

# Ardian Dwi Cahyo

Entry Level UI/UX Designer

Bekasi, Jawa Barat | [ardiandchy@gmail.com](mailto:ardiandchy@gmail.com)  
[+62-881-0244-46901](tel:+62881024446901) | [linkedin.com/in/ardiandchy](https://linkedin.com/in/ardiandchy) | [My Website Portfolio](#)

## 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) [🔗](#)

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) [🔗](#)

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) [🔗](#)

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) [🔗](#)

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