ELVIRA NADYA SALEH

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Medan, North Sumatera

Bachelor of Architecture in Syiah Kuala University. Interested in design graphic dan UI/UX design. I am also interested in article writing and journalism. I like trying new things and taking on new challenges. Able to operate Figma, Adobe Illustrator, Adobe Photoshop, CorelDraw and AutoCad.

Education Level

Syiah Kuala University - **Banda Aceh**   Sep 2016 - Sep 2023
Bachelor Degree in Architecture, 3.07/4.00
- PPA Scholarship (2017)

Organisational Experience

Relax & Easy - **USK, Banda Aceh**   May 2017 - Dec 2019
Event Oganizer
Weekly entertainment program at the USK Library
- Looking for talent who will perform
- Arrange weekly talent and speaker schedules
- Supervise and evaluate each event/week
- Design posters and promotions on Relax & Easy social media

UKM Literasi Informasi - **USK, Banda Aceh**   Aug 2018 - Nov 2019
Leader
Accommodating all activities related to the world of literacy and information
- Planing long-term and short-term work programs with division heads
- Supervise the progress of the work program according to the existing schedule
- Collaborating with several related organizations and institute
- Carrying out evaluations at each event to prepare for the next event
- Compile reports for each work program for evaluation with UKM supervisors

Librisyana - **USK, Banda Aceh**   Aug 2018 - Nov 2019
Reporter and Graphic Designer
In-house Media of USK library
- Covering current news in the library and literacy sphere, both online and offline
- Writing news scripts
- Design Librisyana Magazine covers and other designs for event and promotional purposes

Architecture Design Lab - **FT USK, Banda Aceh**   Nov 2016 - Sep 2017
Staff of Publication and Documentation Division
Discussing and sharing all about architecture and design
- Set the design of the organization's social media Instagram feed
- Carry out promotions for every event held by the organization
- Documenting all important organizational activities

Skills & Courses

- **Karier.mu by Prakerja** (2023): Basic Figma, Design Principles, UI Design, Architecture Information
- **Software Skills**: Figma, Adobe Illustrator, Adobe Photoshop, CorelDraw and Autocad
- **Soft Skills**: Teamwork, Problem Solving, Self Management, Time Management
- **Hard Skills**: Graphic Design, Photo Editing, UI/UX