VERA RIZKI YUNIAR

verarizkiyuniar@gmail.com | +62 8983270569 | linkedin.com/in/verarizkiyuniar/

EXECUTIVE SUMMARY

Information Systems student with a focus and expertise in programming and UI/UX design. Have an in-depth understanding of the principles of user interface design and user experience. Experienced in using various design tools and have the ability to create intuitive and user-friendly solutions. Adept team player, effective communication, and strong time management skills. Committed to developing practical and academic skills to contribute to the field of computer science.

EDUCATION

UPN "Veteran" Jawa Timur   2022 - Present
- S1 Information Systems | GPA: 3.78/4.00
- Relevant Coursework: Information System Design Analysis, Human Computer Interaction, Software Engineering, Web Programming, Database Administrator.

WORK EXPERIENCES

UI/UX Designer Intern - MSIB Batch 7   September 2024 – December 2024
LLDIKTI IX
- Collaborated with a multidisciplinary team to design and develop a mobile application and dashboard for LLDIKTI Wilayah IX.
- Conducted user research and usability testing to refine application features and user interfaces.
- Design high-fidelity wireframes and prototypes using Figma, ensuring alignment with user needs and organizational goals.

ORGANIZATIONAL EXPERIENCES

Member of Diksos UKM Penalaran & Kreativitas   January 2023 – December 2023
UPN "Veteran" Jawa Timur
- Organize and coordinate FGMMI, UPN Mengajar, Webinar, Campaign, and Bina Desa activities as planned to have a positive impact on society.

Delegates of Aiesec Future Leaders Summer Peak 2024   April 2024 – June 2024
Aiesec in Surabaya
- Attend and participate in training and leadership development sessions organized by Aiesec.
- Followed an organized training schedule, including online and offline sessions involving group discussions and collaborative projects.

Senior Assistant MOSAIK 2023   August 2023 – August 2023
UPN "Veteran" Jawa Timur
- Responsible for accompanying and supervising new students during MOSAIK 2023 activities.
- Coordinating MOSAIK 2023 information to new students and managing attendance and permits.
- Assess and crosscheck new student assignments with detailed assignment weighting.

Member of PDD UPN Mengajar Volume IX   May 2023 – August 2023
UPN "Veteran" Jawa Timur
- Producing documentation of activities in the form of photos and videos by attending every UPN Mengajar activity, taking quality photos and videos, and editing them to make interesting and informative documentation.
- Designing banners and certificates for the committee and participants of UPN Mengajar Volume IX by following the predetermined theme.
- Managing UPN Mengajar's Instagram account well by producing interesting content.

PROJECT

UI/UX LLDIKTIApps   September 2024 – December 2024
UI/UX Designer Intern at LLDIKTI IX
Tools: Figma
- Designed the mobile application's user interface with a focus on user-centered design principles, refined the application experience by iterating on designs based on user feedback, ensured consistent visual identity and seamless navigation across all features.

UI/UX Dashboard   September 2024 – December 2024
UI/UX Designer Intern at LLDIKTI IX
Tools: Figma
- Designed and optimized the dashboard interface to provide a seamless and efficient user experience. Focused on data visualization, intuitive navigation, and accessibility to ensure users can easily interact with key features.

SIMBA (Race Provider Information System)   May 2024 – June 2024
Final Project of Web Programming Course
Tools: Visual Studio Code, Xampp, GitHub
- Analyst and creating the database needed for SIMBA using mySQL, develop SIMBA using PHP (Native) programming language and bootstrap assistance.

UI/UX EventHub (Event Information and Publication Application)   May 2024 – June 2024
Final Project of E-Business Course
Tools: Figma
- Designing user interface (UI) for the application, analyzing user problems, identifying solutions for each problem encountered.

UI/UX Application SITAPI (Smart Farmer System)   October 2023 – December 2023
UI/UX Competition Fasilkom Fest 2023
Tools: Figma
- Designing user interface (UI) for the application, analyze the design to ensure needs are met. Determine target users, develop usage scenarios, conduct testing with Maze to ensure the interface is optimized and error-free.

UI/UX Broken Road Reporting Application   October 2023 – November 2023
Final Project of Information System Design Analysis course
Tools: Figma
- Designing the user interface (UI) for the application, analyze user problems, using UML (Unified Modeling Language) can help in documenting and visualizing user interactions with the system.

UI/UX of SEHAT Application   May 2023 – June 2023
Final Project of Software Engineering Course
Tools: Figma
- Designing user interface (UI) using scrum method.

SKILLS

Language: Indonesian (Native), English (Intermediate).
Software: Microsoft Office, Figma, Canva, Visual Studio, Visual Studio Code, Android Studio, GitHub, Xampp, StarUML.
Others: UI/UX Design, Programming, Web Development, System Analysis and Design, Project Management, Leadership, Critical Thinking, Communication, Team Work, Analysis, Problem Solving.