

ZAINUDIN

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ABOUT ME

I am Zainudin, a Computer System fresh graduate from Sriwijaya University in 2023. Have skills and knowledge of Product Knowledge & Design Thinking through experience in several training programs. Looking for an opportunity to develop my talent and grow in the field of UI/UX Design, UI Design, & Product Design.

WORK EXPERIENCE

Network Monitoring, PT Telekomunikasi Indonesia | December 2021 - January 2022

- Performs regular network monitoring that mainly uses SNMP to survey the monitored devices for their operational parameters on a regular basis
 - Monitor hardware and software such as printers and license expiry periodically.
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ORGANIZATION EXPERIENCES

Himpunan Mahasiswa Sistem Komputer (HIMASISKO), Universitas Sriwijaya

Deputy Head of Division KASTRAD (Kajian Strategi & Advokasi) | January 2021 - December 2021

- Participate in general committees, monitor and guide staff in implementing their work programs.
- Make a final report regarding the work program that has been carried out, the funds used in the activity and fill in the active score list of each staff member.

Staff Member KASTRAD (Kajian Strategi & Advokasi) | January 2020 - December 2020

- Actively participate in work programs within the organization

Keluarga Mahasiswa Serasan Seandanan (KM SERSAN), Universitas Sriwijaya

Head of Division MEDINFO (Media & Informasi) | January 2021 - December 2021

- Delivering information for students from academic and non-academic.
 - Manage the organization's social media regularly.
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TRAINING AND CERTIFICATION

UI/UX Designer, Fresh Graduate Academy, Digital Talent Scholarship | February 2024 - April 2024

- Understand and implement UI/UX methodology and Design Thinking.
- Understand and conduct User Research, Competitive Research, Synthesis and Personas.
- Understand and perform User Goals, User Journey Map, User Flow, and Wireframe.
- Implement UI Design Principle in creating User Interface.

UI/UX Designer, Studi Independen, Kampus Merdeka | February 2022 - July 2022

- Understand the stages in Design Thinking.
- Learn to determine the research plan in a case which includes Research Objective, Questions, Hypothesis and Research Method.
- Conduct Usability Testing with Guerilla Testing. then collect insights and feedback from users.

- Collaborate with Product Manager (PM) students, create a project with a C2C business model using the Agile method, Scrum.
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AWARD

3rd place in university UI/UX competition, Sriwijaya University 2022

EDUCATION

Bachelor of Computer Science - GPA 3.66, Computer Systems, Universitas Sriwijaya | August 2019 - October 2023

- *Communication Network and Information Security Research* (December 2022 - October 2023)
Participate in a research group and contribute to parallel computing research.
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SKILLS

Soft Skills : Time Management, Creative, Adaptability, Problem Solving, Teamwork
Hard Skills : Visual Design, UI Design, UX Research, UX Writing, Design Graphic
Tools : Figma, Photoshop, Miro, Trello, Whimsical, Google Workspace