

# Asty Yuliani

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## SUMMARY

Software Engineering student at Telkom University with a strong passion for UI/UX Design and creating impactful digital experiences. Experienced in conducting user research, designing wireframes, building interactive prototypes, and testing usability to improve interface quality. Skilled in using Figma and other design tools to translate ideas into user friendly designs that meet both user needs and business goals. Demonstrated ability to collaborate with developers and stakeholders, supported by strong communication, problem solving, and creative thinking skills. Eager to contribute as a UI/UX Designer by crafting intuitive, accessible, and aesthetically pleasing interfaces that enhance user satisfaction and engagement.

## EXPERIENCE

<b>Oemah Website</b> <i>Internship – UI Designer</i>	<b>Indonesia</b> <i>Jul 2024 – Aug 2024</i>
<ul style="list-style-type: none"><li>Assisted in development tasks with responsibility and enthusiasm.</li><li>Gained exposure to real project workflows in a professional environment.</li></ul>	
<b>Core Initiative</b> <i>Internship – Front End Developer</i>	<b>Indonesia</b> <i>Mar 2024 – Apr 2024</i>
<ul style="list-style-type: none"><li>Completed internship with Excellent performance.</li><li>Learned CI/CD, deployment, and teamwork skills.</li></ul>	
<b>Resikan</b> <i>UI Designer</i>	<b>Indonesia</b> <i>Aug 2023 – Sep 2023</i>
<ul style="list-style-type: none"><li>Created wireframes and mockups for a home cleaning service app.</li><li>Designed user centered screens for specialist selection and job tracking features.</li></ul>	

## EDUCATION

<b>Universitas Telkom</b> <i>Bachelor of software engineering,   3.94/4.00</i> Developed <b>Kelarin</b> , a task reminder app to support student productivity.	<b>Purwokerto, Indonesia</b> <i>Apr 2021 – Aprl 2025</i>
<b>SMK Telkom Banjarbaru</b> <i>Vocational High School, Major in Software Engineering,   90.08/100.00</i> <ul style="list-style-type: none"><li>Created an interactive educational game using Scratch.</li><li>Designed animations to enhance learning experience.</li></ul>	<b>Banjarbaru, Indonesia</b> <i>Aug 2018 – Aprl 2021</i>

## CERTIFICATIONS

<b>MySkill</b> <i>Introduction to Figma</i>	<b>Indonesia</b> <i>Mar2023 – No Expiration</i>
<ul style="list-style-type: none"><li>Learned basic principles of UI/UX design using Figma.</li><li>Gained hands on experience in creating simple wireframes and prototypes.</li></ul>	
<b>Dicoding Academy</b> <i>UI Designer</i>	<b>Indonesia</b> <i>May 2023 – May 2026</i>
<ul style="list-style-type: none"><li>Conducted research, prototyping, and user testing.</li><li>Designed and documented user interface for collaborative food ordering.</li></ul>	
<b>CodePolitan</b> <i>Learn MongoDB for Beginners</i>	<b>Indonesia</b> <i>Aug 2023 – Aug 2026</i>
<ul style="list-style-type: none"><li>Learned basic database concepts and MongoDB fundamentals.</li><li>Practiced data storage, queries, and management using MongoDB.</li></ul>	

## ORGANISATIONAL EXPERIENCE

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### **Software Engineering Student Association**

*Staff, Internal Advocacy and Strategic Studies Department*

**Purwokerto, Indonesia**

*Jun 2022 – Jun 2023*

- Organized workshops and discussions to promote communication and teamwork.
- Conducted research and represented student interests.

### **Software Engineering Anniversary Committee**

*Staff, Public Relations Division*

**Purwokerto, Indonesia**

*Aug 2022 – Dec 2022*

- Managed external communication and event publications.
- Promoted student engagement through public relations activities.

## SKILLS & INTERESTS

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- **Design Tools:** Figma, FigJam, Canva, Adobe XD (basic)
- **UI/UX Skills:** Wireframing, Prototyping, User Research, User Flow, Usability Testing, Visual Design
- **Development Basics:** HTML, CSS, JavaScript (basic understanding)
- **Collaboration Tools:** Google Workspace, Notion, Trello
- **Soft Skills:** Creativity, Communication, Empathy, Problem Solving, Teamwork, Adaptability
- **Language Skills:** Indonesian (Native), English (Intermediate)
- **Interests:** User Interface Design, Digital Product Design, Human Centered Design, Mobile App Interface, Creative Innovation