IBNUN NIZHAM

Pontianak, Indonesia • nizamibnu03@gmail.com • (+62)89671257065

www.linkedin.com/in/ibnun-nizham | https://github.com/oneJR6

EDUCATION

TANJUNGPURA UNIVERSITY   **AUG 2020 - PRESENT**

Faculty of Engineering, Bachelor of Computer Science, expected Aug 2024   GPA: 3.64/4.00

- Internship Kampus Merdeka Program at Dinas Sosial Kota Medan as UI/UX designer, application projects: Aplans Boster WEB, Aplans Boster Verivali Mobile, Mercy (Medan Smart City) Mobile, Medan Satu Peta. With teamwork, prototyping, project, planning, figma skills (Aug - Dec 2023).
- Study Independent Kampus Merdeka Program at BABA STUDIO Pathway UI/UX Designer (modules included: Soft Skill Development (Digital Marketing), Introduction UI/UX Designer, UI Design For Website and Mobile with Adobe XD & Figma, HTML & CSS, Bootstrap, Framework - Design Thinking, Capstone Project) (Feb - Jun 2023).
- Organization: Member of the Information and Communication Division of the Informatics Student Association, Faculty of Engineering Tanjungpura University (2023), Member of the Islamic Student Association (2022 - 2023), Member of the Al Istiqomah Islamic Student Study Institute, Faculty of Engineering Tanjungpura University (2022), Mentor at Tanjungpura University character education (2021).
- Participant of UX Design Gemastik XV (2022).

EXPERIENCE.

LEMBAGA PENGEMBANGAN PEMBELAJARAN DAN PENJAMINAN MUTU TANJUNGPURA UNIVERSITY   **JAN 2023 - PRESENT**

BKD (Beban Kerja Dosen) management team member

- Make a recapitulation report on Laporan Kinerja Dosen (LKD) every semester.
- Provide technical assistance to lecturers in using the BKD information system or other related applications used in workload management.

SPEAKER AT THE INFORMATICS WORKSHOP: "FIGMA NEXT WAVE"   **OCT 2024**

Held By The Informatics Student Association Of Tanjungpura University

- Explain the role and usefulness of Figma in the world of work
- Demonstrate directly and explain the features available in Figma by creating a mobile User Interface design and explaining

CREATIVE TEAM OF DEKAN CUP ESPORTS COMPETITION 2022   **OCT 2022 – NOV 2022**

Member of Creative Team of Dekan Cup ESports Competition 2022

- Define concepts with the team and create flyers for streaming needs.
- Collaborated with the events division to conceptualize opening and closing videos.
- Collaborated with the streaming team to conceptualize a transition animation video.

NETWORK LABORATORY IN THE INFORMATICS STUDY PROGRAM, FACULTY OF ENGINEERING, TANJUNGPURA UNIVERSITY   **AUG – DEC 2022**

Laboratory Assistant

- Assist the head of the laboratory and lecturers in the practicum implementation process.

INSIGHT INTO INFORMATICS ANNIVERSARY '18 (INFORMERS '18)   **JUN – NOV 2022**

Member of the Public Relations Division INFORMERS '18

- Conceptualized and designed the informers '18 logo.
- Collaborated the event division to determine the design concept for each sub event namely Startup Competition, Orphanage Visit and Counseling, ESports Competition, Celebration Day.
- Designed flyers, posters, banners for events.

PROJECT

APLANS BOSTER WEB   OCT - DEC 2023

Figma, Trello.

- Creating wireframes and visual designs for several new features and enhancements to social services Dinas Sosial Kota Medan.
- Conduct user research.

APLANS BOSTER VERIVALI MOBILE APPS   OCT 2023

Figma, Trello.

- Create a design, user flow, wireframe and visual design for several new features and enhancements for social assistance field officers at the Dinas Sosial Kota Medan.
- Conducting user research and Make a user design interface
- Prototyping

MERCY (MEDAN SMART CITY) MOBILE   SEP - OCT 2023

Figma, Trello.

- Create wireframes and visual designs for several new features and enhancements for social services
- Develop high-fidelity prototypes

MEDAN SATU PETA   SEP 2023

Figma, Trello.

- Create high-fidelity wireframes and develop visual designs for websites for users and admins
- Prototyping

UI/UX DESIGN FOR FUTURE SKILLS COURSE WEB   JUN 2023

Figma, HTML & CSS, Bootstrap.

- Create web future skills process business flow
- Make a user design interface using figma
- Create user interface design using html & css, bootstrap.

HOSPITAL INFORMATION SYSTEM HIGH FIDELITY WEB WIREFRAME DESIGN   JUN 2023

Adobe XD.

- Display requirements analysis
- Display the results of the analysis

DESIGNING INTERFACES AND USER EXPERIENCES   OCT 2022

Figma, Adobe photoshop, Canva.

- Make a user experience design project using the Activity-Centered Design (ACD) method.
- Produce mobile applications that provide learning media regarding the management of education for parents who have children with autism/ASD, namely MATA.
- Make designs according to user needs that have been identified Using High-fidelity wireframes.

SKILLS

Technical Skills: Basic Programming: Python, C++, HTML, CSS. Graphic Design: Adobe photoshop, Adobe illustrator, Canva. Wireframing & Prototyping Tools: Adobe XD, Figma, Ms.Office (Ms. Word, Ms. Excel, Ms.Powerpoint).

Soft Skills : Organization, Problem solving, Teamwork.

AWARDS

- **1st place in the poster design competition for the 31st Nuruddin Islamic Fair 2022 FKMI Nuruddin, Faculty of Social and Political Sciences, Tanjungpura University.**
- **1st place in the anniversary poster design competition in the framework of the 29th anniversary of FKMI al Mizan 2022, Faculty of Law, Tanjungpura University.**
- **3rd place in the Infographic design competition for the 2020 economical stage event by IAIN Pontianak Islamic Economic Study Program Student Association.**