

Kimberly Sufangga

UI / UX & Web Designer · Developer



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UI / UX & Web Designer · Frontend Developer

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 [Portfolio](#)

 [LinkedIn](#)

 [GitHub](#)

Education

The University of New South Wales

Bachelor of Science (Computer Science) / Media Arts

Sydney, Australia

Feb 2019 - Dec 2022

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 Template Design

 [Website](#)

 [GitHub](#)

- 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

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

Design & Prototyping

Figma	Illustrator	WordPress
Axure	Photoshop	Elementor
Git	After Effects	
React	Animate	C

Programming Languages

HTML / CSS
JavaScript
Python
C
Shell / Bash

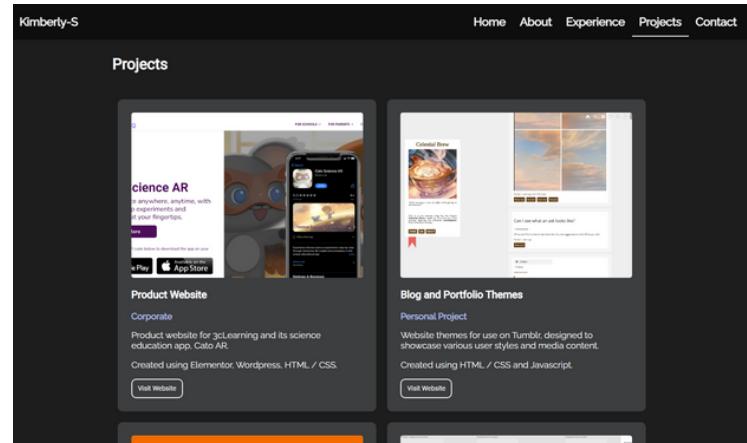
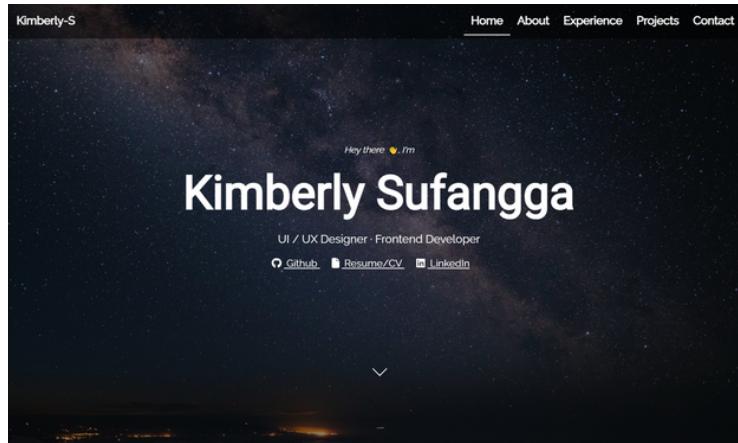
Examples of Work

View my work live on my [Portfolio Website!](#)

Portfolio Website

HTML / CSS / JavaScript

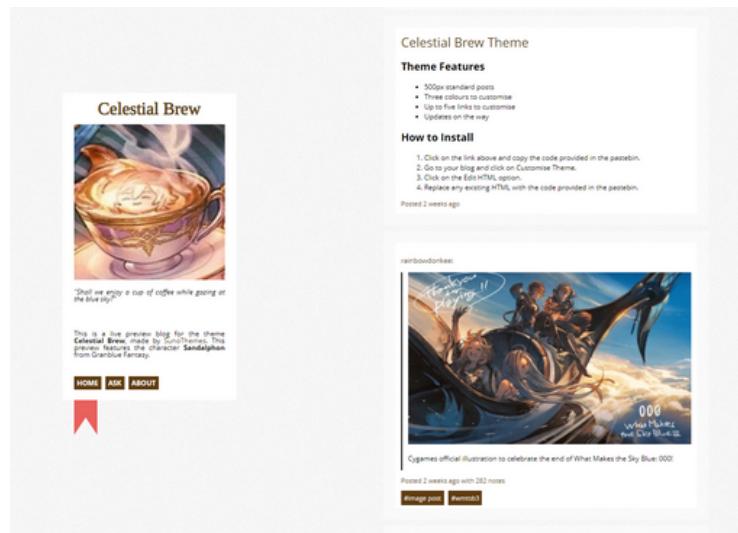
Personal portfolio website for professional display.



Website Design / Desktop Applications

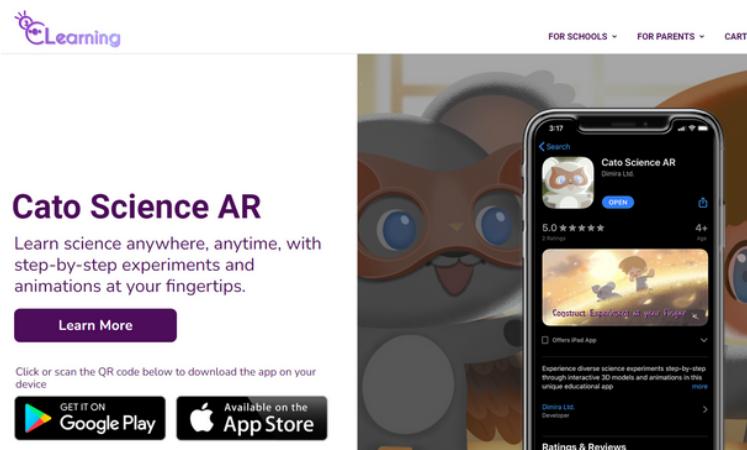
HTML / CSS

Blog Themes: HTML/CSS themes for use on social media platform Tumblr. (Personal Project)



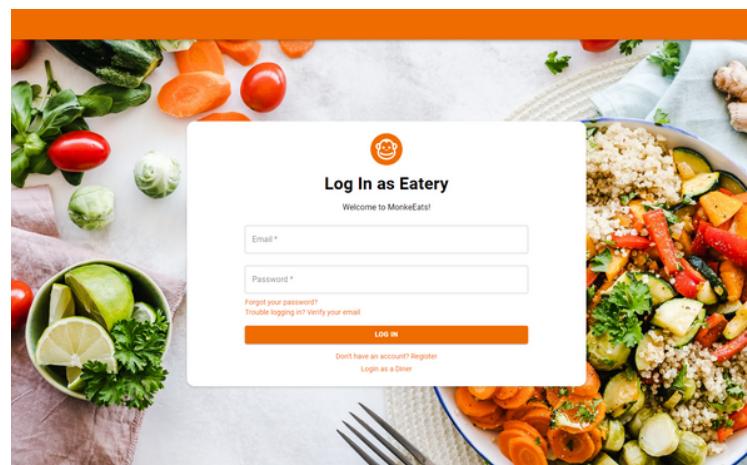
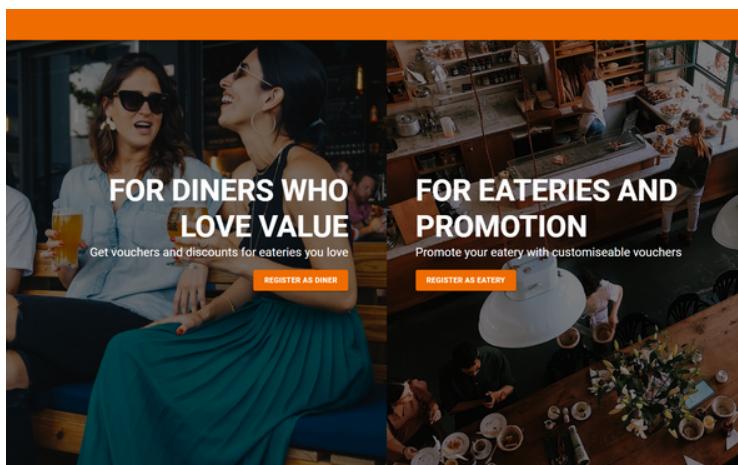
WordPress / Elementor/ HTML / CSS

Product Branding Website: Landing page and website for 3C Learning's mobile app. (Corporate)



HTML / CSS / JavaScript / React

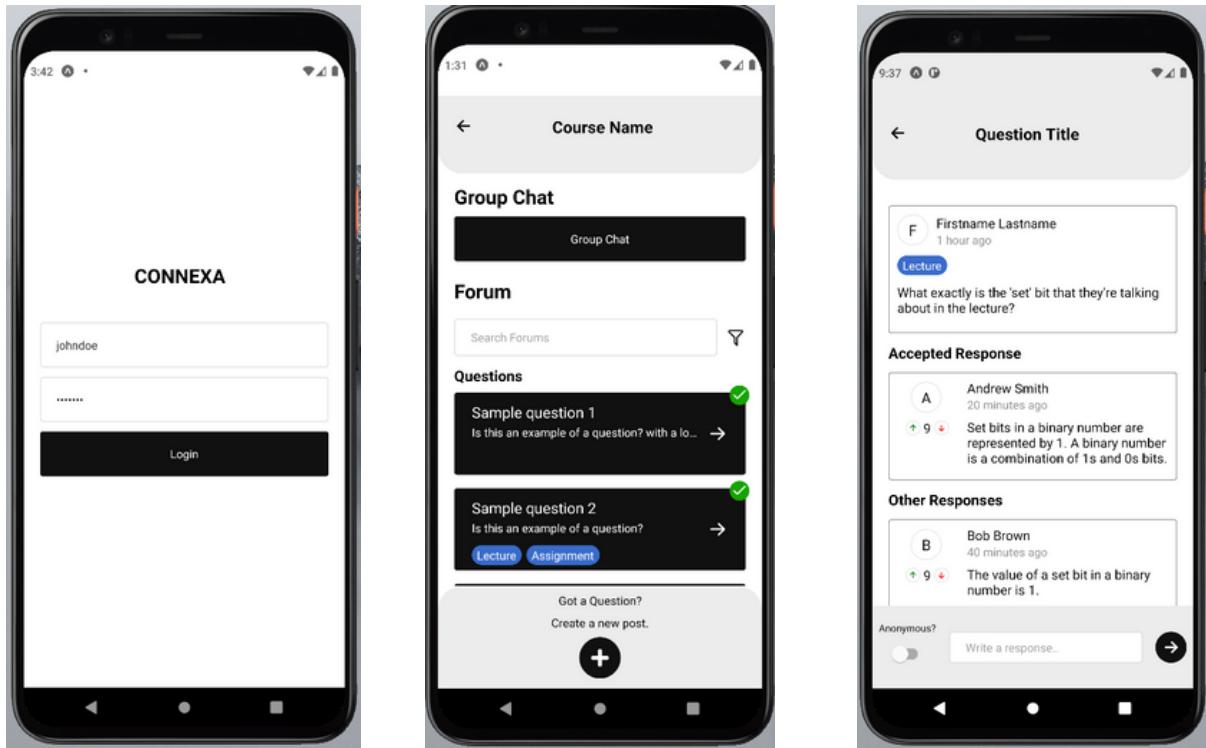
MonkeEats: Restaurant review and booking web platform, created as a team. (University Project)



Mobile Applications

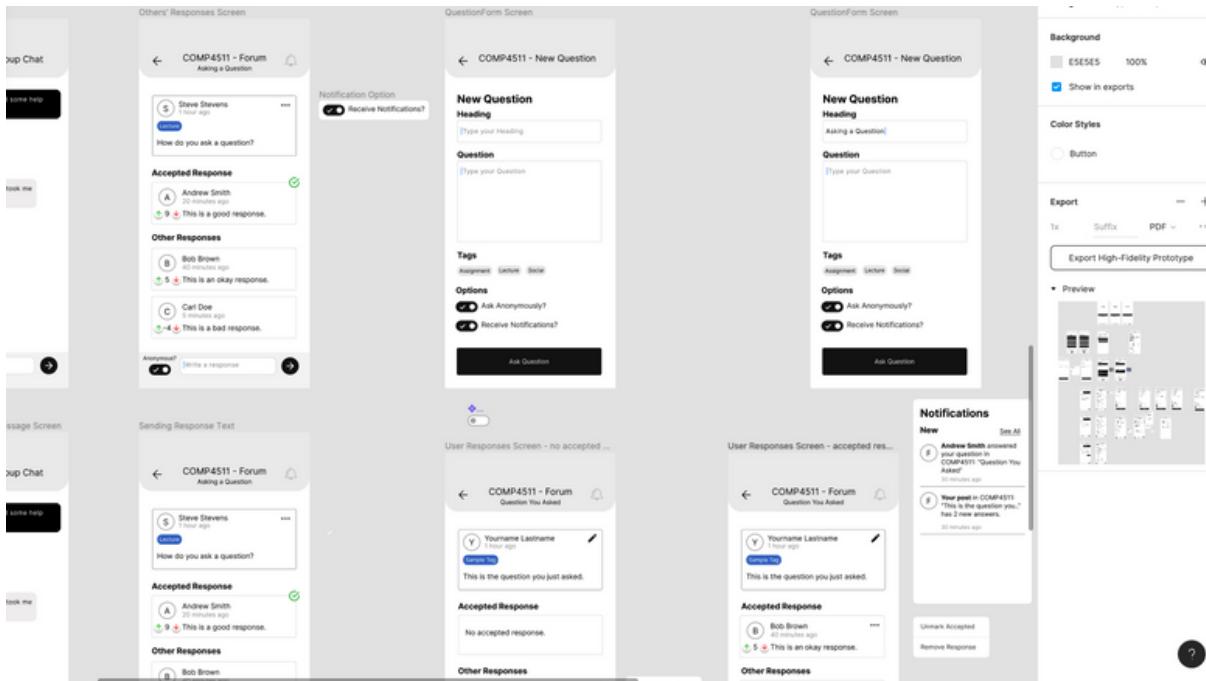
HTML / CSS / JavaScript / React Native

CONNEXA: Forum and community mobile app to bring students together during online learning. Created as a team. (University Project)



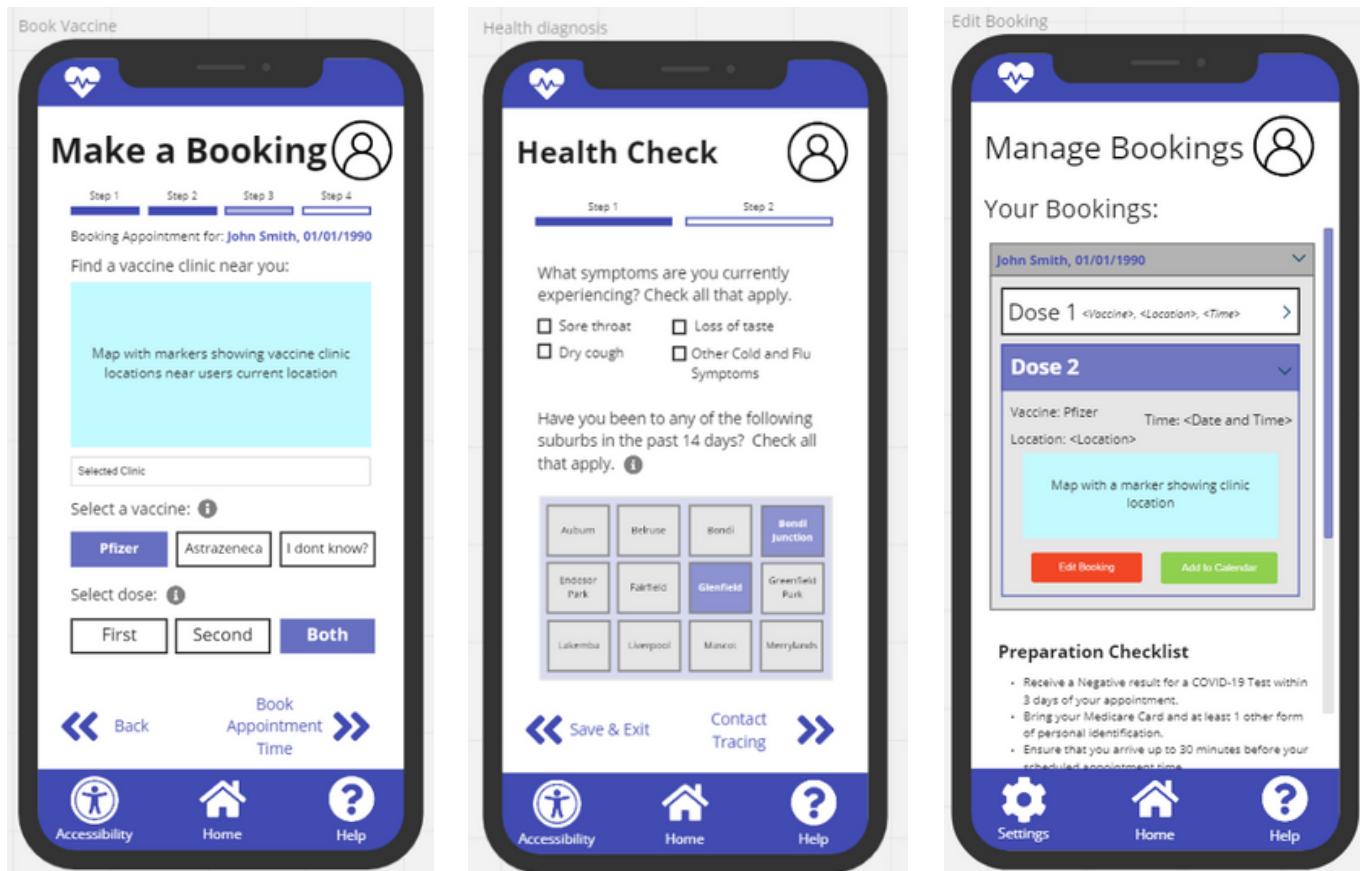
Figma

Mobile app prototyping



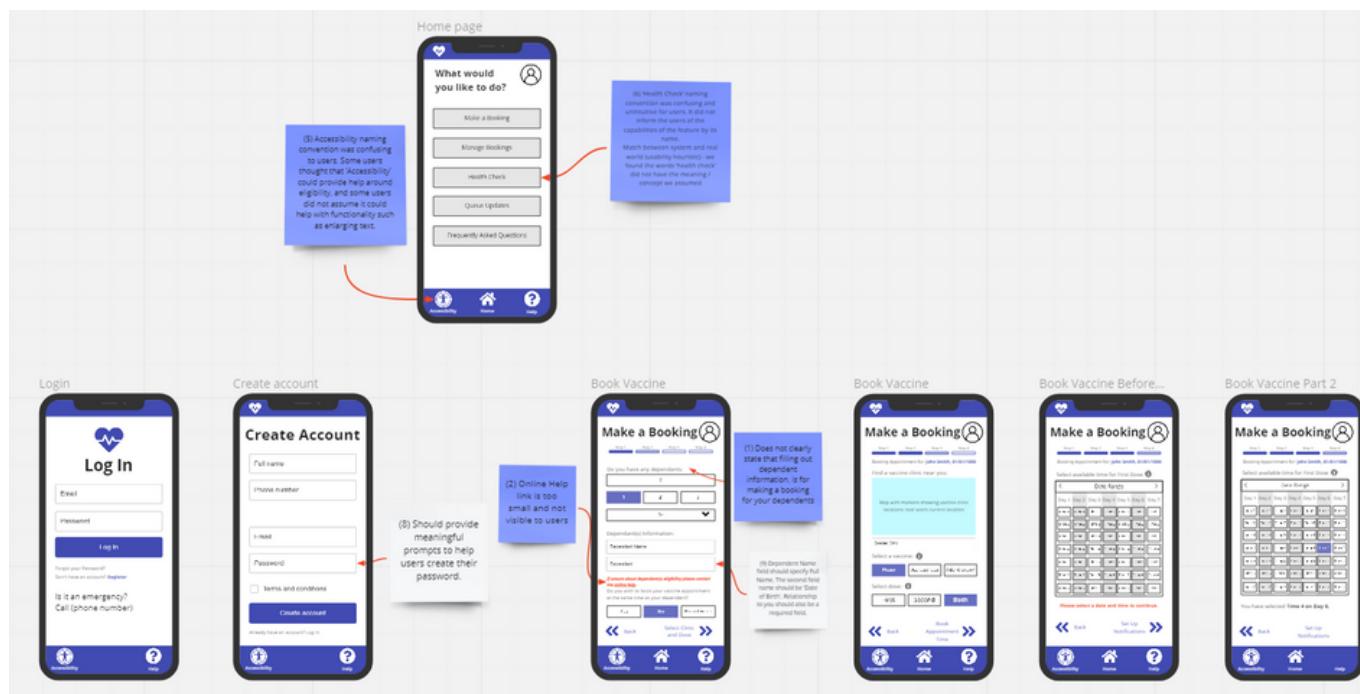
Adobe Photoshop

VAX: COVID testing and vaccination booking mobile app prototype. Created as a team.
(University Project)



Miro

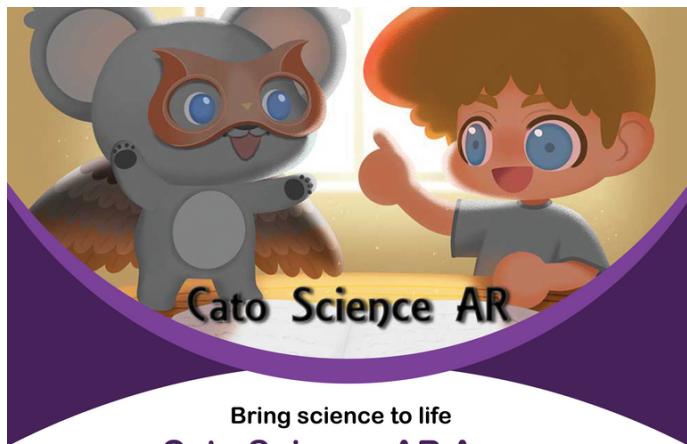
Mobile app prototyping



Graphic Design

Adobe Photoshop

Advertising: Brand advertising and design (A4 and pull-up banner versions) for print and web display, created for 3c Learning's mobile app.



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

✉️ james.3clearning@gmail.com
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Bring science to life

Cato Science AR App

A new and unique way to learn science!

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Illustration

Adobe Photoshop / Procreate / Clip Studio Paint

Taverns & Travellers: A short game about running a tavern in a world of talking animals. Designed to run on desktop. (University Project)

