MARSYANDA FIRLYANDITA

marsyandafirlyandita@gmail.com | +6285607420695 | https://www.linkedin.com/in/marsyandafirlyandita/

Mahasiswa Sistem Informasi semester 4 di UPN "Veteran" Jawa Timur yang memiliki pengalaman dalam UI/UX Design dan analisis proses bisnis. Berfokus pada pengembangan solusi berbasis teknologi dengan pendekatan user-centered design. Berkomitmen untuk terus belajar dan menerapkan keterampilan desain, analisis, dan problem-solving dalam lingkungan profesional. Tertarik untuk berkontribusi dalam proyek digitalisasi, bisnis, dan keberlanjutan.

EDUCATION

S1 Sistem Informasi, UPN "Veteran" Jawa Timur   2023 – Present
- Current GPA: 3,712/4,000

SMA Negeri 4 Sidoarjo   2021 – 2023

FINAL PROJECT EXPERIENCES (*sesuaikan sm yang dilamar fpnya, jgn semua dicantumin*)

UI/UX Design for DailyEase Application   Nov 2024 – Des 2024
Human-Computer Interaction Course Final Project
- Developed DailyEase, a UI/UX solution to improve inclusivity for people with disabilities and the elderly.
- Utilized Design Thinking methodology to create a user-centric application.
- Designed features such as voice-guided navigation, activity reminders, and smart home integration to enhance accessibility.
- Conducted usability testing with a SUS score of 83, indicating high user satisfaction.
- Implemented inclusive design elements, such as high-contrast mode, adjustable font sizes, and screen-reader compatibility.

Eco Nusantara: Interactive Platform for Sustainable IKN Development   Sep 2024 – Okt 2024
Human-Computer Interaction Course Final Project
- Designed and developed Eco Nusantara, a platform aimed at supporting community participation in the development of Indonesia's new capital, Nusantara.
- Utilized Iterative Design Thinking Process, including empathy mapping, wireframing, and prototyping.
- Integrated IoT, Big Data, AI, and Blockchain to enhance transparency, accountability, and user engagement.
- Focused on inclusivity, sustainability, and cultural preservation in UI/UX design.
- Conducted usability testing to refine interactive features and ensure alignment with the needs of diverse user groups.

Online Thrifting Sales Information System   Nov 2024 – Dec 2024
Information Systems Analysis and Design Course Final Project
- Conducted analysis and design for an online thrifting sales platform to optimize inventory management, enhance transaction efficiency, and support sustainable business practices.
- Created comprehensive UML diagrams, including Use Case, Sequence, Class, and Domain Models, to visualize system workflows and interactions.
- Developed system requirements for managing diverse user roles, such as admins, sellers, suppliers, and buyers, ensuring smooth system operations and scalability.
- Emphasized sustainable practices by addressing consumer demand for eco-friendly thrifting alternatives.

Business Process Analysis for Apotek RSIA Lombok Dua-Dua   Mar 2024 – Jun 2024
Business Process Analysis Course Final Project
- Conducted comprehensive business process analysis for Apotek RSIA Lombok Dua-Dua, focusing on identifying operational inefficiencies and recommending process improvements.
- Mapped current workflows using Relationship Mapping, Flowcharts, and Cross-Functional Diagrams to visualize the pharmacy's sales and inventory management processes.
- Applied performance measurement tools such as Pareto Charts, Check Sheets, and Critical Incident Analysis to identify key problem areas like stock shortages, long wait times, and technology gaps.
- Utilized Fishbone Diagrams and the Five Whys Method to determine the root causes of operational issues, including lack of digital tools and inefficient resource allocation.
- Proposed process improvements like digital inventory management systems, enhanced e-prescription capabilities, and better customer engagement strategies.

- Developed strategic recommendations for technology adoption, workflow optimization, and staff training to enhance efficiency and service quality.

ORGANIZATIONAL EXPERIENCES

Senyum Anak Nusantara Chapter Sidoarjo   Apr 2024 – Present
Staff of the Division of Creative Media

- Planning and organizing activities aimed at branding SAN Chapter Sidoarjo through community social media and collaborating with other divisions.
- Receiving, analyzing, and managing information from external or internal parties, the results of which will then be published on SAN Chapter Sidoario social media or, become a form of internal development.
- Responsible for managing information from external or internal parties which will later have output as a means of community branding in the form of visual or audio-visual designs.
- Responsible for archiving all division and committee design results, photo documentation, and videos owned by the community.

Karang Taruna Melati Putih Lemahputro Sidoarjo   Jun 2024 – Present
Event Coordinator Performing Arts & Graphic Designer

- Led and coordinated a cultural performance event, managing logistics, scheduling, and team collaboration to ensure a successful event with over 75++ attendees.
- Designed creative materials, including ID cards, certificates, and posters, to enhance the branding and professionalism of organizational events.
- Collaborated with team members to plan community initiatives and ensure effective communication and execution of programs.

VOLUNTEER EXPERIENCES

- Gen Pelajar #1 2025 (Teacher)
- Open Talk Fasilkom Ilmu Komputer 2024 (Staff of Publication, Decoration, Documentation Division)
- Pemilihan Umum Raya Fakultas Ilmu Komputer 2024 (Badan Pengawas Pemilu)
- Masa Orientasi Mahasiswa Fakultas Ilmu Komputer 2024 (Staff of Senior Companion)
- IFFA College Bowl VIII 2024 (Staff of Branding and Marketing Division, Sub Division Creative Design)
- Pemilihan Umum Raya Sistem Informasi 2023 (Staff of Publication, Decoration, Documentation Division)
- Fakultas Ilmu Komputer Fest 2023 (Staff of Publication, Decoration, Documentation Division)

CERTIFICATION & TRAININGS

- Finalist UI/UX Design Competition Fasilkom Fest 2024 UPNVJT
- Top 25, Students Mathematics Olympiad Olimpiade Update Festival IX 2024 National Level

ACHIEVEMENTS

- Design System in UI Design by MySkill
- Intro to Software Engineering by RevoU
- JavaScript Intermediate by Skilvul
- Mini Bootcamp Mulai Belajar IoT dari Nol di Tengah Peningkatan Kebutuhan Ahli IoT by Edspert.id

SKILLS

Soft Skills: Analytical Thinking, Problem Solving, Emphaty in Design, Creativity, Problem Solving, Teamwork, Collaboration,Technical Communication, Time Management, Adaptability, Critical Thinking.
Hard Skills: Microsoft Word, Microsoft PowerPoint, Microsoft Excel, Google Work Space, MySQl, MariaDB, phpMyAdmin, Visual Studio, Figma, Canva, Capcut, PicsArt, Phonto, Social Media
Language: Indonesia (Native), English (Intermediate)