Novelya Putri Ramadhani

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Summary

I'm a third-year Computer Science student at Institut Teknologi Bandung (ITB) with a strong passion for User Experience (UX) Design, Software Engineering, and Artificial Intelligence. I have hands-on experience in designing intuitive user interfaces, conducting user research, and implementing user-centered solutions that enhance usability and accessibility. My background in software development allows me to bridge the gap between UI/UX design and technical implementation, ensuring seamless user experiences in digital products. Through various projects, I've developed critical thinking, problem-solving, and design-thinking skills, enabling me to create innovative and effective solutions.

Education

Bandung Institute of Technology   **Bandung**, Indonesia
School of Electrical Engineering and Informatics - Major in Informatics Engineering.   2022-Present

Work Experience

ComLabs USDI ITB   **Bandung**, Indonesia
Programming Assistant in Introduction to Computing Course   2023-2024
- Assisted in conducting practical computing sessions
- Evaluated student assignments
- Provided guidance to enhance their understanding of computing concepts

ITIER   **Bandung**, Indonesia
Backend Engineer   October 2024-February 2025
- Designed RESTful APIs for authentication and data management.
- Managed database schema and optimized queries using MySQL.
- Integrated Swagger for API documentation and testing.

Leadership & Activities

Google Developer Student Club ITB   **Bandung**, Indonesia
Member - Data Science & Machine Learning   2022-2023
- Contributed to data science and machine learning projects
- Collaborated with peers on project development
- Participated in workshops and hackathons

ITB Robotics Unit   **Bandung**, Indonesia
Control Division of KRAI Team   2023-2024
- Contributed to ROS (Robot Operating System) research to improve robot performance
- Implemented effective programming strategies using ROS to enhance robot functionality and efficiency
- Developed user interfaces (UI) to control robots, enabling ROS command execution

Anmategra KM ITB   **Bandung**, Indonesia
Backend Engineer   October 2024-Present
- Developed the backend for a web-based platform to manage student activities and organizational operations at ITB

Projects

- **MindEase** – *React Native, Firebase, Hugging Face, Figma*
  Developed a mental wellness app with features like AI-powered journaling, mood tracking, and personalized activity recommendations. Integrated Hugging Face for NLP and Firebase for secure real-time data management. Utilized Figma for wireframing and prototyping, ensuring an accessible and seamless user experience.
- **EcoHome** – *Figma, UI/UX Design*
  Designed mobile application interfaces to track household energy consumption using IoT sensors and manual inputs. Features included energy reports, device scheduling, and user-friendly visualizations.
- **Habitobby** – *Figma, UI/UX Design*
  Designed a mobile application to help users build and maintain positive habits. Features include personalized habit plans, visual progress tracking, streak recovery options, and a focus timer with device locking. The design emphasizes user-friendly interfaces and engaging visualizations to enhance user experience.

Skills and Interests

Technical: UI/UX Design (Wireframing, Prototyping, User Research, Usability Testing), Figma, Canva, JavaScript (ReactJS, React Native), HTML, CSS, TailwindCSS, Python, Java, C++, SQL, Docker, Firebase, Git
Language: English (TOEFL iBT: 95)
Interests: UI/UX Design, Mobile Application Development, Artificial Intelligence, Full Stack Development