

UI/UX Designer Assessment



PT Entropi Global Martech

Position: UI/UX Designer

Project: Creator Link Hub

Duration: 2 Days

About This Gig

PT Entropi Global Martech is a TikTok agency focused on empowering content creators across Indonesia. We're building innovative tools to help creators manage their digital presence and connect with their audiences effectively.

Project Context: We're creating a "link in bio" platform with two main experiences:

1. **Public Profile (mobile-first)** — Avatar + bio + vertical list of link cards
2. **Landing/Directory** — A searchable list of public profiles

What We're Looking For

This assessment evaluates your ability to create a **cohesive, scalable design system** and apply it to product screens with strong UX reasoning.

Design Direction

- **Mobile-first always** — thumb-friendly controls; minimum target height ~48px
- **Dark mode support** is expected (light mode can be primary or secondary)
- **Visual style is up to you** — feel free to explore your own creative direction!

Reference

Below is a screenshot from a competitor's admin interface (Linktree) for context:

The screenshot shows the Linktree admin dashboard. On the left, there's a sidebar with navigation links: My Linktree (selected), Links, Shop, Design, Earn, Audience, Insights, Tools, Social planner, Instagram auto-reply, Link shortener, and Post ideas. The main area is titled 'Links' and shows a list of items. At the top of the list is a card for 'Malik' with a thumbnail, the name 'Malik', the text 'here i am waiting just for you', and a small Instagram icon. Below this is a purple button labeled '+ Add'. Underneath the Malik card is a collection card for 'asd123.com' with the URL 'https://asd123.com'. To the right of the URL are icons for sharing, a star, a lock, and a switch that is turned on. Below the URL is the text '0 clicks'. Further down is another collection card for 'Layout' with the text 'Add collection title' and a 'Add link' button. At the bottom of the list is a card for 'asd.com' with the URL 'https://asd.com'. To the right of the URL are icons for sharing, a star, a lock, and a switch that is turned on. Below the URL is the text '1 click'. There are also other cards partially visible at the bottom.

Task Breakdown

Task A — Build the Design System (Main Task)

Create a design system that can scale beyond a single screen.

A1. Foundations (Tokens)

Define and document tokens for:

- **Color** — Background layers, text, borders, brand/accents, semantic states
- **Typography** — Type scale, font families, weights, line heights
- **Spacing** — Spacing scale + layout grid rules (mobile / tablet / desktop)
- **Radius & Elevation** — Radius scale, shadow scale, glass blur rules
- **Motion** — Transition timing + easing guidelines

Deliverable: A "Foundations" page that clearly lists tokens and usage rules.

A2. Components (Library)

Design these components with variants and states:

Component	Requirements
Buttons	primary/secondary/ghost/destructive + disabled/loading
Inputs	text, textarea + validation states
Link Card	core content block for public profile

Avatar	multiple sizes
Badge/Tag	various styles
Modal/Sheet	mobile-friendly
Toast/Alert	feedback messages
Tabs	or segmented control
Search	field pattern

For each component include:

- Variants + sizes
- Interaction states (hover/pressed/focus/disabled)
- Accessibility notes (contrast targets, focus rings)
- Responsive behavior

A3. Patterns & Guidelines

Provide guidance for:

- Page layout structure and spacing rules
- Empty states (no links, no profiles)
- Error handling and form validation messaging
- Content style guidance (tone, microcopy examples)
- Icon usage rules

Task B — Apply the System (Screens)

Design high-fidelity screens using **ONLY** your system components.

Required Screens

1. **Public Profile (Mobile)**

- Link list (at least 5 items)
- Long text edge cases

2. **Directory/Landing (Desktop)**

- Search + results grid/list
- Empty state for no results

3. **Create/Edit Link (Mobile)**

- Form with validation states
- Success feedback after saving

Bonus Screens (Optional)

- Admin "Reorder Links" (drag-and-drop)
- Light mode variant
- Settings / Profile edit

Task C — UX Reasoning

Write a short rationale (1–2 pages) covering:

- Key design decisions and tradeoffs
 - How the system supports scalability
 - Accessibility considerations
 - Mobile-first usability approach
-

Evaluation Criteria

Criteria	Weight
Design System Quality — Token structure, consistency, extensibility	30%
Component Thinking — Variants, states, edge cases, reusability	25%
UX Clarity — Hierarchy, readability, mobile ergonomics	20%
Accessibility — Contrast, focus visibility, semantics	15%
Communication — Specs, documentation, handoff readiness	10%

Timeline

Phase	Duration
Assessment Period	2 Days
Recommended Time	6–10 hours

Deadline: Submit within **2 days** of receiving this assessment.

Submission Requirements

Submit a single folder or ZIP file named: `UIUX_Assessment_<YourName>/`

Include:

1. **Figma Link** (view access enabled)
 - Pages: Foundations , Components , Patterns , Screens , Specs
2. **Exports Folder**
 - Key screens as PNG (1x or 2x)
 - Single PDF overview
3. **Handoff Notes** (`README.md`)
 - Figma link
 - What's included
 - Assumptions
 - Implementation notes for engineers

4. UX Rationale (UX_Rationale.pdf or .md)

Checklist Before Submitting

- Tokens are named systematically
 - Components include states (hover/pressed/focus/disabled)
 - Touch targets \geq 48px
 - Color contrast is considered
 - Screens use only your components (no one-off UI)
-

Where to Submit

Email: baby@entropimartech.com

CC: malik@entropimartech.com

Subject: UI/UX Designer Assessment - <Your Full Name>

Important Notes

- You do **NOT** need to write production code
 - You may use any design tool (Figma preferred)
 - Focus on quality over quantity
 - Feel free to ask clarifying questions
-

Questions?

Contact: baby@entropimartech.com

PT Entropi Global Martech

Empowering Creators, Building the Future