AGUSTINO YULIANTO

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SUMMARY

Informatics student with a strong interest in UI/UX Design and experience in designing intuitive and user-friendly digital interfaces. Skilled in wireframing, prototyping, and user research using Figma. Experienced in working on mobile app design projects with a user-centered design approach. Enthusiastic about continuously learning and developing skills in the digital design field.

PROJECTS

Rewear – Sustainable Fashion Marketplace   **Nov 2024**

A mobile application designed to help users buy and sell second-hand fashion items while promoting sustainability.

- Conducted user research and created detailed personas to understand customer pain points.
- Designed high-fidelity wireframes and interactive prototypes using Figma.
- Developed a responsive UI with a modern, minimalist aesthetic.

Soundr – Personalized Music Discovery App   **Dec 2024**

A UI/UX design project for an application that provides a highly personalized music listening experience.

- Features like Music DNA, Your Vibe, and Today's Menu are designed to tailor music preferences.
- Gamification elements (Achievements) enhance user engagement.
- Social interaction features create a more immersive community experience.

Flicket – Online Movie Ticket Booking   **Jan 2025**

A seamless and user-friendly platform for booking movie tickets online.

- Designed an intuitive navigation flow to enhance the user experience.
- Created engaging onboarding screens to guide new users.
- Developed a dark mode interface with gradient themes for better readability.

EDUCATION

Bachelor of Information Technology   **Aug 2021 - Present**

University of Muhammadiyah Prof. Dr. Hamka

- Completed coursework in Interaction Design, Web Development, Mobile Apps, and Cloud Computing.
- GPA: 3.00/4.00

ADDITIONAL INFORMATION

- **Soft Skills:** Adaptability, Fast Learning, Attention to Detail, Design Thinking.
- **Languages:** English, Indonesian.
- **Workshops:** Participated in a UI/UX Design Workshop at University of Informatics Engineering, gaining hands-on experience in prototyping and user research.