

Faraihan Rafi Adityawarman

UI/UX Developer and Researcher | faraihanrafia@gmail.com | +6285156143315 | pibe-porto.vercel.app

A Developer studying in Institut Teknologi Sepuluh Nopember and The University of Queensland with the Bachelor degree of Informatics and Information Technology (UX Major). Proficient in sets of UI/UX development tools such as Figma with the objective of making better app, web, and products.

Work Experience

Quantum Teknologi (Nusantara) – Jakarta Feb 2025 – Apr 2025

UI/UX Designer Intern

- Assisted and worked in two different projects
- Revamping an app focusing on the “gifting” aspect of the app. Gifting made easier and more personal towards the receiver.
- Handled and worked on the company’s document repository app. kickstarting the UI/UX on user flows and use cases.

Avocain – Remote Aug 2025 – Now

UI/UX Designer and Front-End Developer (Freelance)

- Conduct research on UX and planning user flows.
- Develop Wireframing, low-fidelity, and high-fidelity prototypes.
- Consolidation and implementation to Front-end of Website.
- Provide detailed reports to clients showcasing the impact and effectiveness of design initiatives.

Education

Institut Teknologi Sepuluh Nopember – Surabaya, Indonesia 2021 - 2025

Bachelor Degree in Informatics

- Learn about Programming, especially in Web design and development

University of Queensland – Brisbane, Australia 2023 - 2025

Bachelor Degree in Information Technology

- Learn about Design and Design process. Design such as prototyping, UI/UX, Physical Computing, etc. Design process such as research and UX.

Languages

- **English** : Professional working proficiency
- **Indonesian** : Native

Certificates

International English Language Testing System (IELTS) 2023 - 2025

- 6.5/9.0 Score

Skills

UI/UX

- Used Figma as the main tool for wireframing, prototyping, editing, and graphic design.
- Understanding of UI/UX principles, Typography, and Colour Theory.
- Understanding of Alignment, Auto Layout, and other Tools.

Graphic Design

- Basic understanding of tools such as Figma, Microsoft PowerPoint, Canva, and Adobe Illustrator
- Understanding of Design principles, Typography, and Colour Theory.

Front-End Development

- Understanding of HTML, CSS, and JavaScript.
- Understanding of front-end libraries such as Tailwind.
- Experience with version control systems like Git.
- Experience with framework such as React and Laravel.

Achievements

Most Innovative Use of XR - Illuminate Faculty Showcase

2025

- My part on this project was to develop an intuitive user experience and interface for students grade 8 to 10 in Australia for them to use intuitively, and keeping them engaged. <https://illuminate.uqcloud.net/project/09F4C59F9C>