NI KETUT ARTINI ARTALIA

Gianyar, Bali | +6283119679411 | artini.artalia501@gmail.com | linkedin.com/in/artini-artalia | github.com/artalia-a

PROFILE

An undergraduate Information System student at Universitas Pendidikan Ganesha with a strong interest in **UI/UX design and Front-End Development**. Experienced in **developing** clear, structured, and comprehensive **Software Requirement Specification (SRS)** documents to support academic and collaborative projects with lecturers. Passionate about developing educational technology modules and continuously enhancing technical skills to deliver impactful digital solutions.

SKILLS

Technical skills	:	Figma, ReactJS, HTML, CSS, Flutter, Python, Microsoft Office
Soft skills	:	Effective Communication, Team work, Time management, Leadership, Analytic & Critical Thinking, Attention to Detail
Languages	:	Bahasa Indonesia (Native Proficiency), English (Professional Proficiency), Mandarin (HSK2)

CERTIFICATIONS

- Python for Business from Digitalent   *No. 1947940850-1388*
- Junior Grapich Design from Digitalent   *No. 19362181150-7*
- Java Basic from HackerRank   *ID: 6EAA075CEC4C*

EDUCATION

Universitas Pendidikan Ganesha   *2022 – present*
Faculty of Engineering and Vocational, majoring in Informatics Engineering, Information System study program (Current GPA: 3.81/4.00)

Vocational School Graduate Academy (VSGA) Digital Talent Scholarship   *Jun – July 2023*
Finish 90 hours of Junior Grapich Design Training

Thematic Academy Digital Talent Scholarship   *Apr 2024*
Finish 16 hours of Women in Tech: Python for Business Training

EXPERIENCES

Technical Writer for Kasirbali.com – Point of Sales   *Sep – Dec 2024*
- Developing Software Requirements Specification (SRS), collaborating with stakeholders, well-organized documentation that defines the system's functional and non-functional requirements. Ensure all parties have a clear understanding of the project scope and system behavior.
- Creating User Manual Guide, writing user-friendly guides that explain how to operate the software effectively. This includes step-by-step instructions, feature overviews, troubleshooting tips, and visual aids to help end-users understand and use the system efficiently, regardless of their technical background.

Technical Writer for Manajemen Basis Data (Teori dan Implementasi) Book   *Oct – Dec 2024*
-   Authored an academic book titled "Manajemen Basis Data (Teori dan Implementasi)", assisting in content development, formatting, and editing.
-   Collaborated with lecturer to ensure clarity, accuracy, and alignment with academic standards.

Himpunan Mahasiswa Jurusan Teknik Informatika   *2023 – 2024*
Journalistic subfield
-   Production of information content related to students majoring in Information Technology.
-   Encourage and facilitate the improvement of literacy and writing skills among students through journalism training and scientific work.

PROJECT

Selingan Event Planner Website   *Sep 2024 – Jan 2025*
UI/UX Designer, Front-end Development, and Project Manager
-   Responsible for designing intuitive, user-friendly interfaces and ensuring a seamless user experience using Figma.
-   Responsible for translating design prototypes into responsive, accessible, and optimized code using technologies such as ReactJS, HTML, CSS
-   Oversees the project lifecycle from planning to delivery. Responsible for defining project scope, managing timelines, coordinating team members, and ensuring project goals are met within deadlines.

SushiMan Point of Sales Mobile Application   *Feb – July 2024*
UI/UX Designer and Front-end Development
-   Creating wireframes, prototypes, and high-fidelity designs tailored to mobile devices.
-   Ensuring the interface is optimized for quick, error-free interactions in fast-paced restaurant environments.
-   Implementing the visual and interactive components of the application based on the UI/UX designs.

ISSA (Information System Student Achievement)   *Sep 2023 – Jan 2024*
UI/UX Designer and Front-end Development
-   Creating high-fidelity designs to ensure the interface is intuitive, user-friendly, and visually consistent.
-   Ensuring that the design aligns with the program's branding and functional requirements.
-   Building the website interface using front-end technologies such as HTML, CSS, and JavaScript.

ACHIEVEMENTS

-   Finalist of UI/UX Competition INSPACE 2024
-   Silver Medals of Gebyar Nasional Essay Siswa dan Mahasiswa (GENESIS) 2024 at Universitas Mataram held by UKMF Fatepa English 2024
-   Bronze Medals of Gebyar Nasional Essay Siswa dan Mahasiswa (GENESIS) 2024 at Universitas Mataram held by UKMF Fatepa English 2024
-   Awardee of Beasiswa Ganesha 2024 from Universitas Pendidikan Ganesha

VOLUNTEERING

Committee of P2M – Instructor   *Sep 2024*
Community service in collaboration with lecturers for the creation of Gamma App-based learning media for teachers at Bali Mandara Senior High School.

Committee of P2M – Module Writer and Instructor   *Aug 2024*
Community service in collaboration with lecturers for the creation of a QuizGecko-assisted question bank for teachers at Bali Mandara State High School.