

Tegar Pandu Prasetyo

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Introduction

I am a communications graduate with a strong interest in UI/UX design. Experienced in using Figma to create user-centered, responsive, and visually appealing interfaces, I have skills in wireframing, prototyping, and user research. With a passion for innovation, I am ready to deliver design solutions that enhance user experiences.

Work Experiences

Pro Educa Studio : UI/UX Designer Gamelab
Project-Based | UI/UX Designer (Internship)

October - November 2024

- Understood and implemented accessibility principles to create an inclusive experience for all users.
- Collaborated in designing an engaging, responsive, and easy-to-navigate website interface.
- Received direct guidance from professional mentors to enhance my practical skills in UI/UX Design.

Graphic Designer | Freelancer

January 2019 - June 2022

- Developed branding strategies, promotional materials, and digital content by managing diverse design projects to meet client objectives.
- Created innovative and tailored design concepts to align with client requirements, ensuring adherence to project specifications.
- Collaborated directly with clients to gather detailed requirements, provide creative solutions, and maintain clear communication throughout the design process.

Course & Certification

JayJay

August – December 2024

UI/UX Designer

- Improved the quality and completion of the project through constructive feedback from mentors.
- Received mentorship from industry professionals to improve design skills.
- Applied responsive design and accessibility principles to create optimal user experiences.

MySkill

April – June 2024

UI-UX RESEARCH AND DESIGN: FULLSTACK INTENSIVE BOOTCAMP

- Learned fundamental and advanced principles of UI/UX Design.
- Developed interface design skills using Figma and other tools.
- Participated in direct mentoring sessions with professional UI/UX mentors.

Project

MySkill

June – July 2024

FINAL PROJECT MENTORING

- Participated in the Final Project mentoring sessions at Myskill.
- Received guidance from professional mentors to complete the final project.
- Improved the quality and completion of the project through constructive feedback from mentors.

Education

Muhammadiyah University of Yogyakarta

September 2013 – October 2018

Bachelor of Communication Sciences

- Collaborated with a team to design visual storytelling elements as part of a broadcasting course assignment, leveraging visual design principles and audience engagement.
- Managed lighting setups to enhance the user experience by creating visually appealing and mood-consistent environments.

Additional Information

Languages : Indonesian (Native), English (Basic)

Soft Skills : Teamwork, Communication, Creativity, Adaptability

Hard Skills : Figma, Maze, Miro, Blasamiq wireframe, Framer