

# Galang Maysa Putra

Malang, East Java • putragalang646@gmail.com • linkedin.com/in/galangmaysaputra

## SUMMARY

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I am a third year student at Brawijaya University class of 2022. Along with seeking experience in various fields, activities and organization, I am interested in UI/UX Design. I am also interested in other fields such as Graphic Design, Videography, and Photography.

## WORK EXPERIENCE

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<b>Freelance</b>	<b>Malang, Indonesia</b>
<b>UI/UX Designer</b>	<b>March 2023 - Now</b>
<ul style="list-style-type: none"><li>Performed user research and transformed client needs into visually appealing and practical interface designs.</li><li>Created wireframes, prototypes, and high-fidelity visuals to provide user-focused design solutions.</li></ul>	

## ORGANIZATIONAL EXPERIENCE

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<b>GOOGLE DEVELOPER GROUPS ON CAMPUS</b>	<b>Malang, Indonesia</b>
<b>Graphic Design</b>	<b>October 2024 - Present</b>
<ul style="list-style-type: none"><li>Identified organizational needs and translated them into effective and visually appealing design solutions.</li><li>Delivered design concepts and revisions based on feedback, ensuring optimal results for internal and external initiatives.</li></ul>	

<b>RAION COMMUNITY</b>	<b>Malang, Indonesia</b>
<b>Deputy Head of Marketing Communications</b>	<b>March 2024 - December 2024</b>
<ul style="list-style-type: none"><li>Developed comprehensive design assets, including layouts, templates, and visual guidelines, to support organizational goals.</li><li>Collaborated with stakeholders to ensure designs align with organizational objectives and branding standards.</li></ul>	
<b>Member of UI/UX Designer</b>	<b>March 2023 - Present</b>
<ul style="list-style-type: none"><li>Actively engaged in learning and improving skills in UI/UX design through hands-on projects and collaboration with team members.</li><li>Practiced creating wireframes, prototypes, and user interface designs while adhering to design principles and guidelines.</li></ul>	

<b>STUDENT EXECUTIVE OF COMPUTER SCIENCE FACULTY</b>	<b>Malang, Indonesia</b>
<b>Internal Resource Development</b>	<b>March 2024 - December 2024</b>
<ul style="list-style-type: none"><li>Assessed organizational needs and developed strategies to improve internal processes and member engagement. Monitored and evaluated the effectiveness of internal development programs, providing recommendations for continuous improvement.</li></ul>	
<b>Intern Staff of Innovation Development Department</b>	<b>October 2022 - January 2023</b>
<ul style="list-style-type: none"><li>Actively engaged in learning about organizational structures, teamwork dynamics, and problem-solving strategies.</li></ul>	

## VOLUNTEER EXPERIENCE

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<b>TRAINING ORGANIZATION</b>	<b>Malang, Indonesia</b>
<b>Documentation</b>	<b>March 2024</b>
<ul style="list-style-type: none"><li>Edited and prepared design materials to support event requirements, ensuring alignment with branding and visual guidelines.</li></ul>	

<b>OPEN RECRUITMENT RAION</b>	<b>Malang, Indonesia</b>
<b>Application Product Judge</b>	<b>February 2024</b>
<ul style="list-style-type: none"><li>Evaluated application products based on usability, functionality, design, and innovation to provide constructive feedback.</li></ul>	

<b>PKKMB &amp; START UP ACADEMY</b>	<b>Malang, Indonesia</b>
<b>Documentation</b>	<b>June 2023 - November 2023</b>
<ul style="list-style-type: none"><li>Captured and organized event documentation, including photos, videos, and written records, to preserve key moments and achievements.</li></ul>	

<b>4C COMPETITION</b>	<b>Malang, Indonesia</b>
<b>Documentation</b>	<b>September 2023 - November 2023</b>
<ul style="list-style-type: none"><li>Ensured high-quality documentation to accurately represent the event's highlights and outcomes.</li></ul>	

EDUCATION

**BRAWIJAYA UNIVERSITY**  
*Undergraduate Technology Education, GPA: 3.82/4.00. expected 2026*

**Malang, Indonesia**  
**2022 - Present**

PROJECT

- LIRA**

**UI/UX Designer and Graphic Design**

  - I led the design and development of LIRA, an application aimed at monitoring emergency conditions in coronary heart disease patients. I managed the product development process, including gathering requirements, collaborating with cross-functional teams, and ensuring a user-focused design.
- CODE MASTER**

**UI/UX Designer**

  - Designed user-friendly interfaces for the CodeMaster project, a website for beginner coding education. Collaborated with the development team, created wireframes and prototypes, and ensured a seamless, intuitive user experience to enhance learning and navigation.
- TANGAN TERJEMAH**

**UI/UX Designer**

  - Designed intuitive interfaces for Tangan Terjemah, a website focused on teaching sign language. Worked closely with the development team to create wireframes and prototypes, ensuring a user-friendly experience. Focused on accessibility and ease of navigation to enhance learning for users of all levels.

ACHIEVEMENT

**BAKTI BCA SCHOLARSHIP**  
Awarded the prestigious Bakti BCA scholarship for academic excellence and placed in the top 40 of the university. Recognized for strong performance in coursework and extracurricular activities, demonstrating leadership, dedication, and a commitment to personal and professional growth.

**UI/UX COMPETITION**  
Won 8 UI/UX design competitions, taking on the role of UI/UX Designer. Focused on identifying design challenges, conducting user research, and creating wireframes to develop innovative, user-centered solutions.

**BUSINESS COMPETITION**  
Won 3 business competitions by leading the ideation and solution development process. Managed all business aspects, including strategy, planning, and execution.

**STUDENT CREATIVITY PROGRAM**  
Secured funding for a Student Creativity Program, taking on the role of UI/UX Designer and Graphic Designer. Led the project from concept to execution, overseeing design development, user experience, and creating visual assets while collaborating with the team to ensure the project met its objectives.

**SPEAKER**  
Delivered presentations on UI/UX design and social media content strategy, focusing on creating engaging feeds. Shared insights on design principles, user experience, and effective content development to enhance social media engagement and reach.

ADDITIONAL INFORMATION

- Soft Skills: Leadership, Public Speaking, Adaptability, Critical Thinking, Responsibility, Collaboration
- Technical Skills: UI/UX Designer, HTML, CSS, Graphic Designer, Videographer