

Gabriel Gustiono

Creative Designer

Hardworking and passionate job seeker with strong organizational skills eager to secure entry-level Creative Designer position. Ready to help team achieve company goals.



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Malang, Indonesia

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WORK EXPERIENCE

Designer

State University of Malang

06/2021 - 07/2022

Malang, Indonesia

Achievements/Tasks

- Establishing user-friendly design system to increase user experience and satisfaction.
- Conducting user research up to 20 people to identify client needs and preferences for customer-centric designs.
- Used Adobe Creative Suite to edit images for use in marketing materials and design contents.
- Created sketches and technical drawings to present design concepts to clients.

EDUCATION

Game and Interactive Media Design

State University of Malang

09/2019 - 10/2022

Malang, Indonesia . GPA 3.21

Game Design Project

- Making Game Design and UI Design for Color pick Education Game

SKILLS

Infographic

Game Design

UI UX Design

Graphic Design

Tech-savvy

Adobe Illustrator

Layout Design

Teamwork

Problem-solving

Color Selection

Creative Design Layouts

Custom Template Design

Time Management

Critical Thinking

Figma

Googling

Critical Thinking

PERSONAL PROJECTS

Education Game Product (01/2022 - 06/2022)

- Led a small team making a mockup of color pick education game. This small team made its game design and UI design and then use it on product presentation.

CERTIFICATES

English Proficiency Test (02/2022 - 02/2024)

Completed English Proficiency Test held by State University of Malang

Internship Certification Program (01/2022 - Present)

Completed Internship Certification Program held by Gambir Game Studio

LANGUAGES

English

Full Professional Proficiency

Indonesia

Native or Bilingual Proficiency