RAISHA NABILA

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EXECUTIVE SUMMARY

Information Systems student with a strong interest in Graphic Design and UI/UX Design. Skilled in tools such as Figma and Canva. Experienced in organizational projects and internship, with the ability to create creative and effective visual designs.

EDUCATION

Bachelor's degree in Information Systems   **Oct 2022 - Present**
Universitas Komputer Indonesia | GPA 3.84 / 4.00

WORK EXPERIENCE

SOKO Financial   **Jul - Oct 2024**
Graphic Design Development Internship

- Create design templates for Instagram feeds, participant certificates, internship certificates, and speaker certificates.
- Assist the Content team in creating feed designs.
- Help in creating posters for team hiring and certificates.
- Assist in creating posters for SOKO Edu Financial class agendas.
- Ensure that in every design creation, the font, background color, and font size comply with the predetermined format.

ORGANIZATION EXPERIENCE

Oh Be Shine   **Jun - Oct 2024**
Graphic Design Manager

- Guide and supervise the performance of graphic design staff, including conducting regular meetings and bonding sessions.
- Contribute to creating content designs and the OBE (Oh Be Shine mascot).
- Evaluate the design process and ensure the final output meets the standards set by the graphic design team.
- Regularly report work program results to the Internal Oh Be Shine.
- Coordinate with the assistant manager to ensure smooth implementation of the work program.
- Responsible for the overall execution of the division's work program.
- Regularly monitor design requests from other divisions and assign tasks to staff.

Google Developer Student Clubs UNIKOM   **Oct 2023 - Oct 2024**
Co-Head Brand Marketing

- Managed social media for Google Developer Student Clubs UNIKOM.
- Designed marketing campaign materials such as posters, banners, and other content.
- Collaborated with team members to generate design ideas suitable for the market.
- Participated in the Hackfest 2024 competition organized by GDSC Indonesia as the hipster in the team, designing the UI/UX of a website by conducting research for project development, creating research documentation, information architecture, and user flows.

TRAINING & CERTIFICATION

Bootcamp Graphic Design with Figma | Special Skill   **March 2025**
Modul:
- Understanding the Basics of Graphic Design & Figma
- Mastering Layouting & Design Systems
- Able to Create & Use Components and Visual Effects
- Capable of Applying Advanced Visual Effects
- Able to Create Simple Illustrations with Figma
- Mastering Tips & Tricks in Figma Design
- Final Project: Design a Social Media Post / Infographic / Commercial Poster

E-Learning UI/UX Research and Design | MySkill   **Jan 2025 - Present**
Modul: Introduction to Figma, Figma Tools, Wireframing for Website,
Making Design System, Variants and Auto Layout, etc.

Short Class UI/UX Research and Design | MySkill   **Jun 2024**
Modul: Design System in UI Design

Hackfest 2024 | Google Developer Student Clubs Indonesia   **Jan 2024**
Participation in the HackFest 2024 competition as a Hipster

SKILLS

Language: Indonesia (Native), English (Intermediate)
Soft Skills: Creative Thinking, Time Management, Communication Skills, Teamwork, Problem Solving, Adaptability.
Hard Skills: Figma, Canva, Visual Branding, Typography, Layout Design, Social Media Content Creation, UI/UX Design Basic, Basic HTML & CSS, Microsoft Word, Microsoft Power Point, Prototyping.