

# UI/UX Designer Assessment



## PT Entropi Global Martech

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**Position:** UI/UX Designer

**Project:** Creator Link Hub

**Duration:** 2 Days

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## 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
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## 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.

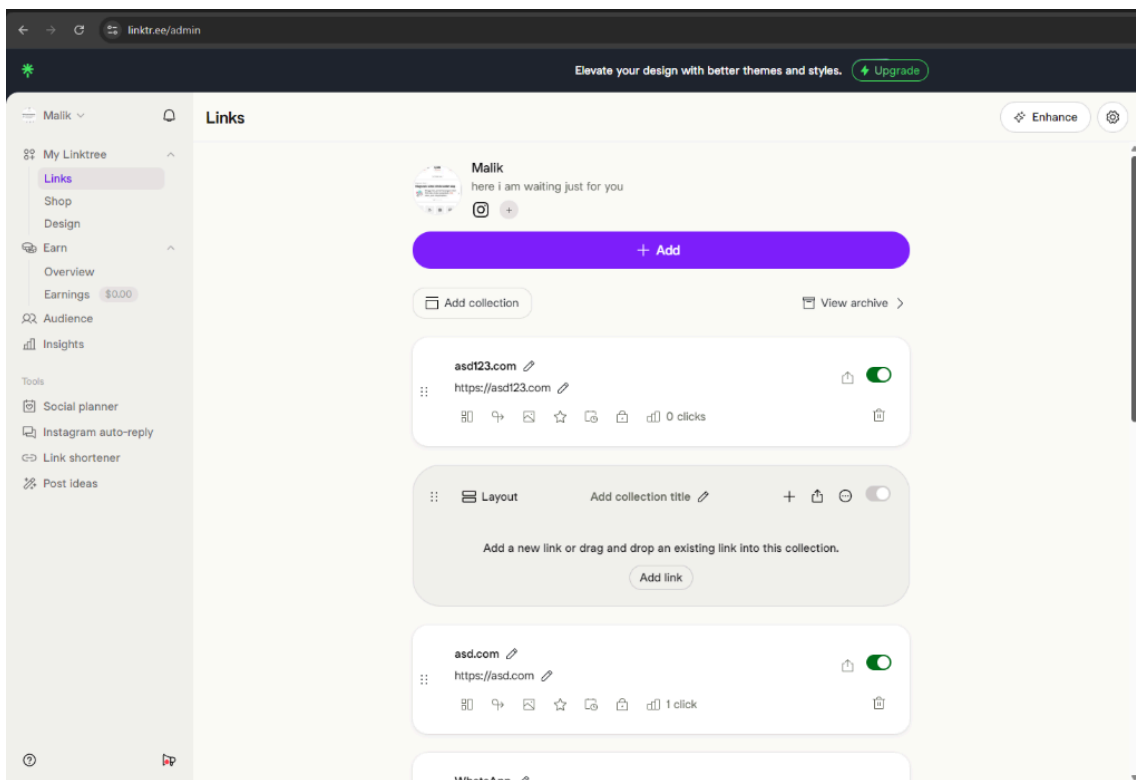
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## Design Direction

- **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:



## 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

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**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
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**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

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## 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%

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## Timeline

Phase	Duration
Assessment Period	<b>2 Days</b>
Recommended Time	6–10 hours

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

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## 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  $\geq 48\text{px}$
  - ☐ Color contrast is considered
  - ☐ Screens use only your components (no one-off UI)
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### Where to Submit

**Email:** [baby@entropimartech.com](mailto:baby@entropimartech.com)

**CC:** [malik@entropimartech.com](mailto:malik@entropimartech.com)

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

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### 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
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### Questions?

Contact: [baby@entropimartech.com](mailto:baby@entropimartech.com)

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**PT Entropi Global Martech**

*Empowering Creators, Building the Future*