

Ardian Dwi Cahyo

Entry Level UI/UX Designer

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Profile

Detail-oriented and motivated UI/UX Designer with hands-on experience in designing intuitive interfaces that align with **business objectives**. Undergraduate student in Information Systems with a strong passion for **user-centered design**, **wireframing**, **prototyping**, and **usability testing**. Skilled in **Figma**, with experience in **user research** and **implementing impactful design solutions**.

Education

Universitas Pembangunan Nasional “Veteran” Jakarta

Bachelor's Degree Program in Information Systems

GPA 3.86

Projects

Readino (Reading Learning App for Children) [Link](#)

Oct - Dec 2024

- Conducted UX research to identify user needs and pain points for children's literacy.
- Designed wireframes and user-friendly prototypes both for parents and kids.

Android Portal (Member Monitoring App) [Link](#)

Mar - Nov 2024

- Designed user-centric interfaces, user flows, and customized illustrations.
- Collaborated with developers to align designs with implementation needs.

Gravote (Leader Election App) [Link](#)

Aug - Sep 2024

- Created style guides, prototype and user flows to ensure a seamless experience.
- Worked closely with developers for smooth asset handoff and implementation.

Temani (Sexual Violence Survivors' Support App) [Link](#)

Mar - June 2024

- Conducted research and prototyping to address user needs and sensitivity issues.
- Developed an iterative testing process to enhance user experience.

Organization Experiences

Kelompok Studi Mahasiswa Multimedia

Mentor of Graphic Design Class

Aug - Dec 2024

- Developed a syllabus emphasizing UI/UX Design and Graphic Design principles.
- Taught foundational skills in prototyping and wireframing.
- Guided mentees in creating final projects aligned with real-world challenges.

Kelompok Studi Mahasiswa Android

Mentor of UI/UX Beginner Class

Sep - Dec 2024

- Delivered weekly lessons on UI/UX principles, tools, and best practices.
- Assisted mentees in creating mockups and user flows for practice projects.
- Provided feedback and constructive critiques to enhance their skills.

Product Designer of the Internal Development Project

Mar - Dec 2024

- Conducted UX research to define user needs and align with business goals.
- Designed responsive interfaces and prototypes for internal app development.
- Collaborated with developers and stakeholders for design system implementation.

Product Designer of the Internal Maintenance Project

Aug - Sep 2024

- Collaborated with the Project Manager to define project requirements
- Designed a comprehensive design system and responsive user interfaces to ensure consistency across platforms.
- Partnered with Front-end Developers for accurate design handoff and conducted reviews to finalize usability.

Honors and Awards

1st Winner of UI/UX Design National Competition | [Link](#)

Dec 2024

Issued by Faculty of Engineering Universitas Negeri Surabaya

Finalist of Poster National Competition | [Link](#)

Oct 2024

Issued by FORMASIKIP UPNVJ

TOP 9 Best Entries of Infographic National Competition | [Link](#)

Sep 2024

Issued by Faculty of Computer Science UPNVJ

Best Presenter of Paper Publication | [Link](#)

Dec 2023

Issued by 6th Computer Science National Conference (KoNIK) 2023

3rd Winner of Infographic National Competition | [Link](#)

Oct 2023

Issued by Faculty of Computer Science UPNVJ

Skills

Hard Skills

- Figma
- Miro
- Maze
- Adobe Photoshop
- Adobe XD
- Procreate

Soft Skills

- Teamwork
- Public Speaking
- Design Thinking
- Problem-solving
- User Empathy
- Creativity