

# "Designing an Impactful UI/UX for a Waste Bank Application"

Portfolio by Krisopras Eben Haezer

Full Design: https://bit.ly/4fX0lxY



## About Me

Hi there! My name is Krisopras Eben Haezer from Malang, Indonesia.

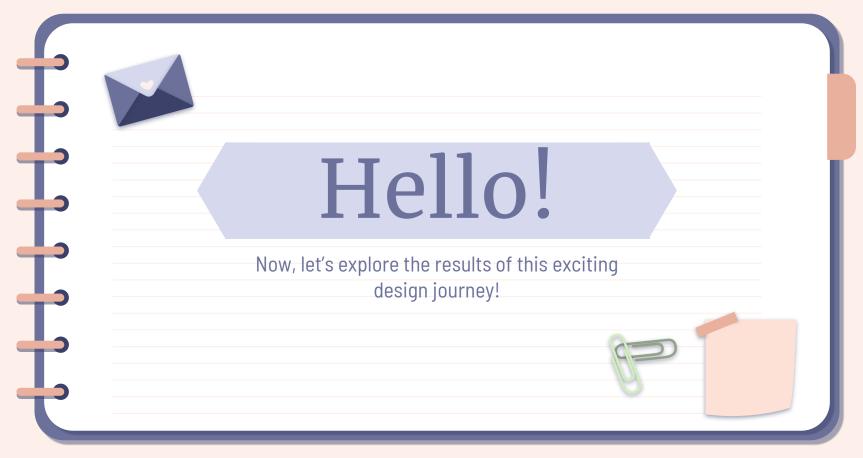
I love creating beautiful experiences that work for both businesses and users. I enjoy working through data and numbers to create impactful designs.

I devote my spare time to upskilling, website development and graphic design.

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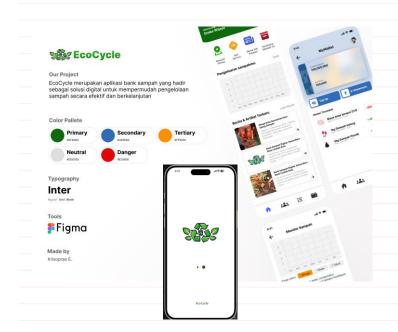


# Introduction

Before I showcase the final design, let me share the thought process behind this project. I approached this with a user-first mindset, ensuring that every design decision was driven by the need to make waste management simple, engaging, and effective.

From the wireframes to the final prototypes, my focus was on creating a balance between aesthetics and functionality, ensuring users feel empowered to contribute to a greener planet.

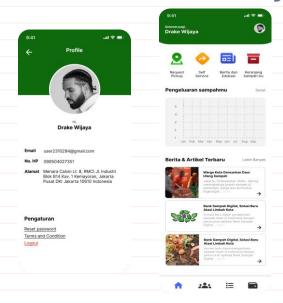
# My Work



This project is the result of my learning journey through an online course on Skill Academy. The design reflects my dedication to creating a solution that encourages sustainable living while providing a seamless user experience.



# My Work



• Waste Monitoring System

Users can use this feature to track how much waste is collected in a certain time

News and Articles Section

users can access educational content about sustainability, waste management tips, and inspiring stories from the community.



OKAY!

# My Work

02

My Wallet Feature

A comprehensive digital wallet system that streamlines financial transactions within the app.

Discussion Forums

A space for users to share ideas, tips and experiences about recycling and waste management.







# Stages of Making a Work

 $01 \qquad 02 \qquad 03$ 

## Empathize

In the Empathize stage, the goal is to deeply understand the users and their needs.

#### Define

During the Define stage, the goal is to clearly articulate the problem that needs solving.

#### Ideate

In the Ideate phase, the goal is to generate as many ideas and solutions as possible.

#### Crazy 8's & Wireframe

Crazy 8 is a quick idea generation technique for 8 minutes, after which I create a wireframe by making a simple design.

#### **Prototyping & Testing**

In the Prototyping phase, you take ideas and wireframes and turn them into interactive, high-fidelity prototypes. And finally I tested it on several of my friends.



## Main Components of Making a Work

### The Animation

For the EcoCycle application, I focused on creating a highly engaging and interactive user experience (UX) by incorporating dynamic animations that not only make the app visually appealing but also enhance its functionality

## Typography

My main font is "Inter". We chose this font because it is modern and elegant, very suitable for the color combination in this application.

### Colors

The use of color in this application itself is unique in that we use a natural color combination but even so it still looks modern and calming

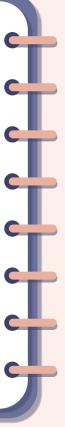
### Iconography

The following are the Material Design Icons that we use:

https://www.figma.com/design/3NCNwHd5kuOKhp zTPfxpRB/Material-Design-Icons-

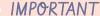
(Community)?node-id=3-8&t=xHf1nVSLcvCqfCEV-1







## I'm Proud to Make This Work!





### Benefits 1

I came to understand the user's comfort level in using an app that is modern with the times.



### Benefits 2

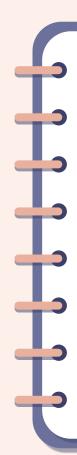
I understand the needs of users that are in line with the needs of the modern market.





I was able to use my online app design skills to help a certain company grow and experience increased profits.



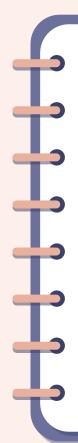




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Certification







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Thinking, Emphatize, and Define Certification







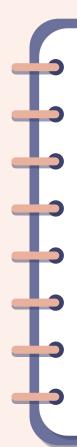


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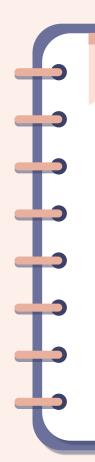






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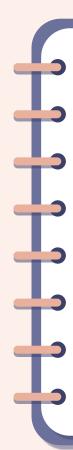






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"For me, learning is a way to increase the chances of success in the future.

Because we don't know which knowledge will be the bridge to success.

