

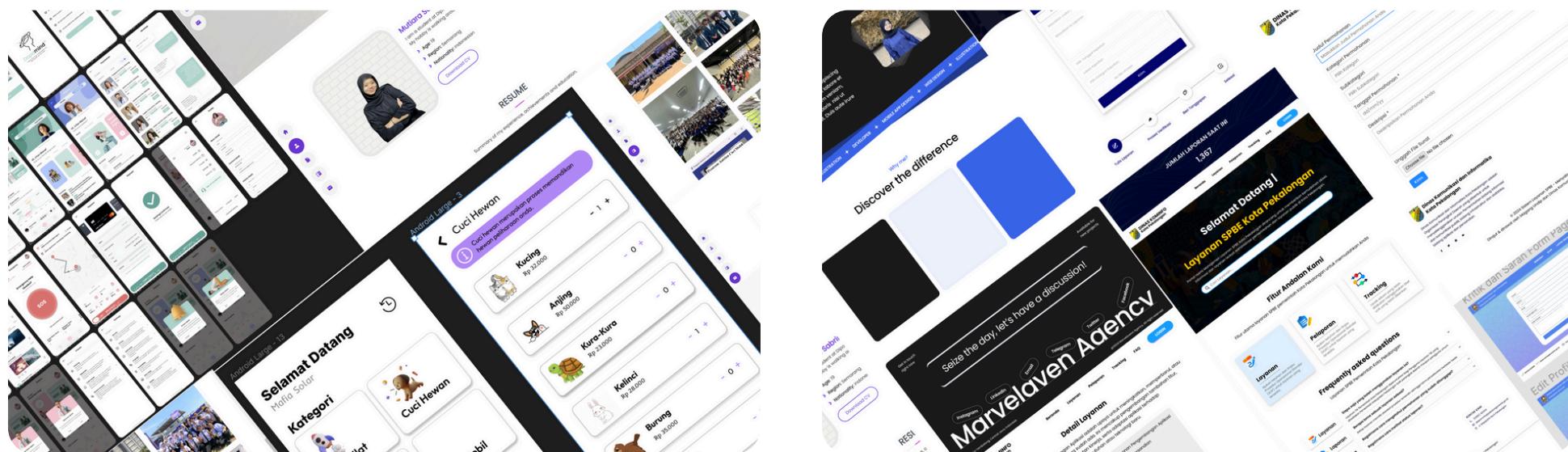


My resume

# Let's get to know me!

my design  is eyecatching

Welcome to my portfolio! Here, you'll find my journey and the projects.  
I hope they inspire you and give you a glimpse into the world of design that I'm passionate about.



Hi there,

# Mutiara Sabrina R.



UI Designer



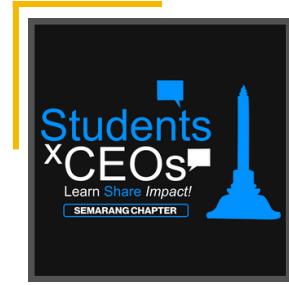
Undergraduate Student  
of Computer Engineering  
(2022 - present)

I am Mutiara. I have more than two months of internship and volunteer experience, specifically tailored to the IT field. Over the course of my academic journey, I have explored various facets of technology through practical engagements in programming, Figma, Capcut, Canva, and more. My current interest lies in UI/UX, prompting me to seek internship opportunities where I can further refine my skills. I am passionate about integrating technical expertise with user-centric design, confident that my background will enable me to contribute effectively to your team.

## Education

# WORK EXPERIENCE

## WORK



01



02



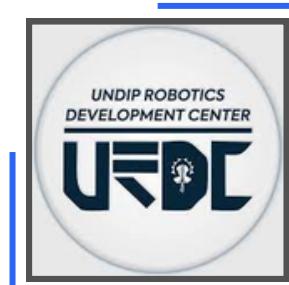
03



04



05



06

**Oct 2024 – present**

Manager of Creative Media

**Jan – Feb 2025**

Full Stack Developer (Internship)

**Juni – Juli 2024**

UI Designer (Internship)

**Jan – Feb 2024**

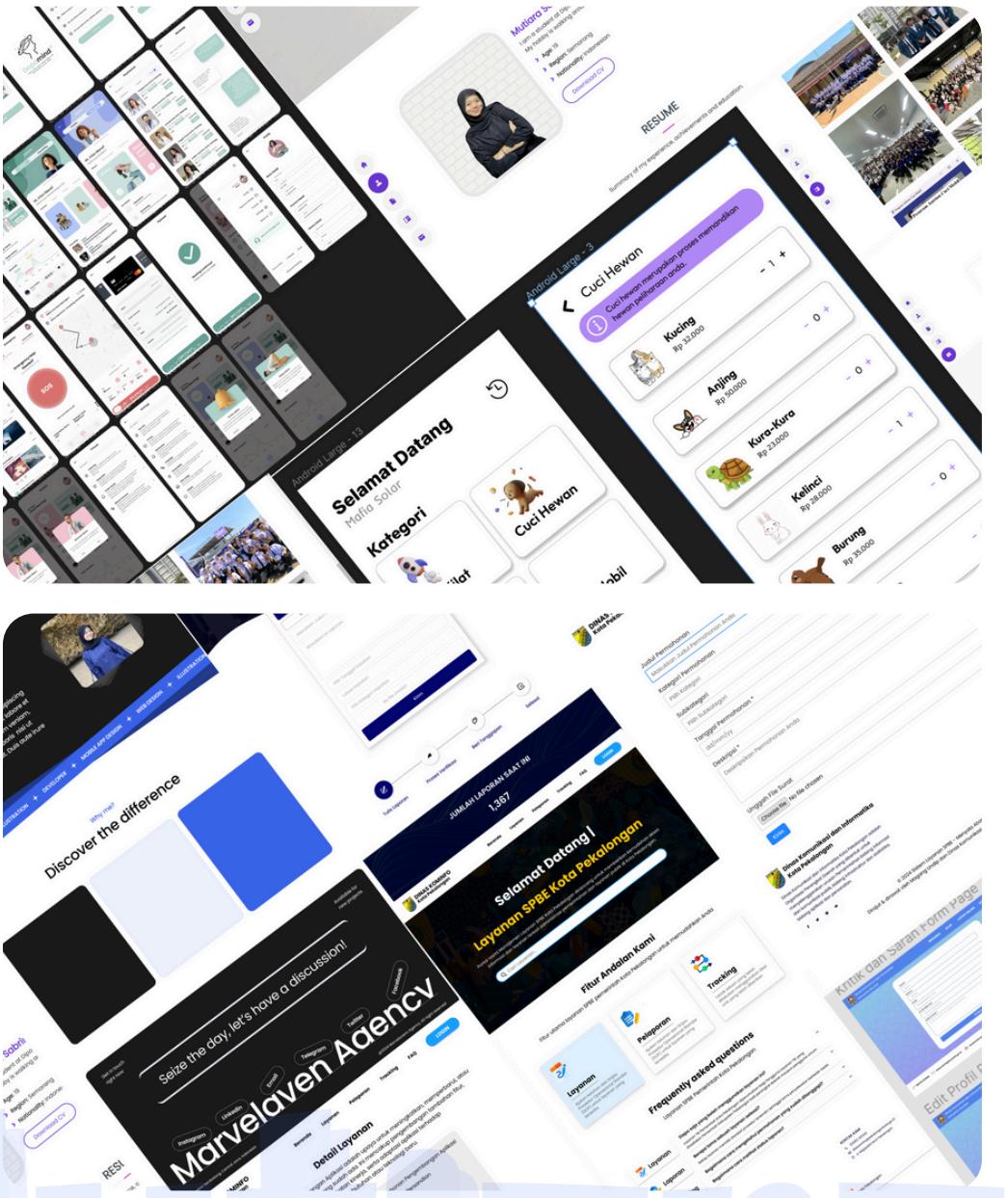
UI Designer (Internship)

**2023-2024**

Member of GDSC Undip 2023

**2023-2024**

Member of URDC 2023



# PROJECT

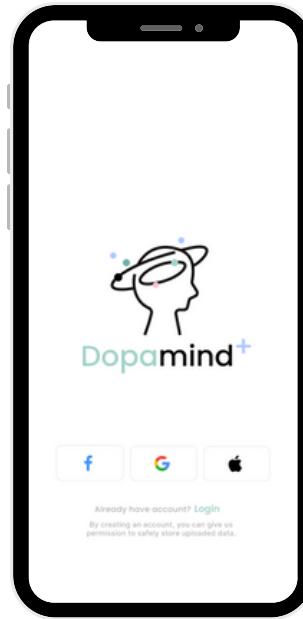
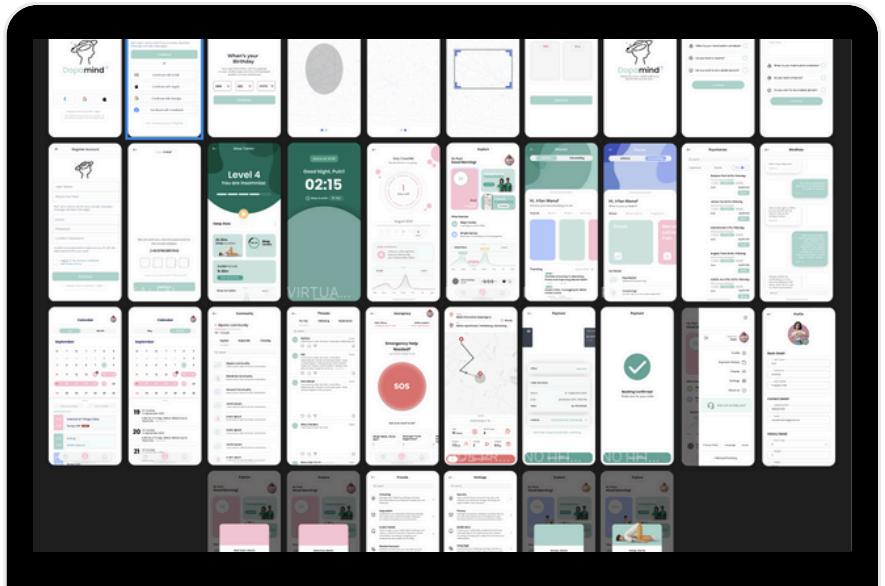
Here you will find some of the personal and clients projects that I created with each project containing its own case study





# 1st Winner Scientific Writing International Competition

Pertiba University in associated with Universiti Teknologi Malaysia



**Dopamind+: Mobile-Based Application to Prevent and Treat Mental Health Disorders in Adolescents**

<sup>1</sup> Mutiara Sabrina Rahmadiannisa, <sup>2</sup> Fadil Shidqi Firdaus, <sup>3</sup> Irfan Maulana Manaf,  
<sup>4</sup> Kadek Wisnu Parjata Putra

<sup>1</sup>Fakultas Teknik, Universitas Diponegoro  
<sup>2</sup>Fakultas Teknik, Universitas Diponegoro  
<sup>3</sup>Fakultas Teknik, Universitas Diponegoro  
<sup>4</sup>Fakultas Teknik, Universitas Diponegoro

[mutiarasabrina111@gmail.com](mailto:mutiarasabrina111@gmail.com)  
[fadilshidqifirdaus@gmail.com](mailto:fadilshidqifirdaus@gmail.com)  
[irfanmanaf72@gmail.com](mailto:irfanmanaf72@gmail.com)  
[wisnuparjata342@gmail.com](mailto:wisnuparjata342@gmail.com)

**Abstract**

In order to achieve the third goal of the SDGs, which is to ensure a healthy life and promote well-being for individuals of all ages, mental health in Indonesia has been insufficiently addressed. Mental health disorders prevalent among the community include stress, depression, and even suicide. Factors that can trigger conditions, such as irregular sleep, especially among women, can affect the regularity of their menstrual cycles, which can lead to mental health issues. This application is a mobile-based application. The purpose of developing this application is to: (a) Analyze the impact of the Dopamind+ application on users who are likely to experience mental health disorders; (b) Reduce the incidence of mental health disorders; (c) Support innovation in mental health issues collaborating with technological; (d) Create a mobile-based application that provides healthcare services and education, especially teenagers. In the development of this application, the Design Thinking method is used, along with stages including Emphasize, defining, ideating, prototyping, and testing. The target users of the Dopamind+ application are classified based on age, gender, and disease genetics. Stakeholders this application include health departments, social services, users, police, fire departments, developers, researchers, academicians, and relevant organizations. The limitations of the Dopamind+ application using the English language, requiring user emails, and the lack of emphasis on mental health for teenagers, especially teenagers prone to mental health issues. This application is accessible via mobile platforms such as Android and iOS. The features include Smart to-do list, Red Day tracker, Educare and Counseling, Virtual Community, Sleep tracker, SOS, and Stress tracker.

**Keywords:** Mental health, mental health disorders, teenagers, health, innovation

1

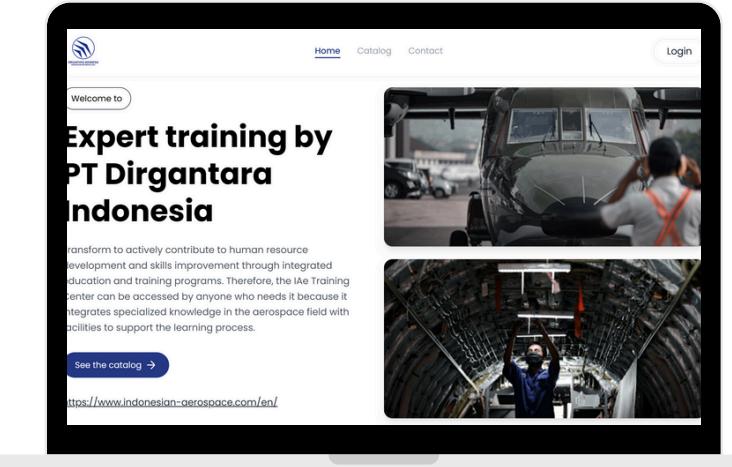
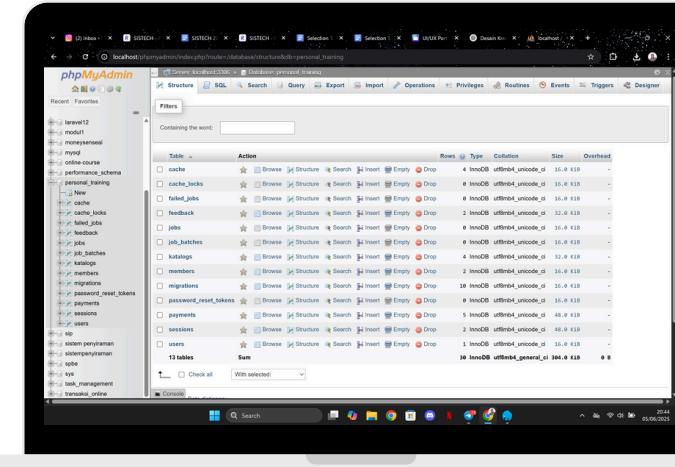
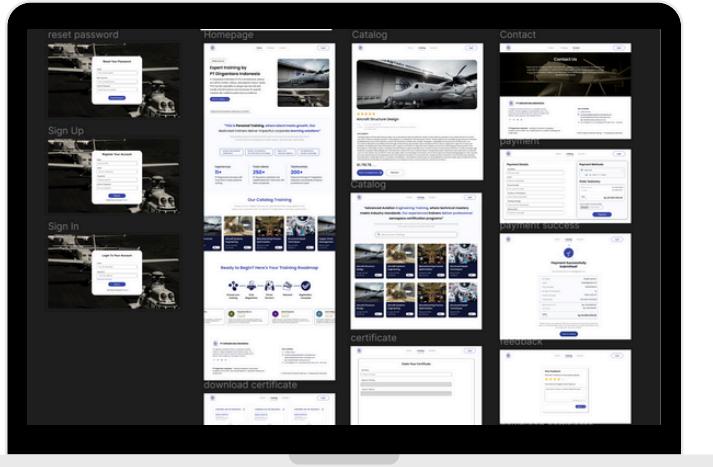
Our project, "**Dopamind+: Mobile-Based Application to Prevent and Treat Mental Health Disorders in Adolescents**," focused on enhancing the app's functionality and user interface. Through dedicated refinement and strategic presentations, we secured the 1st international position, demonstrating our commitment to impactful mental health solutions.



DIRGANTARA INDONESIA  
INDONESIAN AEROSPACE (IAe)

# PT Dirgantara Indonesia Bandung

Full Stack Developer

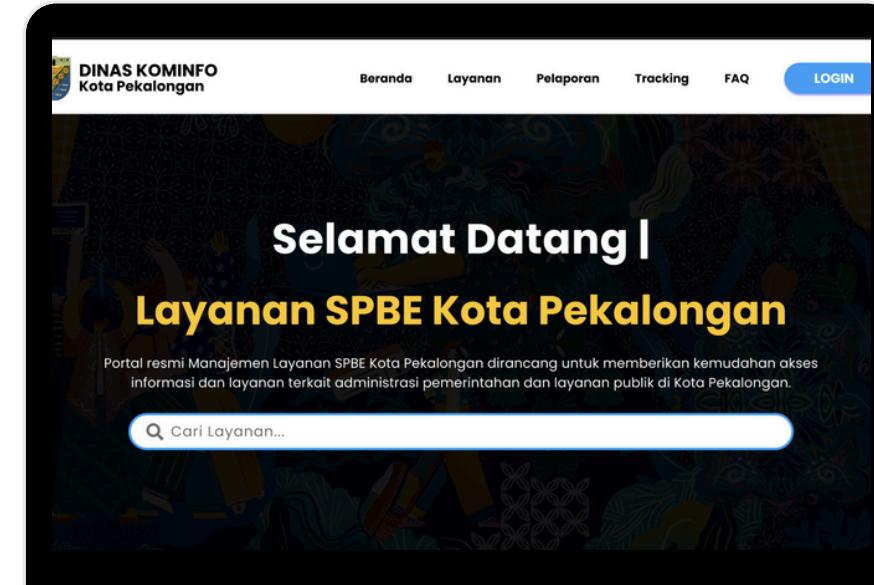
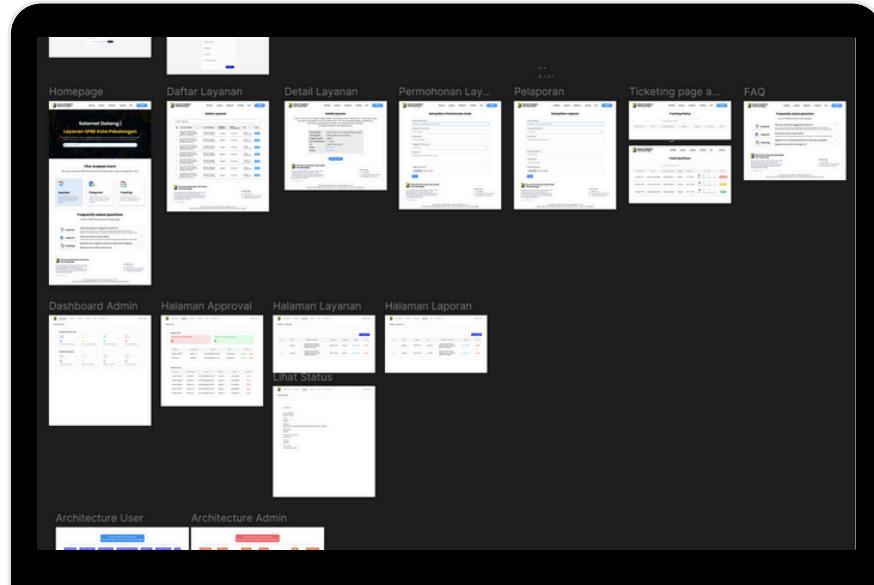


Internship at **PT Dirgantara Indonesia** with a focus on web development. During this internship, I was responsible for building a personal training website aimed at making PTDI's training programs accessible to external customers. This platform was designed to expand PTDI's training outreach beyond internal participants, allowing broader access to their professional development services.



# Dinas Komunikasi dan Informatika Kota Pekalongan

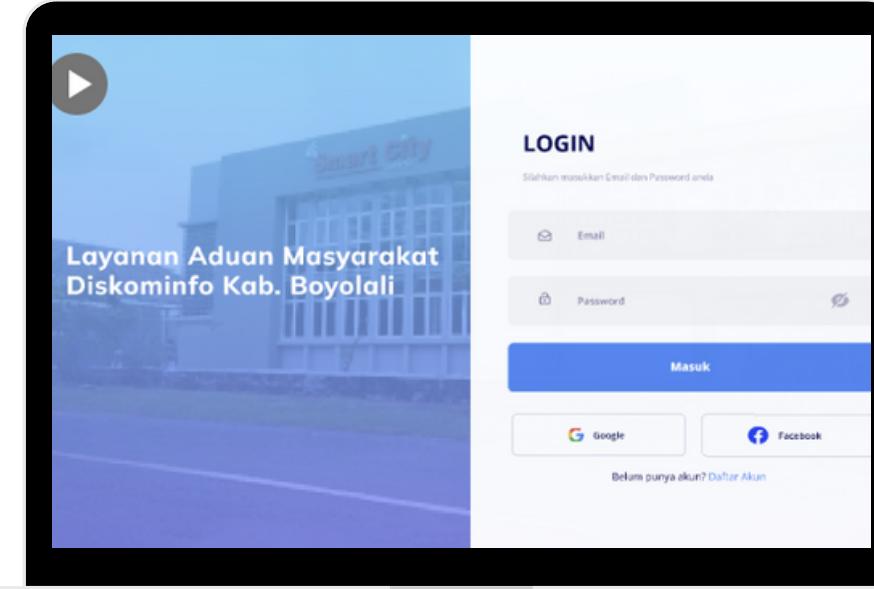
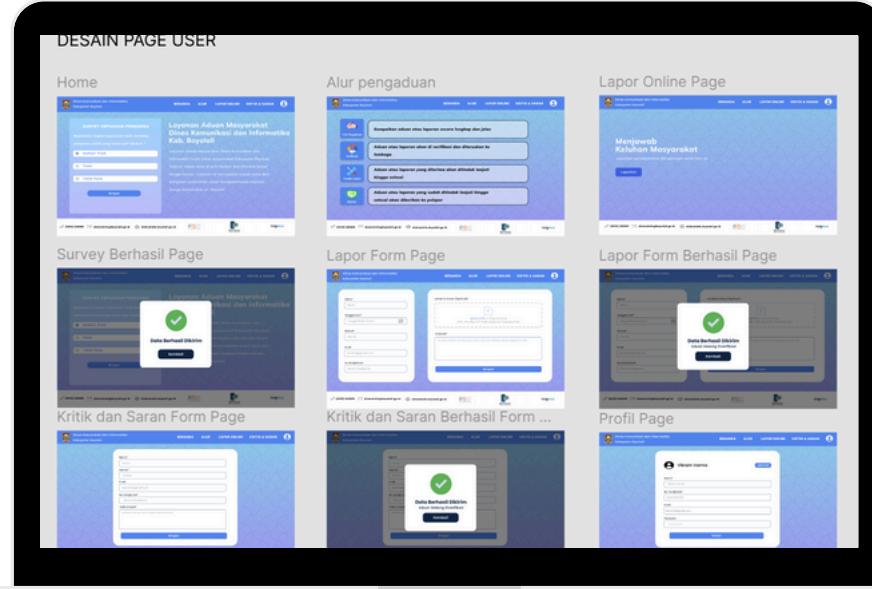
UI/UX Design



During my internship as a UI/UX Designer at the **"Dinas Komunikasi dan Informatika Kota Pekalongan"**, I contributed to the design and optimization of a public service platform. I was responsible for creating user-friendly interfaces that improved accessibility and efficiency for citizens interacting with government services.

# Dinas Komunikasi dan Informatika Boyolali

UI Design

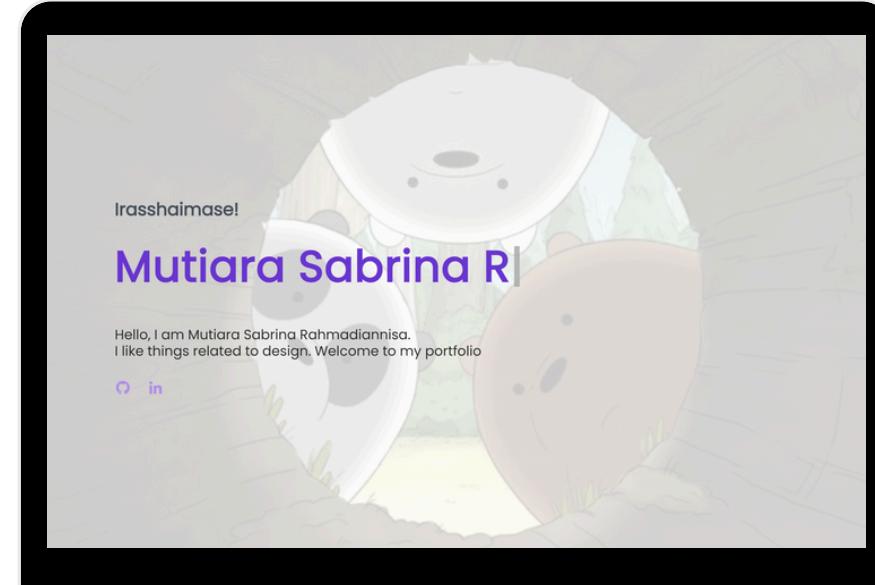
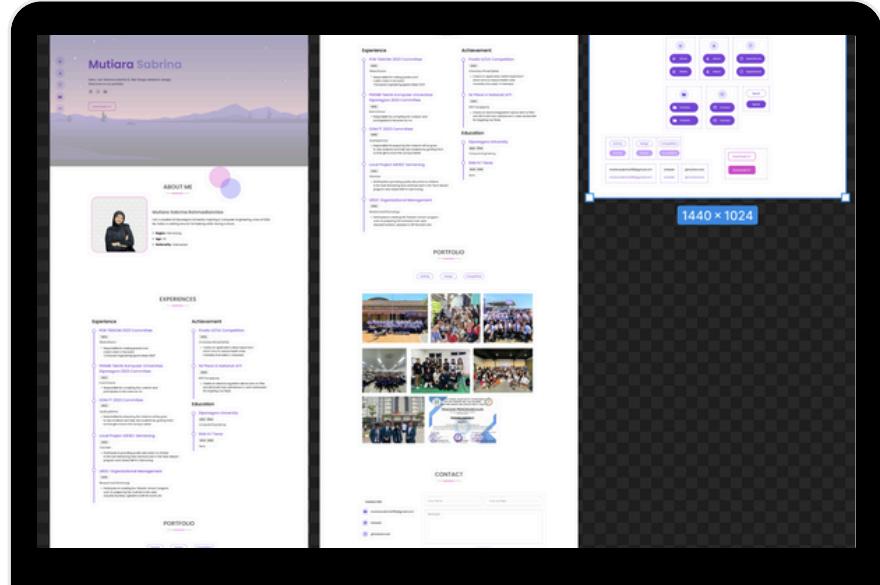


During my internship as a UI Designer at the **Dinas Komunikasi dan Informatika Boyolali**, I worked on developing and enhancing digital service platforms. My responsibilities included designing intuitive user interfaces to ensure seamless user experiences for the city's residents in accessing public services.



# Google Developer Student Clubs UNDIP

## UI Design



As part of the **Google Developer Student Clubs (GDSC)** at **UNDIP**, I participated in a class focused on web design. During this course, I worked on designing a fully responsive website, where I applied key principles of UI design to create an intuitive and visually appealing layout. This project helped me enhance my skills in creating user-centered digital experiences.



# StudentsxCEOs Semarang

## Batch 8

Intern - Staff of Creative Media

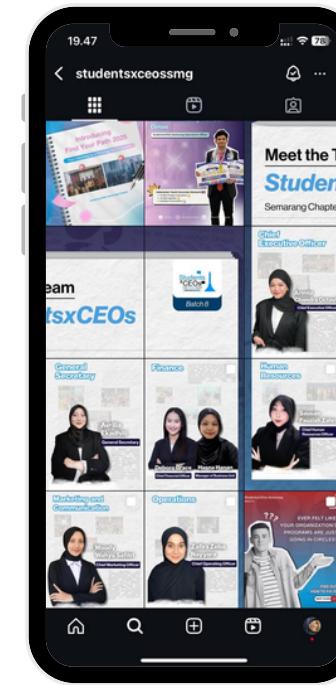
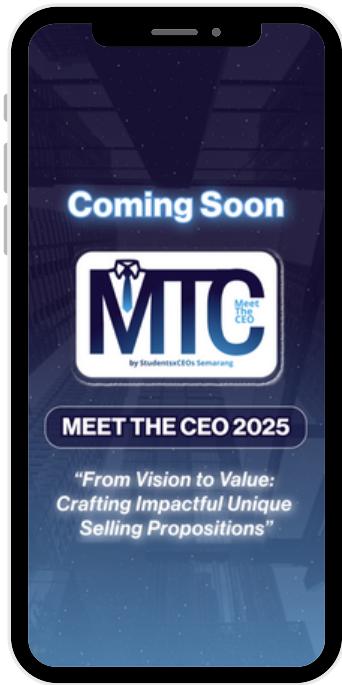
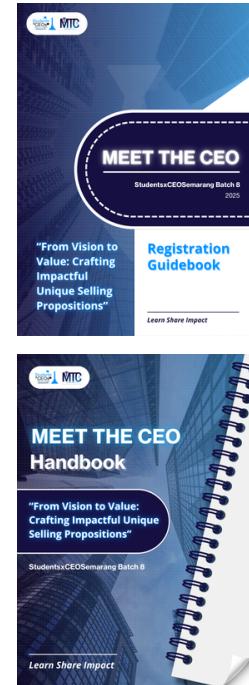
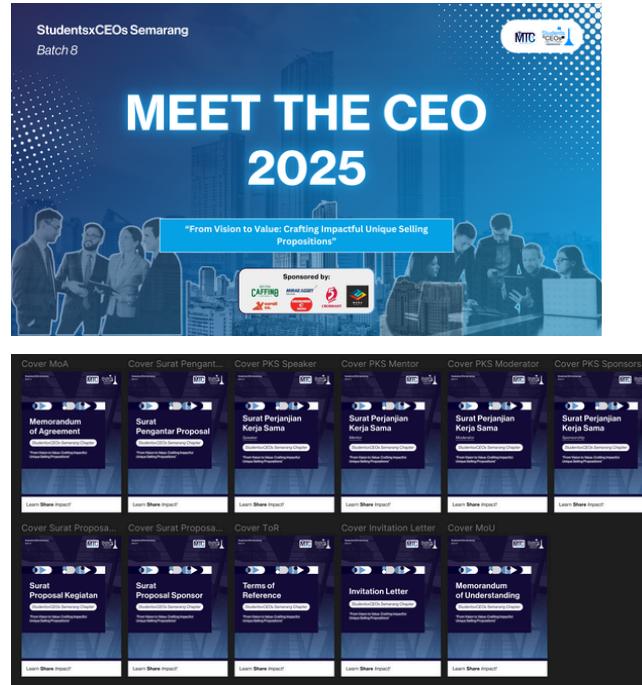


Began as an intern at **StudentsxCEOs Semarang** in October, demonstrating exceptional creative capabilities that led to a promotion as Staff of Creative Media within one month. Responsible for developing comprehensive visual content including presentation decks, virtual backgrounds, design concepts, sponsorship booklets, and Instagram content **@brandup.sxc** while maintaining consistent brand aesthetics across all platforms.



# StudentsxCEOs Semarang Batch 8

Manager of Creative Media

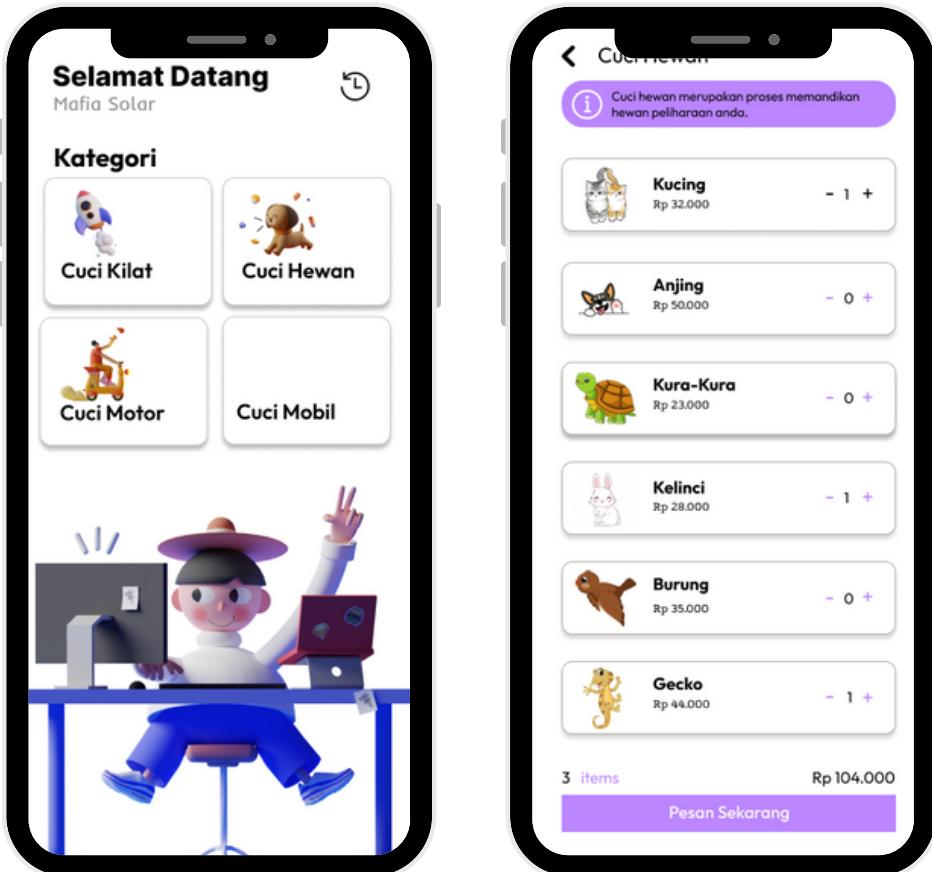


Started as the **Manager of Creative Media** at **StudentsxCEOs Semarang**, responsible for overseeing the visual direction and consistency across platforms. Actively contributed to the creation of various Instagram feed designs **@studentsxceossmg** and participated in StudentsxCEOs' flagship program Meet The CEO. In this program, I led the design of multiple creative assets including proposal covers, guidebooks, handbooks, reels covers, backdrops, and more – ensuring each output aligned with the brand's identity and quality standards.



# Tugas Akhir Pemrograman Perangkat Bergerak "WARUNK CUCI"

UI Design



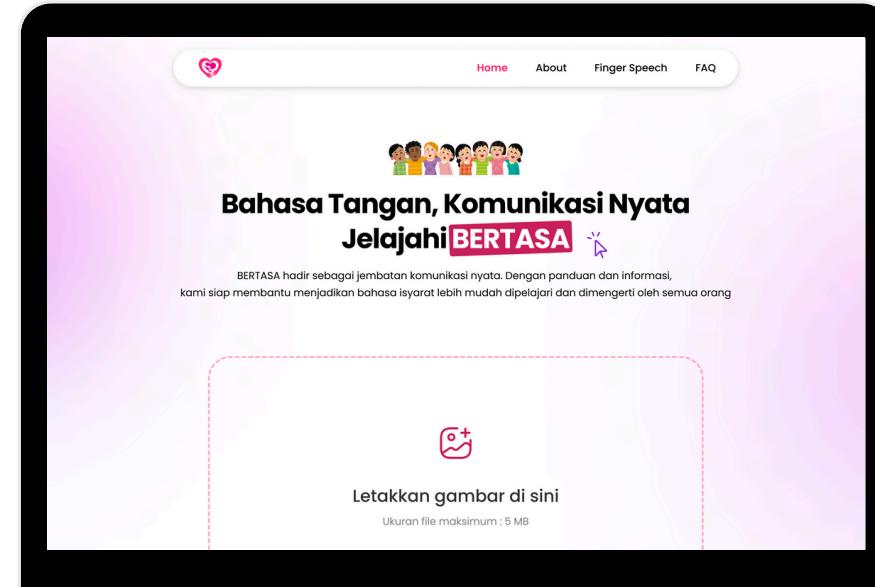
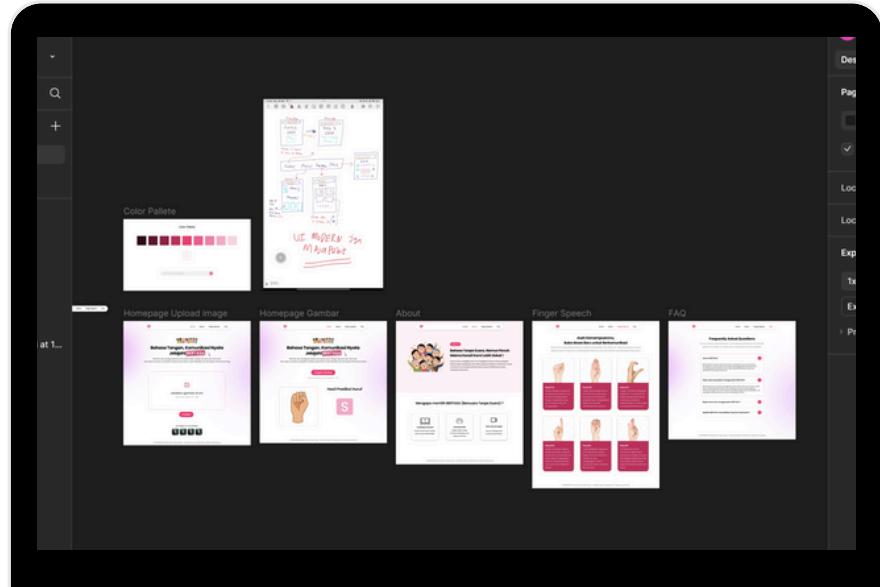
This project, **WARUNK CUCI**, is the result of my final thesis for the "**Pemrograman Perangkat Bergerak**" course, developed and demonstrated using Android Studio. The app focuses on offering an intuitive and streamlined user experience, designed to provide efficient laundry and car wash services through a mobile platform. Through this project, I applied key principles of mobile app development and UI design, culminating in a fully functional application ready for demonstration.



# Tugas Akhir Pemrograman Berorientasi Objek

## "BERTASA" (Bersuara Tanpa Suara)

UI Design



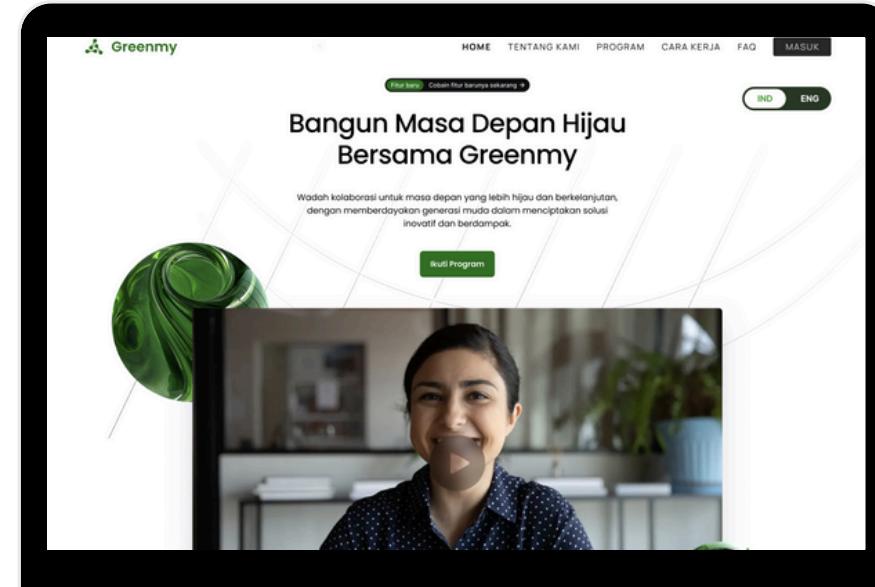
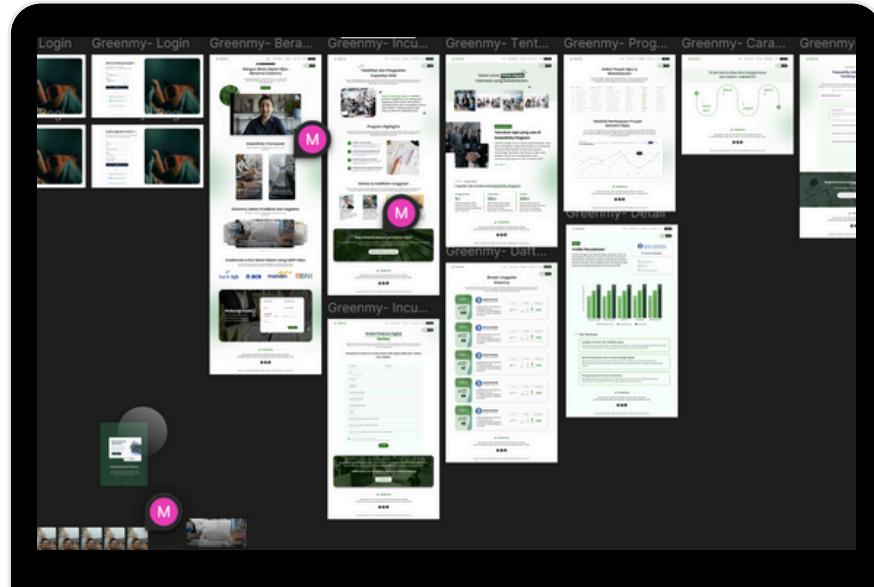
**BERTASA** is a final project for "**Pemrograman Berorientasi Objek**" that combines website development and machine learning technology to assist people in learning sign language communication. The platform features an intuitive interface with figma and advanced recognition system, enabling users to effectively learn and practice sign language gestures. This project demonstrates the practical application of technology to enhance accessibility in communication.



# Freelance UI Design for Client Project

## “GreenMy”

UI Design



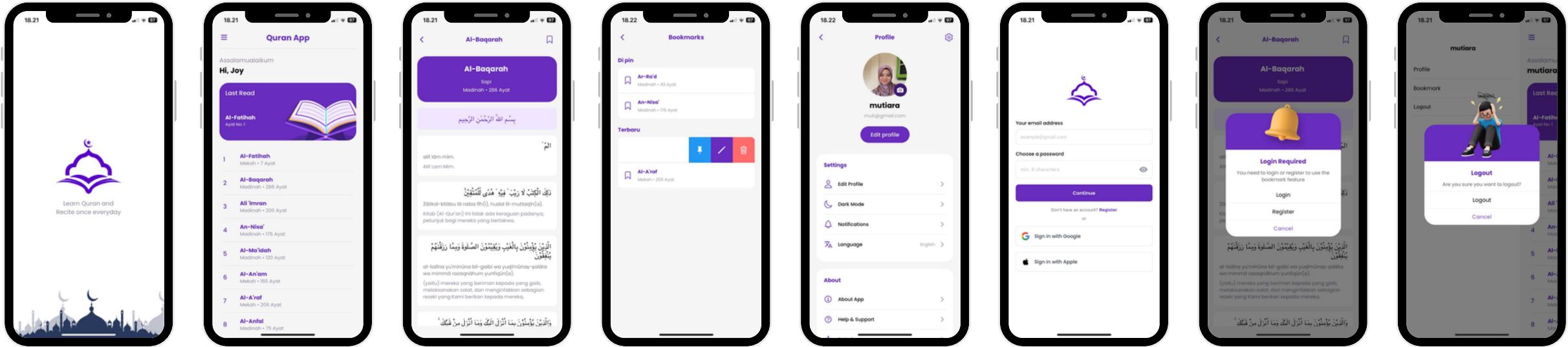
**Greenmy** is a website project developed for a competition, where I contributed as the UI Designer. The client needed a visually appealing and user-friendly interface to support the platform's environmental mission and enhance its presentation for the competition. I was responsible for designing the web layout and interface using Figma, focusing on clear structure, modern aesthetics, and a consistent visual identity to help the project stand out and deliver its message effectively.



# Tugas Akhir Praktikum Pemrograman Perangkat Bergerak

## “Quran App”

UI Design



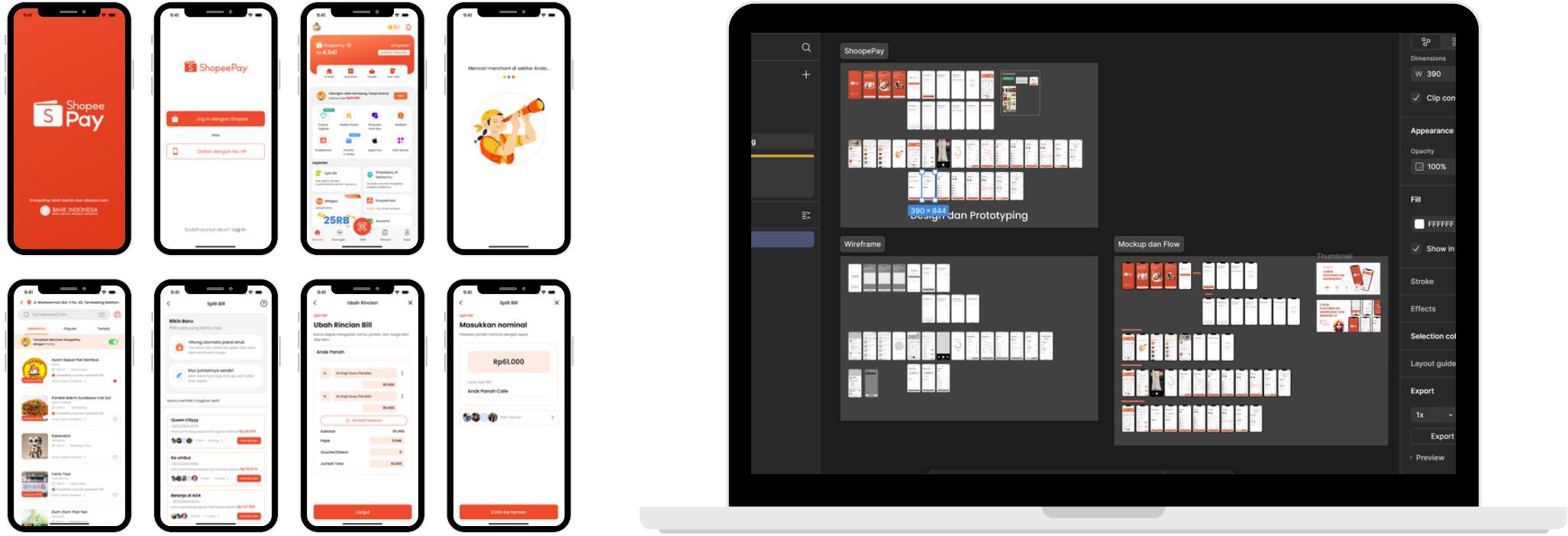
This project, **Quran\_App** is a practical final project developed using React Native, successfully integrating with <https://equran.id/api/v2> API to create a comprehensive digital Quran application. The project showcases the implementation of API integration and mobile development principles, resulting in a functional application that provides users with accessible Quranic content and features..



# Tugas Akhir Mata Kuliah – Interaksi Manusia dan Komputer

## “ShopeePay”

UI Design



This project focuses on **redesigning** the user interface of the **ShopeePay e-wallet** application to improve usability and visual appeal. The redesign includes a refreshed look for the existing features and the addition of two new features: **Split Bill**, which enables users to share payments seamlessly with others, and **ShopeePay Nearby**, which helps users locate nearby merchants that accept ShopeePay. The project highlights my skills in UI design, user-centered thinking, and feature innovation to enhance the overall user experience.

# E-CERTIFICATE



# Thank You!

**Let's Collaborate!**



[mutiarasabrina1661@gmail.com](mailto:mutiarasabrina1661@gmail.com)



[mutiarasabrinarahmadiannisa](https://www.linkedin.com/in/mutiarasabrinarahmadiannisa)

