I MADE ARYA DHARMA WHASUDEWA

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PROFILE

Primakara University student of Information Systems study program. Active in various activities in the campus environment. Have a great interest in the field of UI/UX Design. A person who is always curious and has a high willingness to learn. Mastering design applications such as Figma and productivity applications such as Microsoft Office.

EDUCATION

Universitas Primakara - Denpasar, Bali   **2022 -Now**
Bachelor of Information System GPA : 3.72

SKILLSUMMARY

Skills: UX Research and Design, UI design, communication and collaboration, time management, teamwork, creative and critical thinking.

Software: Figma, Miro, Microsoft Office , Google Workspace , Notion .

Language: Indonesian (fluent), English (beginner)

PROFESIONAL EXPERIENCE

UI/UX Design Intern at PT. Solusi Anak Sakti (Djoin)   **August 2024 - January 2025**
- Creating wireframe & high fidelity mockup for loan application system (SaaS Based)
- Conducting UX research to identify user needs and pain point
- Conducting usability testing to validate, iterate and asses design
- Contributed to product development by delivering detailed research documentation and UI designs that were ready for implementation by the development team.

VOLUNTEER EXPERIENCE

Workshop UI/UX - UI Design Fundamental - SMA Negeri 1 Petang & SMK N 1 Mas Ubud   **2022**
Speakers and mentors during the e-perpus application design workshop process

Workshop UI/UX - One Step Being UI/UX Designer - Universitas Primakara   **2023**

Mentoring and assisting workshop participants in the process of working on the UI design of the music player application.

Workshop UI/UX - Exploring The Basic of UI/UX with Figma-Universitas Primakara   **2024**

Mentoring and assisting workshop participants in the process of working on the UI design of the landing page website.

PROJECT

iPusnas App Revamp   **2024**
- Conducting user research & usability testing
- Prototyping and wireframming
- Identifying user problem and designing good UX flow
- Doing and conducting usability testing

Revamp JKN Mobile App   **2024**
- Conducting heuristic evaluation & usability testing
- Prototyping and wireframming
- Identifying user problem and designing good UX flow

Life Well : Interactive Mobile Application to Prevent Childhood Obesity   **2024**
- Conducting user research & usability testing
- Prototyping and wireframming
- Identifying user problem and designing good UX flow