Anastasia Br Sidebang

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in anastasiabrsidebang

Profile

I am an Informatics student at Universitas Multimedia Nusantara, Indonesia, with a strong passion for UI/UX design. I am dedicated to continuously learning and growing in this field, aiming to become a dynamic and impactful designer. I have skills in front-end development that enable me to bring smooth and responsive designs to life. I enjoy exploring new concepts and collaborating with teams, and I am excited to create user-centered digital experiences. I am ready to face challenges and deliver innovative solutions in the tech industry.

Education

Universitas Multimedia Nusantara   *2022 - Present*
Computer Science - GPA: 3.0/4.0

Projects

ReStyle - Second-Hand Clothing Marketplace App   *December 2024*

UI/UX Designer

- Designed a user-friendly interface using Figma for a second-hand clothing marketplace.
- Developed wireframes, prototypes, and high-fidelity designs to optimize the user journey.
- Conducted user research and usability testing to ensure an intuitive and seamless user experience.
- Implemented design principles focused on sustainability and promoting a circular economy.
- Collaborated with team members to refine and finalize design elements aligned with project goals.

Cognify   *October 2024*

UI/UX Designer

- Developed a mobile app interface concept for CogniFy, an AI-driven content planning application utilizing the ChatGPT API.
- Crafted a sleek, user-friendly interface featuring a monochromatic color palette and the Itim font for a contemporary appearance.
- Created a comprehensive style guide, encompassing typography and color schemes, to maintain design uniformity throughout the app.
- Prioritized user experience improvements to aid content creators in staying organized and productive.

Website Catalog E-commerce   *December 2023*

Front End Web Developer

- Designed and developed the homepage for a spare parts catalog website, ensuring a user-friendly interface and responsive design.
- Drafted a comprehensive project proposal to outline objectives, deliverables, and timelines.
- Compiled detailed reports on project progress and technical documentation to support ongoing maintenance.
- Conducted project documentation, including feature descriptions and user guides, for seamless handover to the client.

Organization Experience

Fresh Money and Consumption, Infinite UMN   *Aug 2024 - Dec 2024*

- Coordinated the execution of paid promotions by advising cross-division committee members to adhere to established guidelines.
- Monitored and recorded the involvement of committee members in paid promotions, supporting the accurate achievement of event funding targets.

- Contributed to event fundraising through oversight and documentation of paid promotion activities.

Event Division, G2X UMN *May 2024 - Oct 2024*
- Responsible for creating the event rundown to ensure the smooth flow of activities.
- Developed scripts for MCs to guide the event's flow and maintain participant engagement.
- Collaborated with other teams to ensure that all event needs (logistics, timing, content) were met on time.
- Managed time and coordinated across divisions to achieve targets and ensure the event ran as planned.

Fresh Money Division, Kurawal 2024 *Apr 2024 - Nov 2024*
- Responsible for sourcing and managing funds to support the success of the Kurawal event.
- Developed effective fundraising strategies through collaboration with internal and external stakeholders.
- Ensured proper allocation of funds according to the event's needs and priorities.

Head of Consumption, The River of Life Ultima Sonora *Mar 2024 - Sep 2024*
- Led the consumption team in providing food and beverages for singers and committee members during the concert.
- Managed logistical planning and procurement of food supplies to ensure smooth operations.
- Coordinated with team members and vendors to meet food requirements while maintaining quality standards and accommodating preferences.

Equipment Division, The Global Game Jam *Nov 2023 - Jan 2024*
- Prepared and organized tools and equipment required by both the committee and participants.
- Ensured availability and functionality of necessary resources for game development sessions.
- Managed inventory, distribution, and maintenance of equipment throughout the event. Collaborated with other divisions to meet logistical and technical needs during the event.

Consumption Division, Inaugurasi Ultima Sonora *May 2023 - Aug 2023*
- Managed food and beverage arrangements for singers and committee members during the concert.
- Ensured timely delivery and quality of meals to support the smooth execution of the event.
- Coordinated with team members to meet dietary preferences and logistical requirements.

Person in Charge, Perkenalan Prodi Informatika 2023 *May 2023 - Aug 2023*
- Provided informative and engaging guidance to new Informatics students about academic content and campus activities.
- Acted as the primary mentor to support freshmen in understanding their academic journey.
- Contributed to creating a structured, inclusive, and meaningful introduction experience for participants.

Skills

Programming Languages:
- Kotlin
- HTML
- CSS
- Python
- PHP
- C
- C#
- JavaScript
- Java
- ReactJS

Tools:
- Visual Studio Code
- LaTeX
- Jupyter Notebook
- Figma
- Microsoft Office
- Google Workspace

Languages:
- Bahasa Indonesia - (Native)
- English