

ARIANDI SAPUTRA

PENGEMBANGAN PERANGKAT LUNAK DAN GAME

PERSONAL INFORMATION

- kp.cilangkap rt.01/14 no.109 kec tapos kota depok
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EDUCATION

SMK NEGERI 1 DEPOK Major - PPLG 2023 - 2026

SOFT SKILL

- Problem Solving
- Time Management
- Teamwork
- Effective Communication
- Creative & Innovative

PROJECT

- List_in:Task management website for recording and organizing assignments.
- Depok_inside: Android
 application design for providing
 city information about Depok.
- KampungKu: Android application for delivering village information and community features.

ABOUT ME

I am a UI/UX Designer from Indonesia with 2 years of experience in designing web and mobile interfaces using Figma. I have worked on various projects, including school assignments and personal designs, with a strong focus on creating clean, functional, and user-friendly interfaces.

HARD SKILL

• UI/UX Design

Experienced in using Figma to create wireframes, prototypes, and clean user interfaces that are user-friendly. Focused on delivering simple, intuitive, and target-oriented user experiences.

- Front-End Developmen
 Skilled in building responsive websites using
 HTML, Tailwind CSS, and Bootstrap, and
 integrating them seamlessly with pre-designed
 UI/UX layouts. Strong understanding of frontend principles that ensure functionality,
 aesthetics, and ease of use.
- Programming Languages
 Proficient in HTML and Tailwind CSS for developing well-structured and responsive web pages.