

NAUFAL ARSAPRADHANA

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Undergraduate student in Information Technology from Brawijaya University with a GPA of 3.91 out of 4.00. Has experience with improving soft skills and high skills as an UI/UX Designer, Laboratory Teaching Assistant, as well as being an organizational committee during college, proficient in an assortment of technologies, including Java, Python, Javascript, PHP, SQL, Microsoft Office, and Google Workspace. Experienced in managing a project and analyzing the optimality of a technology product. Able to effectively self-manage during independent projects, as well as collaborate in a team setting.

EXPERIENCE

FACULTY OF COMPUTER SCIENCE BRAWIJAYA UNIVERSITY

Feb 2024 - Dec 2024

Laboratory Teaching Assistant

- Responsible for delivering materials in 4 classes: Advanced Programming, Database Systems, Web Application Programming, and Mobile Application Programming.
- Accountable for teaching 100+ students including both 2nd and 3rd-year students.
- Delivered 30+ learning modules to support the implementation of practical sessions.
- Evaluated and analyzed practitioner performance, identifying key competency gaps and improving task efficiency by 35%.
- Managed all supporting needs in implementing practical activities using Excel and Google Spreadsheet.

RAION COMMUNITY

Apr 2023 - Dec 2024

UI/UX Designer

- Designed intuitive and accessible UI/UX aligned with SDGs, enhancing user engagement by 30%.
- Conducted user research and usability testing to gain 85% design effectiveness.
- Collaborated with stakeholders and developers to ensure 100% alignment with project goals.

BKPSDM KABUPATEN MALANG

May 2024 - Oct 2024

UX Test Moderator

- Streamlined the usability testing workflow, resulting in a 25% reduction in testing time while maintaining high-quality data collection and actionable insights for development teams.
- Trained participants on application features, ensuring 95% accuracy in feedback collection.
- Collaborated with developers and project managers to implement iterative enhancements, reducing usability issues by 40%.

EDUCATION

BRAWIJAYA UNIVERSITY

Malang, Aug 2022 - Present

- Undergraduate Information Technology student; Cumulative GPA: 3.91/40.
- 2nd Runner-Up of Mahasiswa Berprestasi FILKOM UB 2024.
- Related Coursework: Database Systems, Statistics, Basic of UX Design, Database Programming, Data Warehouse, Software Quality Assurance, Web Application Programming.

ORGANIZATION

RAION COMMUNITY

Apr 2023 - Dec 2024

Staff of Marketing and Communication

- Established and maintained effective stakeholder communication, increasing RAION Community's event reach by 40%.
- Led creative campaigns that boosted audience engagement by 35%, leveraging analytics for optimization.
- Strengthened RAION Community's brand presence by ensuring cohesive messaging and a 25% increase in social media interactions.

PROJECTS

Savior (UI/UX Mobile Application Design) - [Portfolio](#)

Emergency Call Service Application as a First Response for Women and Children to Request Help.

EquiCity (UI/UX Mobile Application Design) - [Portfolio](#)

A platform for developing inclusive public spaces through collective movements. Equicity facilitates easier and safer community involvement in regional development.

Whispery (UI/UX Mobile Application Design) - [Portfolio](#)

Mental Health Disorder Management Application through the Use of Voice User Interface Technology as a Form of Inclusive Support for People with Disabilities.

Machine Learning Model to Predicting Student Performance - [GitHub](#)

Delivered a predictive solution that empowered educators to enhance student success rates by 20% and optimize accuracy by comparing SVR, Random Forest, and KNN with CV R^2 , R^2 , MAE, and MSE.

Sehati (Mobile Application) - [GitHub](#)

A mobile application designed to address the growing mental health challenges faced by students, offering accessible and reliable solutions to improve their well-being.

DoctorPC (Web Application) - [GitHub](#)

Successfully delivered a scalable and fully functional platform that increased user engagement by 30% and streamlined service and component transactions.

ACHIEVEMENTS [Certificate](#)

- 2nd Runner-Up of Mahasiswa Berprestasi FILKOM UB 2025
- 2nd Winner of UX Challenges on 4C National Competition 2024
- Finalist of UX Design Division on GEMASTIK XVII 2024
- 1st Winner of UI/UX Competition on MAGE X 2024
- Surat Pencatatan Ciptaan of Savior Prototype
- Silver Medalist of The 10th KIME on Ideas Competition 2024
- Best Video of UX Competition on FIND IT! 2024
- 2nd Winner of Public Administration Competition (PANCO) UNY 2024
- Silver Medalist for Innovation Science category in Youth International Science Fair 2024
- Gold Medalist and The Winner of Best Promising Innovation Award at Global Youth Innovators Competition 2024
- 2nd Winner of Entrepreneurship Division on Dekan Cup FILKOM UB 2022

CERTIFICATIONS [Certificate](#)

- **What Is Generative AI?** | Issued by LinkedIn
- **Generative AI: The Evolution of Thoughtful Online Search** | Issued by LinkedIn
- **Streamlining Your Work with Copilot (formerly Bing Chat/Bing Chat Enterprise)** | Issued by LinkedIn
- **Database Design** | Issued by Oracle
- **Database Programming** | Issued by Oracle
- **Working in a Digital World: Professional Skills** | Issued by IBM
- **Belajar Dasar Data Science** | Issued by Dicoding.id
- **Intro to Data Analytics** | Issued by RevoU

SKILLS

- **Software Skill:** Microsoft Office, Google Workspace, Figma, Canva, Visual Studio Code, MySQL, PhpMyAdmin, DBDesigner, Jitter, Miro, Adobe Photoshop, Trello, Notion
- **Programming Languages:** HTML, CSS, Java, PHP, SQL, JavaScript, Python, C++.
- **Soft Skill:** Communication, Hardworking, Collaboration, Time Management, Adaptability, Creativity.
- **Languages:** Indonesian (Fluent), English (Intermediate).