ARTHURO MICHAEL OWEN SIRUMAPEA

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SUMMARY

Fresh graduate and a UI/UX Designer with less than 1 year of working experience. Have a passion for designing and creating engaging, user-centered digital experiences. Able to turn requirements into intuitive and visually appealing designs through wireframing, prototyping, and user research. Also proficient in design tools such as Figma and maze as user testing tools.

EXPERIENCE

Project-Based Virtual Intern: UX Researcher – Telkom Amoeba   Jakarta, Indonesia
x Rakamin Academy
UX Researcher Intern   *Jan 2025 – Feb 2025*
- Learn basic UI/UX concepts, interface design principles, and tools and methodologies used in the industry.
- Conduct user research using methods such as interviews, surveys, and usability testing to understand user needs and behavior.
- Analyze user data using quantitative approaches, such as statistics and surveys, to identify patterns and optimize data-driven design.

PT MENARA INDONESIA (M-Knows Consulting)   Jakarta, Indonesia
UI/UX Designer Intern   *Agu 2023 – Dec 2023*
- Create designs by understanding project requirements, and user feedback.
- Create user flows, wireframes, prototypes, and UI mockups.
- Contributed to identifying and solving UX Design problems.
- Successfully completed 6 projects in the form of mobile or website, with several follow-up projects and 1 projects including being the PIC.

EDUCATION

SINGAPERBANGSA KARAWANG UNIVERSITY   Karawang, Indonesia
Bachelor of Information Systems, GPA 3.88/4.0
- **Thesis:** UI/UX Design of Kampus Gratis Website: Magang Using The Design Thinking Process Method (Case Study: PT Menara Indonesia)
- **Journal:** UI/UX Design of Information System for Selling Credit and Data Packages with Mobile-Based Loyalty Points Using the Design Thinking Method

PROFESSIONAL DEVELOPMENT

Talent Class Batch 15 (Talenthub)   Jakarta, Indonesia
Intermediate UI/UX Designer Principles   *Sept 2024*
- Learn about UI Principle Refreshment and Good vs. Bad Design.
- Learn the importance of a brand's Tone of Voice.
- Implementing a user-focused design process.
- Final Project, managed to become the best team in redesigning the Tokopedia application.

DECOMPE 3.0 (Cyber University)   Jakarta, Indonesia
UI/UX Design Competition & Skill Class Participants   *Oct 2023*
- Learn UX Fundamentals, UX Research, UX Design, and UI Design.
- Participated in competitions and successfully completed designs as part of a team, designed and built app prototypes, and served as a team lead.

Xcelerate with Sunday (Compfest)   Jakarta, Indonesia
Workshop UI/UX COMPFEST 15   *Sept 2023*
- Participated in a one-day workshop on A/B testing to generate idea solutions and implement them on wireframes.
- Successfully completed a case study by redesigning the interface wireframe on sunday app to improve user experience.

PT MARKA KREASI PERSADA (Alterra Academy)   Malang, Indonesia
From Beginner to Professional UI/UX Designer   *Agu 2022 – Des 2022*
- Learn Fundamentals of UX and UI Designer, Guides and Rules on UI UX, Fundamental Tools for UI UX, Softskill and Documentation on UI UX.
- Big Task, develop a design to solve the problem from the design challenge.
- Mini Project, successfully conducted user research, redesign, and implementation on the redesign of Rosalia Indah Transport application.
- Capstone Project, successfully collaborated with the BE team, QA Engginer, React, and Flutter with the MVP product on the Loyalty Point Agent application determined by the partner.

SOLOLEARN

Front End   *Mar 2020*

- Introduction to HTML, learn and create the basic structure of html.
- Introduction to CSS, learn and create the basics of styling elements.

ADDITIONAL

- **Technical:** Figma, Prototyping, Testing, HTML, CSS, Maze
- **Certifications:** From Beginner to Professional UI/UX Designer, Intermediate UI/UX Design Principle