wonder of science in AR.

### Contact Us

[✉️ esther.3clearning@gmail.com](mailto:esther.3clearning@gmail.com)  
[🌐 www.3clearning.com.au](http://www.3clearning.com.au)

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# Breakdown of Costs

The following is a breakdown of costs for a full-time UI / UX Designer. The average full-time UX designer makes \$98,000 to \$110,000 per year. This means they make around \$60 per hour for their services. If I were a Freelance UI / UX Designer or Web Designer, I would also charge around \$50 - \$60 per hour for each project, with total hours depending on the size and complexity of the project. For the job role of Junior UX Designer at Canva I researched, their annual salary is around \$62,000 - \$78,000 .

The following is research on the pay structure for a UI / UX Designer. This role usually follows traditional or market-based pay structures. The salary of a UX Designer depends on the size of the company or client. Well-established companies will provide a higher salary while new companies who have just begun to invest in UI / UX roles will provide a lower salary.

Below is a pay structure for my company from Assessment 1, Canva, which is a fairly well-established company. The information is based on research from salary sites such as [Glassdoor](#).

<b>Role Level</b>	<b>Annual Salary</b>
Intern / Trainee	\$62,000 - \$78,000
Junior / Graduate	\$83,000 - \$97,000
Senior	\$98,000 - \$120,000