Aldo Daffa Daniswara

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Innovative UI/UX designer with experience in conducting end-to-end design processes, including research, prototyping, and usability testing. Skilled atomic design principles using Figma, Whimsical, and Maze. Strong team leadership and collaboration skills, successfully managing cross-functional teams to deliver impactful design projects within tight deadlines.

EXPERIENCE

Luarsekolah – Jakarta, Indonesia (Remote)   *Aug 2024 – Nov 2024*
UI/UX Designer Project Based Internship

- *Led a team of 6 members from diverse fields (UI/UX, digital marketing, graphic design, and web development) to conduct research, designing, prototyping, and development.*
- *Successfully completed 3 individual and 1 team projects, conducting end-to-end research, prototyping, and redesigning applications within the given timeframe.*
- *Achieved an average score of 90 out of 100 from mentors for projects and activities during the internship.*

Hummatech – Malang, Indonesia (Remote)   *Aug 2024 – Sep 2024*
UI/UX & Scratch Mentor

- *Taught basic programming logic and UI/UX Design to 82 students, with 85% successfully applying the material.*
- *Created 4 educational videos in under 8 hours using OBS, CapCut, Scratch, and Figma.*
- *Developed a 10-lesson UI/UX and programming module with Scratch, ensuring industry relevance for 82 beginners.*

Rakamin x Fundex – Jakarta, Indonesia (Remote)   *Aug 2024 – Sep 2024*
UI/UX Designer Project Based Internship

- *Designed 8 sections of a mobile website homepage using modern techniques like glassmorphism style. Received positive feedback from mentors.*
- *Completed wireframes and a high-fidelity homepage design for a Sharia investment website in under 7 days using Figma.*
- *Created a suitable moodboard for the 20-30 age group by analyzing 5 competitors.*

Rakamin x Nuri – Jakarta, Indonesia (Remote)   *Jun 2024 – Jul 2024*
UI/UX Designer Project Based Internship

- *Recognized by mentors as the number 1 intern for best UI/UX design process.*
- *Completed all weekly tasks on time, averaging under 3 days, utilizing Miro, Whimsical, and Figma.*
- *Achieved an 87/100 score in usability testing with Maze, with positive user feedback on design intuitiveness.*

EDUCATION

Rakamin Bootcamp   *Jan 2024 – May 2024*
UI/UX Designer (Awarded "Best Team" for the final project)
Awarded 1st place as "Best Group" for the final project on the mental health application "Mentalk," successfully designing and testing it with Figma and Maze, achieving a usability score of 83/100.

MySkill Intensive Bootcamp   *Oct 2023 – Des 2023*
UI/UX Research and Design
My team of 6 members and I revamped application features using tools such as Google Forms, Figma, and Maze.

State Polytechnic of Jember   *Aug 2017 – Jun 2022*
Medical Records and Health Information (S.Tr.RMIK); Cumulative GPA: 3.64/4.0
Collaborated on research to develop a web-based complementary feeding recommendation system (MP-ASI) using Mamdani fuzzy logic, successfully patented at the national patent office.

VOLUNTEER EXPERIENCE

Malang Quality Assurance – Malang (Remote)   Sep 2022 – Mar 2023
Visual Designer
- *Managed posts and communication via direct messages; within 6 months, we successfully attracted 4 external parties, including universities, industries, and other organizations, to collaborate.*

Student Pers Organization of Jember State Polytechnic – Jember   Sep 2020 – Sep 2021
Research and Development Coordinator
- *Planned and executed promotional efforts to recruit new members, successfully increasing registration by 80% compared to the previous year.*

SKILLSET

- Skilled in UI/UX design, from wireframes to high-fidelity, using atomic design principles with Figma and Whimsical.
- Designing with Pothoshop, Corel Draw, Sketch Up, and Krita
- Applied design thinking for planning, research, and ideation with Figjam, Miro, and Google Spreadsheet.
- Conducted UI/UX research via surveys, interviews, and testing using Maze, Google Forms, and Zoom.
- Designed social media posts for Instagram using Figma, Corel, Photoshop, and Krita
- Demonstrates a good understanding of CSS and HTML, proven by a certification and the creation of the Sigiby Web App project

LICENCES AND CERTIFICATION

TOEFL Predicton
Kingdom English Course Malang
Total Score 557
10258/KINGDOM/TOEFL/2024
2024 – 2026

BNSP Digital Marketing
LSP Teknologi Digital
TIK 1565 22033 2022
2022 – 2025

BNSP Web Developer
LSP Polije
TIK 496 00004 2022
2022 – 2025

Copywriting untuk Perkuat Konten Digital
Skill Academy Camp
CERT-8NLQ844D
2022