

Jessica Bunga Yuniartha

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OBJECTIVES

A passionate Information Systems undergraduate with a strong interest in design and user research, striving to create intuitive UI solutions that address complex challenges. With a creative and imaginative mindset, combined with a love for art and exploration, I aim to bring innovative ideas to life while ensuring exceptional user experiences.

EXPERIENCE

User Researcher and UI/UX Designer

Jan 2024 – Present

- Conducted user research for various projects, including a smart tourism application, a solution for fast fashion, an educational app, and other completed projects to date.
- Designed UI for Android applications, starting from sketches, wireframing, high-fidelity designs, to prototyping, utilizing methodologies such as Design Thinking, Design Sprint, and User-Centered Design.
- Performed heuristic evaluations, iterative improvements, and usability testing to ensure optimal user experience.

Multimedia Staff of Faculty Press Organization

March 2024 – Present

- Executed multimedia programs by visualizing press products such as bulletins, magazines, poster, Instagram content, and layout design.
- Collaborated with other multimedia teams to ensure consistent visual branding across all platforms.
- Provided technical support and innovation for multimedia projects, including photo editing, and graphic design.

Mobile Developer

Sep 2024 – Dec 2024

- Led a team of three members in a collaborative and equitable project management approach.
- Built a functional fashion-themed mobile application using Android Studio and Java, integrated with Firebase Realtime Database for seamless data management.
- Developed a functional note-taking mobile application using Flutter on VS Code, configured with Firebase Authentication, Realtime Database, and Supabase for enhanced functionality.

Web Developer

Dec 2023

- Successfully managed a project with a team of three members, ensuring fair and balanced collaboration.
- Be a Front end to developed a photography service responsive website using HTML, CSS, JavaScript, and Bootstrap.

EDUCATION

Brawijaya University, Malang

Aug 2022 – present

Undergraduate 6th Semester Student majoring in Information System

GPA 3.75 of 4.00

ACHIEVEMENTS

National UX Design House of Technology (Hology) 7.0, Brawijaya University, Malang

Nov 2024

1st Place

Expose Statistics Challenge On National (Epsilon) 2024 National Statistics Infographic Competition

Category, Universitas Negeri Padang, Padang

Sep 2024

Finalist

Infographic Poster 4C National Competition 2023, Brawijaya University, Malang

Nov 2023

3rd Win

SKILLS

- Language: Bahasa Indonesia (Native), English (intermediate).
- Programming Languange: Java, HTML, CSS, Javascript, Bootstrap, phyton
- Tools: Figma, Maze, Ibis Paint, Canva, Ms. Office, Ms. Teams.
- Passionate in: UI/UX Designer, Product Management, Project Management, Illustration, Graphic Design
- Soft Skills: Creativity and Imagination, Collaboration and Teamwork, Communication, Time Management, Problem-Solving, Attention to Detail