OSBERT REYNALDI SUDJANA

OSBERT.SPACE

- Los Angeles, United States
- osbertrs@ucla.edu
- osbertreynaldi.github.io
- Osbert Reynaldi Sudjana

EDUCATION

University of California, Los Angeles
Bachelor of Science,
Cognitive Science
Class of 2024

SKILLS

Programs
Figma
Procreate
WordPress
Microsoft Office
iMovie

Frameworks
Bootstrap

Languages
HTML
CSS
C++
JavaScript

Java
Python
x86 Assembly

INVOLVEMENT

President,
Entrepreneurs and Technology
(De Anza College)
May 2021 - June 2022

Design Officer,
PERMIAS (De Anza College)
May - Aug 2021

Teaching Assistant,
C++ and X86 (De Anza College)
January - June 2022

WORK EXPERIENCE

DESIGN INTERN

Wennys Handbag   June - August 2021

- Designed an end-to-end flow of website's user interface by developing interactive mock UIs in Figma
- Amplified company's exposure to customers by building the company's website using HTML, CSS, Bootstrap and Javascript
- Streamlined customer to company communication by integrating a mailto and whatsapp APIs to the website by using HTML
- Improved company's direct business to individual customer sales by 20% through personally attending to the communication channels and maintaining an online store

PROJECTS

Personal Website   March 2021
HTML, CSS, Javascript

- Created a showcase for personal projects by building a full-stack static website by using HTML, CSS, Javascript and Bootstrap
- Engineered a smooth-motion viewing experience by implementing appear-on-scroll animations using JavaScript Intersection observers and CSS keyframes
- Incorporated an interactive environment by creating user-friendly icons using a modified open-source CSS file and thumbnails designed in Figma

osbert.space (Design Portfolio)   July 2022
WordPress

- Built an online design portfolio for case studies and projects by hosting and building a full-stack website using Wordpress and its associated plugins
- Formulated a user-friendly and interactive UI/UX by analyzing data and human cognitive behavior through user and market research.
- Designed and developed low-fidelity and high-fidelity wire framing by digitalizing sketches, developing mock-UIs and creating prototypes in Figma

Clothing Store   March 2022
Java

- Spearheaded a clothing store project by coordinating a team of 5, and delegating tasks considering the team member's respective strengths and architecting a multi-file java project using UML diagrams
- Enhanced customer accessibility by implementing back-end product and customer account databases as well as sorting by using Hash Tables, Binary Search Trees, Heaps, Comparator Classes, Queues and Linked Lists written in Java.
- Integrated a back-end order, shipment and product inventory system using Binary Search Trees, Heaps, Comparator Classes, Queues and Linked Lists written in Java