KUNCORO ARIADI

085336043745 | kuncoroariadi@gmail.com | https://www.linkedin.com/in/kuncoro-ariadi/ | https://bit.ly/portofolio-kuncoro | Surabaya, East Java

Bachelor of Informatics who is enthusiastic in the fields of IT and UI/UX Design. Have experience in developing websites using HTML, CSS, and JavaScript, as well as PWA technology, Accessibility, and SEO. One year of experience as a UI/UX Designer, using Figma to create user-friendly interfaces and ensure user comfort in application prototypes. Always ready to practice skills and contribute to challenging design projects.

WORK EXPERIENCES

IT Support *October 2024 – December 2024*
PT Quantum HRM Internasional – Surabaya, East Java

- Assisted in testing web-based exam applications within a local network to ensure all features function properly.
- Ensured exam devices operated efficiently and met operational requirements.
- Verified that all users' computers and laptops were optimally connected to both wired and wireless networks.
- Conducted application checks and tests on devices to ensure the smooth operation of exam applications.
- Performed routine data backups to maintain data security and protection during system disruptions.
- Configured and customized browser settings to meet operational needs.

Freelance UI/UX Club Community Facilitator *May 2024 – November 2024*
Skilvul – South Jakarta

- Create weekly conversation topics about the world of UI/UX in community groups.
- Disseminate information about activities held by Skilvul.
- Connecting UI/UX community members with Skilvul management.
- Hold webinars, game sessions, and discussions about UI/UX every month.

INTERNSHIP EXPERIENCES

UI/UX Designer *January 2025 - Now*
PT Molca Teknologi Nusantara – Surabaya, East Java

- Design user interfaces for websites, mobile applications, and applications utilizing Augmented Reality (AR) and Virtual Reality (VR) technologies.
- Conducted user research, including competitor analysis and user interviews to gather insights and support data-driven design decisions.
- Created visual designs, interactive prototypes, and user flow diagrams to enhance user experiences.
- Collaborated with product managers, developers, and QA teams to align design objectives with business requirements and technical feasibility.
- Performed usability testing and incorporated user feedback to refine and improve design outcomes.

Front-End Web Developer and Back-End *February 2023 - June 2023*
Dicoding Indonesia – Bandung, West Java

- Create interactive websites such as restaurant, bookshelf, and personal website using HTML, CSS, and JavaScript.

- Obtain and implement soft skills such as ethical behavior, critical thinking, and personal branding.
- Creating a capstone project in the form of a website called Lingkar Hijau which is beneficial for the community with an environmental theme.

UI/UX Design Mastery *August 2022 - December 2022*
Skilvul – South Jakarta

- Created a prototype of a digital learning application called SkyTech by applying the concept of design thinking.
- Create a prototype application for natural flood disaster management for the Indonesian people.
- Conduct application surveys to Indonesian society by applying the design thinking method.

ORGANIZATIONAL EXPERIENCES

Chief of Advocacy Department *February 2023 - March 2024*
Himpunan Mahasiswa Informatika UPN Veteran Jawa Timur – Surabaya, East Java

- Facilitated the connection between the Informatics Student Community and campus institutions regarding administrative and academic matters.
- Advocated for issues faced by the Informatics Student Community across various aspects to campus institutions.
- Conducted analysis and strategic reviews of policies issued by campus institutions concerning the Informatics Student Community.

Member of Media And Communication Department *March 2022 - February 2023*
Himpunan Mahasiswa Informatika UPN Veteran Jawa Timur – Surabaya, East Java

- Disseminated information related to academics and student affairs to the Informatics Student Community.
- Documented all ongoing student association activities.
- Managed the student association's social media to make it more interactive and informative.
- Created documentation reports for each student association activity in the form of videos and photos.

EDUCATION LEVEL

Bachelor of Computer Science - Informatics *August 2020 - September 2024*
Universitas Pembangunan Nasional Veteran Jawa Timur – Surabaya, East Java

- Achieved a GPA of 3.95 / 4.00.
- The thesis on machine learning was published in the nationally accredited journal SINTA 5 (JATI).
- Class C Level Commander for 2 periods / semester.
- Achieved the Best Capstone Project Dicoding Cycle 4 2023 with assignments to create, design, and implement UI/ UX design results into HTML, CSS, and JavaScript.

SKILLS

Hard-skill	Figma, Adobe Photoshop, UI/UX Design, Wireframing, Design Thinking
Soft-skill	Good teamwork, critical thinking, good decision making skills, leadership spirit, good time management