

Prananda Putra

Jl. Tanjung Raja No.77

Kec. Kalidoni, Palembang, Sumatera Selatan, 30114, Indonesia

Mobile: **+62882005498357**

Email: ***pranandap5@gmail.com***

Objective:

Junior UI/UX Designer with a keen eye for detail and a passion for creating user-friendly digital experiences. Skilled in wireframing, prototyping, and user research. Proficient with Figma, Illustrator, and Adobe Photoshop. Eager to bring fresh ideas and collaborate to enhance user engagement.

Education:

Bachelor of Computer (Informatics) | Universitas Islam Indonesia 08/2020 – 07/2024

Current GPA: **3.40/4.00**

Relevant coursework: **UI/UX Design, Web Development, and Animation**

- Actively involved in various extracurricular activities and big projects

Professional Training:

Rapid UI/UX Development Bootcamp | Maxy Academy 02/2023-06/2023

- Learned to solve real case projects in company settings
- Gained fundamental knowledge in UI/UX Design.

Internship Experience:

Virtual Internship Deus Code X Maxy Academy | Deus Code 03/2023-06/2023

- Collaborated within a team to develop a grocery marketplace website.
- Designed wireframes and UI designs and components
- Worked with a team to redesign a website using wordpress

Journal Publications

Prananda Putra. *"Evaluasi dan Rekomendasi Peningkatan pada Website Dinas Perpustakaan dan Kearsipan Sleman."* Edusaintek: Jurnal Pendidikan, Sains dan Teknologi, **Vol. 12, Issue 1, 2025, pp. 155–172.**

- Conducted a comprehensive evaluation of UI/UX for the public library's website in Sleman, focusing on accessibility and usability.
- Proposed design improvements based on user-centered research, including personas, user journeys, and usability testing (**SUS**).

- Recommended actionable solutions to enhance navigation, visual appeal, and user satisfaction.

Organization Experience:

Himpunan Mahasiswa Informatika | Public Relations Member 07/2021 – 01/2022

- Accommodated student aspirations and improved student quality
- Generated engaging content for HMIF's social media platforms.

Pekan Olahraga Seni dan Edukasi Mahasiswa Informatika (PORSEMATIK) | Event and Competition Department Coordinator 10/2021 – 12/2021

- Coordinated the annual event for Informatics students to compete in various fields

Skills:

Soft Skills

- **User-Centered Problem-Solving:** Proven ability to identify and address user needs with practical, research-backed solutions.
- **Effective Communication:** Skilled in conveying complex design concepts to diverse audiences, ensuring alignment and understanding.
- **Adaptability:** Thrives in dynamic environments, quickly adjusting to new tools, feedback, and challenges.
- **Collaborative Teamwork:** Strong ability to work with multidisciplinary teams to deliver impactful results.

Hard Skills

- **UI/UX Design Expertise:** Proficient in Figma, Adobe Illustrator, and Adobe Photoshop for creating intuitive, user-friendly interfaces.
- **Prototyping and Usability Testing:** Skilled in building interactive prototypes and conducting usability evaluations like System Usability Scale (SUS).
- **Design Methodologies:** In-depth knowledge of User-Centered Design (UCD), wireframing, and crafting user personas and journeys.
- **Web Development and Customization:** Familiar with WordPress for designing and enhancing functional, visually appealing websites.

Language:

Indonesian : Native Proficiency

English : EFSET English Certificate 74/100 (C2 Proficient), CEPT Score 564

Portfolio:

Website : <https://putraportfolio.framer.website/>

Dribble : <https://dribbble.com/Gigannth>