PUTRI AISYAH WARDANI

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I am a fresh graduate in Information Technology from the Faculty of Computer Science, University of Jember, and a graduate of the UI/UX Research and Design Independent Study program at Binar Academy. With a strong interest in IT Product Development, I continuously refine my skills through learning programs and internships at startups. Energetic and creative, I specialize in user-centered design, user research, and tools like Figma to create intuitive and engaging experiences. With a solid understanding of interaction design, I am committed to delivering functional and impactful solutions.

INTERNSHIP EXPERIENCE

HARISENIN.COM   **Remote, Indonesia**
Class Assistant UI/UX & Tech   **May 2023 – Aug 2023**
- Supported over 5 UI/UX and Tech classes by assisting mentors, preparing learning materials, and monitoring participants' progress to ensure a structured and interactive learning experience.
- Ensured the smooth operation of classes by managing presentations, recording attendance, handling technical issues, and creating an interactive learning environment.
- Facilitated class sessions by keeping discussions on track, directing conversations, and maintaining engagement between mentors and participants.

PROJECT EXPERIENCE

UI/UX DESIGN COMPETITION NIFC   **Riau, Indonesia**
UI/UX Designer, Researcher (KidDo Gamification Learning App)   **Apr 2023 – May 2023**
- Conducted user research to understand the needs of children aged 6 – 10 in gamified learning.
- Designed an intuitive and engaging user interface (UI) with gamification elements.
- Develop a design system and high-fidelity prototype using Figma.

BINAR ACADEMY PROJECTS   **Jakarta, Indonesia**
UI/UX Designer (Rental Car App)   **Nov 2022**
- Designed wireframes & high-fidelity prototypes with a responsive and consistent design system.
- Created a user-friendly UI with improved navigation for vehicle selection and pick-up/drop-off locations.
- Performed usability testing and esign iterations to enhance the user experience based on feedback.

Scrum Master, UI/UX Designer (Final Project, Aqua Store Mobile App)   **Dec 2022 – Jan 2023**
- Conducted user research and usability testing to understand user needs, pain points and identify usability issues in the previous website.
- Analyzed user pain points using Empathy Map and How Might We methods and developed data-driven design solutions.
- Redesigned the mobile website using a user-centered design approach, ensuring a responsive and user-friendly interface.
- Developed wireframes, UI components, and high-fidelity prototypes to improve accessibility and strengthen brand identity.
- Iterated designs based on usability testing results, achieving an "Excellent" usability score (SUS 81.07).

ORGANIZATIONAL EXPERIENCE

ASTANAWIDYA – FACULTY OF COMPUTER SCIENCE   **Jember, Indonesia**
Staff of Research and Development Division   **2021 - 2022**
- Conducted research and analysis to develop innovative programs beneficial to the organization.
- Coordinated with other divisions and external parties to establish partnerships for event organization, including speaker and sponsor acquisition.
- Analyzed program effectiveness by collecting participant feedback and creating evaluation reports to improve future activities.

Head of Research and Development Division   **2022 - 2023**
- Designed strategies and division direction based on organizational vision and member needs.
- Managed the R&D team, assigned tasks, and ensured all members worked according to plan.
- Coordinated and evaluated three major events with over 60 participants, ensuring smooth execution.
- Collaborated with core management and other divisions to align strategies and ensure program success.

EDUCATION

JEMBER UNIVERSITY   **Jember, Indonesia**
Information Technology – Faculty of Computer Science   **2020 - 2024**
- GPA 3.67 out of 4.00
- **Related Coursework :** Human-Computer Interaction, UI/UX Design, Software analysis and Design, Computational Thinking, Object Oriented Programming.

BINAR ACADEMY   **Jakarta, Indonesia**
UI/UX Research and Design   **Aug 2022 – Jan 2023**
- **Grade :** Excellent (Grade 4.4. out of 5)
- Conducted user research, user flow analysis, interviews, and usability testing to understand needs and design effective solutions.
- Created wireframes, prototypes, and aesthetic, responsive, and brand-aligned UI designs using Figma.
- Collaborated with product managers, managed the design system, and documented workflows to ensure smooth design implementation.

APIARY ACADEMY   **Jakarta, Indonesia**
Product Management   **Feb 2023 – June 2023**
- **Grade :** A
- Created PRDs, user stories, and product roadmaps to align products with business goals.
- Conducted market research using qualitative and quantitative methods to understand user behavior.
- Developed customer journey maps and prioritized features for MVP and product experiments.

SKILLS

- **Hard Skills :** UI/UX Design (Wireframing, prototyping, userflow, design system), User Research (User Interviews, Usability Testing, Market Research), Software & Tools (Figma, Adobe XD, Notion, Trello, Coreldrwa, Canva), Writing (Copywriting, UX Writing, Microcopy), Project Management (Agile Methodology, Sacrum).
- **Soft Skills :** Problem-Solving, Analytical Thinking, Collaboration, Communication, Time Management, Creative Thinking, Leadership.
- **Bahasa :** Indonesian (Native), English (Upper Intermediate)

ADDITIONAL

CERTIFICATIONS
- **Binar Academy - UI/UX Research and Design**
  https://shorturl.at/FtiPf

- **Apiary Academy – Product Management**
  https://shorturl.at/wMCLN

- **Harisenin.com – Class Assistant UI/UX & Tech**
  https://shorturl.at/oiAMh

- **Toefl Prediction – Brighten English Pare**
  https://shorturl.at/X97RN

PORTFOLIO
https://aiportfolio.framer.website/