AGNIA ADZILLAWATI

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I am a UI/UX Designer in Indonesia with a strong interest in user interface design, visual design, mockups, motion graphic design, illustration, and user-oriented design. I also have a background in Software Engineering, having studied at Gadjah Mada University. I am looking for opportunities in the UI/UX designer position.

EDUCATION

Gadjah Mada University   *Yogyakarta, Indonesia*
Bachelor of Software Engineering   *August 2019 - August 2023*
- GPA: 3.73
- Learn interaction design, web programming, application programming, and project management

EXPERIENCES

Mechanic Montir App (University)   *Yogyakarta, Indonesia*
UI/UX Designer   *February 2021 - July 2021*
- Empathy and define the problem of users to validate assumptions of 2 stakeholders (project manager and back-end developer)
- Conceptualized design 5 methods; user flow, wireframe low fidelity, high fidelity, mockup, prototyping
- Tested features and system with google form survey more than 10 participants

Project Application Dikti Edu Kemendikbud (Freelance)   *Yogyakarta, Indonesia*
UI/UX Designer   *December 2021 - February 2022*
- Conceptualized design needs in 1 month
- Generated design system for style guide application (50% contributed)
- Created mockup design with 2 stakeholders in figma
- Prototyping and demonstrated in 2 weeks with stakeholders

Project Application Mitra Panen (Internship)
UI/UX Designer   *Surabaya, Indonesia*
                                                                                          August 2022 - December 2022
- Identified the problem of the user target with design thinking method in 2 months
- Generated design system for style guide application (100% contributed)
- Conceptualized design needs; user flow, wireframe, mockup in figma with 2 stakeholders
- Prototyping and demonstrated review with 8 stakeholders

Project Application Sharekuy (Internship)   *Surabaya, Indonesia*
UI/UX Designer   *November 2022 - December 2022*
- Identified user target problems using the design thinking method within a 4-week timeframe
- Developed a design system for a style guide application with 100% contribution
- Created design needs, user flow, wireframes, and mockups in Figma, involving 2 stakeholders
- Created prototypes and conducted reviews with 5 stakeholders

Pupuk Indonesia LMS Application Project (Freelance)   *Gresik, Indonesia*
UI Designer   *March 2023 - May 2023*
- Redesigned style guide and interface with stakeholders (100% contributed)
- Sketching and visualized the design result to improve traffic feedback over 50%

PT Bangunindo Teknusa Jaya   *Jakarta, Indonesia*
UIUX Designer   *October 2023 - Now*
- Developed product designs and enhanced the company's design system (100% contributed)
- Revamped several client projects to improve user experience and interface
- Collaborated with stakeholders to understand and address user needs

LICENSES & CERTIFICATIONS

UI/UX Design, SanberCode   *Valid until May 2021*
SanberCode
Junior Web Developer Certification   *Valid until June 2025*
Informatics Professional Certification Institute

SKILLS

- **Language:** Indonesian (Advanced), English (Intermediate)
- **Technical skills:** Figma (Advanced), Miro (Intermediate), Adobe Photoshop (Advanced), Microsoft Office (Advanced)
- **Soft Skills:** Interaction Design (Advanced), Sketching/Wireframing (Advanced), Prototyping (Intermediate), User Journey (Intermediate), Affinity Mapping (Intermediate)

PORTFOLIO

https://bit.ly/agniaadzillawati