

# Aida Azzahra

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## SUMMARY PROFILE

A third-year student majoring in Information Systems and Technology with a strong interest in UI/UX design. Possesses a solid understanding of user interface principles, user experience, and design tools such as Figma. Passionate about creating intuitive and aesthetically pleasing user experiences. Seeking an internship opportunity to apply knowledge and gain hands-on experience in web and mobile application design.

## EDUCATION

<b>Universitas Negeri Jakarta</b> <i>Undergraduate in Information System and Technology</i>	<b>East Jakarta, DKI Jakarta</b> 2022 - Present
<ul style="list-style-type: none"><li>● <b>CGPA:</b> 3.94 / 4.00</li><li>● <b>Relevant Courses:</b> Interface and Visualization, Human-Computer Interaction, Front-End Development, Web Programming, Mobile Application Programming, Project Management.</li></ul>	

## PT Revolusi Cita Edukasi (RevoU Tech Academy)

<i>Certified Program in Data Analytics and Generative AI (MSIB Batch 7)</i>	September – December 2024
<ul style="list-style-type: none"><li>● <b>Final Score:</b> 96 / 100</li><li>● <b>Relevant Courses:</b> Data Analysis, Data Cleaning, Spreadsheets Tools, SQL, Power BI, Data Visualization, Data Communication, Project Management.</li></ul>	

## ORGANIZATIONAL EXPERIENCE

<b>Community Development Faculty of Engineering</b> <i>Head of the Publication and Documentation Division</i>	<b>East Jakarta, DKI Jakarta</b> April 2023 – February 2024
<ul style="list-style-type: none"><li>● Led the Publication and Documentation team, overseeing content strategy and team coordination.</li><li>● Developed and managed social media content, leading to higher audience engagement and improved brand visibility.</li><li>● Designed visual materials to align with organizational goals and branding.</li><li>● Monitored social media analytics to track performance and optimize content strategy.</li></ul>	

## Social Training Camp

<i>Staff of the Event Division</i>	<b>East Jakarta, DKI Jakarta</b> September – December 2023
<ul style="list-style-type: none"><li>● Coordinated event schedules and activities for a social training program with 50+ participants.</li><li>● Monitored event progress and proactively resolved issues to ensure a seamless experience and maintain high program quality.</li><li>● Hosted the event as MC, creating an engaging and professional atmosphere.</li></ul>	

## ACADEMIC PROJECT

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### HelpHand Android Application

*UI/UX Developer (Mobile Application Programming Course)*

May – June 2024

- Designed the user interface (UI) in Figma, enhancing user experience with intuitive and user-friendly navigation.
- Implemented the UI in Android Studio, focusing on smooth performance and inclusive design.
- Collaborated with team members to integrate backend functionalities and perform comprehensive testing, improving system performance and reliability.

### GoTaste Android Application

*UI/UX Developer (Interface and Visualization Course)*

November - December 2023

- Conducted user research on 50+ potential users, utilizing persona creation and SWOT analysis to identify key pain points and improve design decisions.
- Designed an intuitive UI/UX for the GoTaste app using Figma, enhancing user engagement through seamless navigation and a visually appealing interface.
- Enhanced the recommendation system and navigation structure, improving usability and overall user satisfaction based on design testing feedback.

## SKILLS & INTERESTS

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**Languages:** Fluent in Indonesian; Intermediate professional proficiency in English

**Technical Skills:**

- Design & Prototyping: Figma, wireframing, interactive prototyping, information architecture, usability testing
- Development: HTML, JavaScript, Kotlin
- Tools: Notion, Microsoft Office, Google Workspace, Android Studio, VS Code

**Soft Skills:** Effective Communication, Team Collaboration, Problem Solving, Time Management, Adaptability, Analytical Thinking

**Interest:** User Research, Interaction Design, Usability Testing, Wireframing and Prototyping,, Visual Design, Design Thinking