

## Antonio Arden

Hello, let me introduce myself, my name is Antonio Arden. I am a graduate majoring in Information Engineering at Esa Unggul University who is interested in working in the field of UI/UX design or Web/Mobile development. Accustomed to using various design applications such as Figma and Balsamiq, has mastered UI and UX design fundamentals as well javascript and react & react native programming languages

antoniosderan68@gmail.com

081912424298



🦞 Jakarta, Indonesia



in linkedin.com/in/antonio-arden

#### **EDUCATION**

### Teknik Informatika Universitas Esa Unggul

08/2017 - 08/2022

151 Courses

Thesis: Implementation Of Human-Centered Design Method In Android Based Umrah Guide Ui/Ux Design (Case Study: Impressa Travel)

GPA 3.35

# **PORTOFOLIO**

JucyJooz (01/2024 - 02/2024)

- o creating fake 3d rotating juice can. implementing animation "parralax".
- check this link to check my design.

Snapjobs (02/2023 - 06/2023)

- create design and prototype for part time job finder app
- Click this link to check my design

Cinema XXI Redesign (12/2023 - 01/2024)

- o apply dark theme to make UI look more comfy and replacing xxi ewallet into first homescreen
- Click this link to check my design

## SKILLS AND TOOLS



#### **CERTIFICATES**

Certificate of Completion (02/2023 - 06/2023)

Sertifikat mengikuti bootcamp ui/ux designer batch ke 8

## **LANGUAGES**

Bahasa Inggris Native or Bilingual Proficiency Professional Working Proficiency

#### INTERESTS



#### **WORK EXPERIENCE**

### Staff Admin UD Rezeki Motor Aladin

09/2017 - 05/2023

Achievements/Tasks

Jakarta Utara, Indonesia

Dealer sparepart motor resmi

- take care of payments such as food allowance, pay bill notes, transportation fee, debt etc.
- managing offline and online transaction.
- manage online sales on several online shop platforms in Indonesia.
- manage spareparts stock inventory.

## Bootcamp Internship UI/UX Designer Digital Skola

02/2023 - 06/2023

Achievements/Tasks

- define requirements by applying the design thinking method.
- create a rough low fidel sketch (manual or digital).
- make prototyping (hi-fidel designs that can interact).
- o conducting usability testing interviews using maze.