NURUL JIHAN FADILLAH

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PROFESSIONAL SUMMARY

Bachelor degree from Faculty of Art and Design, Indonesian Highschool majoring in Design Communication and Visual with previous work experience as Illustrator. Focused and passionate about UI/UX field. Have 1 years experience in learning UI/UX design, resulted in the succesful completion of Rebit Project on mobile. Gained comprehensive knowledge of user research, crafting user interface and managing Design System through my bootcamp. I am proficiency in using various design tools such as Figma, Adobe illustrator, and Procreate. Seeking a UI/UX Designer role where I can leverage my skills in designing interface and making an impactful design to contribute.

EDUCATION

Potensi Utama University   **Tanjung Mulia, Kota Medan**

Bachelor in *Desain Komunikasi Visual* | GPA: 3.86 / 4.00   2019 - 2024

Final Project: Designing the appearance of reading applications towards children
- Designed a mobile Reading Application about local stories.
- Conducted user research with 30 kids around 8-12 years old, for identifying key pain points.
- Created User Journey, flowchart, wireframe and information architecture.
- Created Mascot, logo, and Design system.
- Successfully presented and launched the Hi-fi prototype, resulting in 84,2 score for sus feedback.

INTERNSHIP

Pt. Stream   **Titipapan Marelan, Kota Medan**

Illustrator, Intern   Agustus 2022 - September 2022
- Discussed with fellow Illustrator division colleagues and the Head of the division about the NFT character design brief.
- Create one NFT character for the Event Poster.
- Prepare manual sketches, digital sketches, colorings, and shading.

NONFORMAL EDUCATION

UI/UX Foundation   **Online**

VIX Academy   September 2024 - November 2024
- Designed a finance application about Emergency Fund for GenZ and Millenials.
- Conducted an In-dept Interview with 5 users for Primary Research.
- Created some main features includesavings and AI Assitance on Figma.

Bootcamp UIUX Design   **Online**

Rakamin Academy   May 2023 - September 2023
- Technologies Used: Figma
- Sharpening HCD, proses Design Thinking, Riset UX, MVP, Prototyping, Principles UX Desain, and Usability Testing.
- Assist preparing presentation content for mini studycase and prototype testing.
- Gathering and collecting important information about user to be synthesized and pain point.
- Making Persona, scope of the project, until the MVP Stage.

Intro UI/UX   **Online**

Skilvul   June 2024 - June 2024
- Gathering and creating user persona from synthesis
- Created Wireframe, information architecture, low-fi prototype.
- Created landing page using Figma that enables kids or parents to using Rebit without app or download through website.

CERTIFICATION

- Certificate Competence of Design Graphic, Lembaga Sertifikasi Teknologi Digital, 2024.
- Certificate of Completion Intro to UI/UX, Skilvul, 2024.
- Specialization Certificate, Rakamin Academy, 2023.

SKILL

- **Hard Skill:** Desain graphic (Adobe Illustrator, Procreate, CSP), UI/UX Design (Wireframes, Mockup, Prototyping).
- **Software Skill:** Figma, Procreate, Clip Studio Paint, dan Adobe Illustrator.