



Nadja Hardini Ramadhisra

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Summary

Junior UX/UI designer with a background in English Literature, skilled in creative problem-solving and analysis for user-centric digital experiences. Experienced in research, wireframing, interface design, prototyping, and usability testing from bootcamp and personal projects. Passionate about intuitive interfaces, storytelling, and enhancing user engagement. Proficient in Figma with an expanding portfolio. Eager to contribute a fresh perspective and dedication to a collaborative design team.

Certification

UI/UX Research and Design Bootcamp

MySkill | Nov - Dec 2024

- Conducted comprehensive UX research, including user interviews, surveys, and competitor analysis, to inform design decisions.
- Revamp a mobile app design focusing on accessibility and user-friendly navigation.
- Created wireframes, interactive prototypes, and high-fidelity mockups using Figma.
- Conducted usability testing to refine designs and ensure seamless user experiences.
- Collaborated with peers to deliver final case study presentations.

Project Experience

UX/UI Designer for Flowt

Task & Project Management App | Dec 2024 - Jan 2025

- Designed a mobile-first task management app with a focus on usability and visual appeal.
- Developed user flows to simplify task creation, organization, and project management.
- Created wireframes and interactive prototypes, showcasing a sleek, intuitive interface optimized for mobile and tablet platforms.
- Incorporated user-centric design principles to ensure a seamless and engaging experience.

Team Coordinator & UX/UI Designer – Halodoc Revamp

MySkill | Dec 2024

- Collaborate and led a team to redesign Halodoc, enhancing usability and user trust.
- Applied the Double Diamond Process to address navigation, payment, and consultation issues.
- Designed and prototyped low- and high-fidelity wireframes with features like live delivery tracking and reminders.
- Conducted usability testing, improving task success rates by 30% and reducing errors by 5%.
- Strengthened skills in team coordination, UX research, and interface design.

Education

Bachelor of Arts in English Literature | Universitas Terbuka Indonesia

Expected Graduation : 2025

GPA 3.47

Volunteer

Asian Games 2018 Liaison Officer | Athlete Village & Service

Aug - Sep 2018

- Responsible to provide the best hospitality to athletes, NOC, and VIP that stayed in Athlete Village

Skills

Hard Skill

- Figma
- UX/UI Design
- UX Research
- Drawing
- Writing

Soft Skill

- Problem Solving
- Collaboration
- Communication
- Attention to Detail
- Time Management

Language

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|--------------------|-------------------|
| • Bahasa Indonesia | : Native |
| • English | : C1 Advanced |
| • Japanese | : Conversational |
| • Chinese | : Basic knowledge |