Sofia I'zaaz Jauzaa'

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A motivated undergraduate student of Informatics Engineering at Brawijaya University that is a knowledge-curious, communicative, quick learner, and teamwork person with strong specializing in UI/UX designer and additional skills in front-end and android development. Proficient in creating user-centric designs using tools like figma, coupled with technical skills in HTML, CSS, JavaScript and Kotlin. Skilled in user research, prototyping, and creating seamless designs for web and mobile platforms. I Eager to apply and expand my knowledge in new tools and expanding expertise in design and development.

EDUCATIONS

BRAWIJAYA UNIVERSITY | MALANG, INDONESIA   *Aug 2022 - Present*

Faculty of Computer Science, Informatics Engineering, GPA 3.59/4.00

- Subject: Database, Web Programming, Software Engineering, Interactive Systems Programming, Server System Administration, Artificial Neural Network, Service Based Architecture, Enterprise Framework.

EXPERIENCES

INTERN | PT Telkom Akses Surabaya

Data Provisioning and Data Management   *July 2021 – Sept 2021*

- Collaborated with the network engineering team to monitor and troubleshoot network performance, ensuring 99% uptime during the internship period.
- Documented and reported on 15 network provisioning cases, including setup, issue resolution, and final configurations.

ORGANIZATIONS

HIMPUNAN MAHASISWA DEPARTEMEN TEKNIK INFORMATIKA UNIVERSITY OF BRAWIJAYA

Secretarity of Himpunan Mahasiswa Departemen Teknik Informatika   *Feb 2024 – Dec 2024*

- Managed the creation 300+ documents to support all organizational activities.
- Collaborated with the chairman to streamline administrative workflows, ensuring timely and accurate reporting.
- Supervised the progress of key departments (IT, business, advocacy, and student welfare) to align with organizational objectives.

Staff of Advocacy and Student Welfare   *Feb 2023 – Dec 2023*

- Actively contributed to the successful execution of 8 work programs focused on advocating for student rights also improving student welfare.
- Strategically utilized social media and various platforms to enhance student well-being and engagement.
- Served as the head organizer for Academic Discussion 1 and 2, achieving a 95% participation rate and 100% satisfaction, effectively addressing student academic challenges.

RAION COMMUNITY

Staff of Internal Division   *Feb 2024 - Present*

- Actively involved in executing all events and work programs within Raion Community, ensuring smooth operations and successful implementation at FILKOM
- Lead as the head organizer of Raion Academy 1, 2, and 3 at FILKOM, focusing on app and game development skills (ex. PM, UI/UX, programming), with 100% program success.

Member of UI/UX   *Feb 2023 - Present*
- Participated in workshops and discussions to improve skills in UI/UX principles and tools.
- Contributed as a UI/UX designer in developing an application that won 2nd place in a competition RAION.
- Collaborated with teams to implement creative design solutions, ensuring alignment with project goals.
- Improved skills by actively participating in various competitions.

PROJECTS

Findz   *Oct 2024 – Des-2024*
Android Developer
- Developed Findz, a mobile application designed to assist MSMEs in digital marketing through collaboration with influencers, utilizing Firebase and MVVM architecture.
- Conduct research on competitors with the team and determine features by dividing them in a prioritization features diagram.
- Complete the features in Findz which are quite challenging, designed and implemented workflows for endorsement orders, content scheduling, payment processes, and influencer performance reviews

Savior   *Jul 2024 – Sept-2024*
UI/UX Designer
- Designed mobile application with features emergency detection and parent-child account linking features, ensuring seamless integration with smartwatch technology.
- Conducted **end-to-end testing** and achieving a 95% accuracy rate in emergency alerts within smartwatch connectivity constraints.
- Conducted competitor analysis and collaborated with the team to identify user needs and gaps in existing solutions, prioritizing features using prioritization matrices.

SisaSuka   *May 2024 – Jun 2024*
UI/UX Designer
- Designed website, responsive interfaces for donation, volunteer registration, and merchandise purchase features.
- Created wireframes, prototypes, and conducted usability testing to optimize user flows and enhance experience.
- Developed a consistent design system and collaborated with developers to implement designs using React.js and Tailwind CSS.

GrowBiz   *Jan 2024 - Feb 2024*
UI/UX Designer
- Designed mobile application interfaces to help MSMEs through online workshops, worker search, and payment features.
- Conducted usability testing to optimize workflows for finding and paying workers based on user feedback.
- Developed a consistent design system using Figma, ensuring cohesive visual identity and user experience.

Islamind   *Jan 2024 – Feb 2024*
UI/UX Designer
- Designed intuitive interfaces for Islamind CMS and mobile app, tailored for Muhammadiyah Malang.

- Enhanced user experience for accessing articles, books, and Q&A sessions.
- Ongoing upload to the Play Store

ACHIEVEMENTS

Piyo   *Nov 2024*
2nd Place Winner, UI & UX Competition UINIC at Sunan Kalijaga University
- Designed a mobile app supporting parents of children with autism using interactive parenting guides, AI chatbot, and progress monitoring.

Hiro   *Nov 2024*
1st Place Winner, Mobile App Competition at Ahmad Dahlan University
- Designed a mobile application integrating IoT and voice detection technology to enhance child safety through features like real-time movement tracking, emergency button, and emotion analysis.

Savior   *Sept 2024*
Top 20 Finalist, UX Design at GEMASTIK 2024 by PUSPRESNAS
- Designed a mobile app focused on enhancing the safety and security of women through an intuitive and accessible user experience.

SKILL & OTHER

Soft Skills: Critical Thinking, Leadership, Teamwork, Time Management, Team Management, Project Management, Adaptability, Creativity
Hard Skills: UX Design, UI/UX, UX Researcher, UI Design, HTML, CSS, React, Vue, Kotlin, JavaScript, PHP, SQL.
Tools: Figma, Notion, Git, Visual Studio Code, Android Studio, Firebase
Languages: Indonesia (Native), English (Professional).

Certifications:

- Dicoding - Learning Basic Web Programming — Des 2024
- Kemendikbud - Indonesian Language Test — Nov 2021
- Microsoft Technology Associate: Database Administration Fundamentals (MTA) — Jan 2022