



MUHAMMAD GUFRON HAWALY

UI/UX Designer , Multimedia Specialist

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PROFILE

An UI/UX Designer who experienced for approximately 1 years, have a passion in designing and creating interfaces, typography, illustration, color scheme, design system and story telling, creating appropriate and interactive visual designs for users, prototyping. and creating a pleasant experience for the user in using the product.

EDUCATION

Oct 2017 - Oct 2021

Bachelor of Informatics, Universitas Amikom Yogyakarta, Yogyakarta

Informatics, Concentration in Multimedia, GPA (3,60)

EXPERIENCE

Jan 2023 - May 2023

Multimedia Specialist, Fulltime, Bawahtanah.co.id

Bawahtanah (bawahtanah.co.id) is a training and media company that focuses on developing the quality of human resources in the mining industry. We already have more than +3000 Alumnae, +80 Programs, and more than 2 million audiences every month on various channels.

Responsibilities :

- Handling a company website
- Adding page and Designing UI for page with good UI design and responsive using Wordpress Oxygen Builder and Figma
- Doing UI improvements of each website page
- Editing Video and Adding Descriptions for each Course Video
- Designing Banner or Cover using Figma or Canva
- Improving and Customizing websites using Oxygen Builder

Mar 2022 - Jun 2022

UI Designer, Freelance, LideDev Community

LideDev Community is a developer team community created by my classmates when I was in college to work on small to large projects, here I freelance on projects as a UI/UX designer.

Responsibilities:

- User Research.
- Creating design concept to solve user's problems (User Flow, User Journey, Sitemap).
- Creating design system.
- Creating wireframe and mock-up or visual design.
- Making prototype.

SKILLS

- UI/UX
- Problem solving
- Critical Thinking
- Research
- Creativity
- Design Thinking

PROJECT

Mei 2022

Mobile Apps Design Rumahbaru.co

This project about a mockup design for a mobile property application from rumahbaru.co and a web admin dashboard design.

Sep 2020

Company Profile PT Anugerah Jaya Handayani

This project made using Adobe After Effect and Figma, and I worked alone as Producer, Illustrator, Video Editor, Audio Editor, Dubber, Motion Designer.

[See Project](#)

Mar 2018

Pearl Hunter

Pearl Hunter is a project game for AMICTA 2018. This game is about a submarine under the sea who looking for a treasure and pearl, but so many obstacles that must be overcome like a fish, shark, orca whale, bomb and etc. My role in this project is Game Designer to design all assets.

[See Project](#)