

Zhafran Hafizh Izdiyar Riyadi

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Software Engineering graduate (GPA: 3.56/4.00) with proven experience in UI/UX Design, Front-End Development, and Scrum Master. Successfully led the UI/UX design for DetectMe, a mobile system for monitoring infant health, and contributed to the development of SiPlongJar, a complex course-plotting system for university faculty. Eager to apply end-to-end product development skills to create impactful, user-centric solutions.

EDUCATION

Telkom University
November 2025

September 2021 –

Bachelor of Technology, Computer Software Engineering - GPA: 3.56/4.00

- Member of CHEVA lab as a UI/UX designer
- Intern at HUMIC (Human Centric) Engineering Research Center as a Scrum Master
- Practicum Assistant of Web Programming, Software Testing, and Software Design Architecture at Informatics Laboratory Telkom University
- Development of a plotting system for lecturers at the Telkom University Faculty of Informatics

SMAIT Asy-Syukriyyah
2021

July 2018 - September

High School Diploma, Science

- Participated in School Yearbook Committee 2021 as Staff of Logistic Division
- Participated in Asteroid in 2019 as Staff of Logistic Division
- Participated in School Scientific Research in 2019 as Team Leader
- Participated in A Charity Concert in 2018 as Staff of Event Division

PROJECT EXPERIENCE

Rent-it | Laravel, Bootstrap 5, Flutter
UI/UX + Full Stack

- Engineered an end-to-end facility booking system for both web (Laravel & Bootstrap) and mobile (Flutter), handling everything from UI/UX design to full-stack development.
- Implemented core features including search, scheduling, and booking confirmation, utilized by students across Telkom University.

Cardia Insight | React + Flask
Scrum Master + Front End

- Served as Scrum Master and Front-End Developer for a patented, AI-powered cardiovascular detection system.
- Developed the front-end interface using React to visualize real-time cardiovascular data from hardware sensors.
- Facilitated an agile development process, ensuring the team successfully met all prototype

milestones on schedule.

SiPlongJar | Figma (Dev using Laravel + Angular)

UI/UX Designer

- This is an information system that my team and I developed for our final project. This system is broadly used to assign courses to lecturers in the Faculty of Informatics at Telkom University.
- This system is very complex with various types of data relationships between them. However, with our comprehensive cooperation, this project was finally completed in approximately one year.

WORK EXPERIENCE

Chevalier LAB

October 2023

December 2022 –

UI/UX Designer Division

- Create UI/UX for Chevalier LAB LMS project.
- Create UI design for coffee shop applications.

Informatics Laboratory Telkom University

July 2025

September 2024 –

Practicum Assistant of Web Programming

- Guide students in understanding the concepts and implementation of web programming, including HTML, CSS, JavaScript, and related frameworks.
- Provide technical guidance to students during practicum sessions.
- Assess and provide feedback on practicum results and student assignments.

Practicum Assistant of Software Testing

- Guide students in understanding the concepts and implementation of software testing, including manual testing, automation testing, UI testing, API testing, etc.

Practicum Assistant of Software Design Architecture

- Guiding students in understanding the concepts and implementation of software design architecture, including OOP, software project structure, software development, and so on.
- Provide technical guidance to students during practicum sessions.

HUMIC (Human Centric)

2024

February 2024 – June

Scrum Master

- Launched daily stand-ups and sprint planning sessions, contributing to 95% on-time adherence to project schedules.
- Managed team dynamics to prevent conflicts, resulting in an increase in team collaboration.
- Implemented project progress monitoring, contributing to improvement in team working efficiency.

PT. Jakarta International Container Terminal

2024

July 2024 – August

Web Developer (Front End)

- Engineered and developed two critical monitoring dashboards from scratch using Vue.js: one for worker activity and another for external trucks at Line 1

- Redesigned the main dashboard and improved system-wide mobile responsiveness, enhancing user experience, particularly for senior employees.
- Created a custom library of icons and components for the GBOSS system to ensure design consistency and streamline future development.
- Refactored the Delivery Order (DO) module's interface to align with the new, modernized system design.

DetectMe

February 2025 –

Present

Lead UI/UX Designer

- Responsible for creating UI/UX designs that meet all requirements
- Creating prototypes from existing UI/UX designs
- Creating posters, custom components, assets, and so on for development purposes

SKILL SET

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- **Technical** proficiency in Microsoft Office (Word, PowerPoint, OneNote, Teams, Outlook, OneDrive), and Google Workspace (Docs, Sheets, Slides, Classroom, Meet).
 - **Teamwork** Successfully completed various projects with various types of teams.
 - **Leadership** Able and successful in leading various types of teams in various types of projects.
 - **Design Software** Figma, Adobe XD, Canva
 - **Programming Language** Python, Java, C++, C#, HTML/CSS, PHP, Vue.js, Laravel
 - **Database** MySQL
 - **IDE** Visual Studio, Visual Studio Code, IntelliJ, NetBeans
 - **AI** ChatGPT, Gemini, GitHub Copilot