# Erlangga Rianto

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## **Experiences**

UI/UX Designer, Startrick, B2B Tech Agency, Malaysia, Sep 2024 - May 2025

Worked remotely with a cross-border team to serve 30+ clients in various industries.

- Led product strategy and design for 8+ client products, creating wireframes and interactive prototypes to help clients communicate features
- Managed client relationships across diverse industries, facilitating presentations that bridged business requirements with user needs
- Conducted design audits including heuristic evaluations and competitive analysis, identifying key interaction improvements for smoother user flows

Product Designer, Waresix, B2B Logistics SaaS, Indonesia, Dec 2021 - Mar 2024

Helped 1500+ enterprise clients manage logistics operations efficiently across Indonesia.

- Built and maintained a comprehensive design system with WCAG-compliant accessibility standards, reducing development rework and improving designer-developer handoff efficiency
- Led cross-functional workshops to redesign the quotation process, reducing completion time by 57.2% and improving client onboarding speed
- Conducted user research and usability testing to identify pain points in order and payment systems, implementing solutions that increased adoption rates by 66%
- Optimized complex fleet scheduling interface handling hundreds of daily routes, contributing to 95.5% delivery fulfillment and 93.1% on-time delivery rates
- Mentored junior designers and established design critique processes, improving team feedback speed and maintaining consistent design quality
- Introduced systematic design governance including file organization standards and design token management, enabling faster designer onboarding and team scalability
- Collaborated with engineering teams to implement design solutions within technical constraints, reducing implementation issues

UI/UX Designer, Rumah Siap Kerja, B2C EdTech, Indonesia, Nov 2020 - Nov 2021

Designed a government-supported learning platform serving 650K+ users nationwide.

- Led mobile-first redesign strategy for marketplace and learning systems through iterative user testing, growing course sales from  $\sim$ 5K to  $\sim$ 712K and completions from  $\sim$ 4K to  $\sim$ 459K
- Redesigned user flows and refined UX writing to reduce course purchase and completion friction, making the platform more accessible to diverse user groups
- Streamlined design-to-development handoff with improved documentation, reducing development questions
- Standardized design operations including Figma file structures and design tokens, creating scalable processes for faster team growth and consistent output quality

Freelance UI Designer, Pusilkom UI, Public Sector, Indonesia, Dec 2019 - Apr 2020

- Revamped university website information architecture based on research with 4 user personas, improving content discoverability and simplifying navigation

Ul Design Intern, Lab DL2 Fasilkom Ul, Research Lab, Indonesia, Jun 2018 - Aug 2018

 Designed a peer-assessment tool interface for academic courses, increasing student participation and reducing instructor workload

Education

Bachelor of Computer Science, Information Systems, Universitas Indonesia

Certification

Google UX Design, Google

**Skills** 

**Design & Research**: Figma, Figjam, Maze, Stark, XD, Photoshop, Illustrator **Development**: HTML, CSS, JavaScript, React, Webflow, Framer, Lovable, Bolt.new **Workflow**: Jira, Confluence, Docs, Slides, Sheets, Forms, ChatGPT, Claude

# Streamlining Waresix's Cross-Functional Team Quotation Process, Resulting in a 57.2% Reduction in Completion Time

Website Project

# **Project overview**

## The problem

Waresix's quotation process consists of three team collaborative tasks:

- 1. Sales: Gather and secure orders from the customers.
- 2. Supply: Gather and secure prices from the trucking partners to fulfill customer orders.
- 3. Pricing: Sets orders prices.

The Sales team often missed out on securing orders because the Supply team took too long to finish their tasks, causing delays in setting prices and securing orders.

## The goal

Speed up the quotation process so that Sales team can secure orders faster.

## My role

As the UX Designer in charge, I worked with product manager and UX researcher to handle research, design, and testing. My responsibilities:

- Conducting user research
- Brainstorming solutions
- Creating high-fidelity prototypes
- Testing the prototypes with users

## **Project duration**

1 month

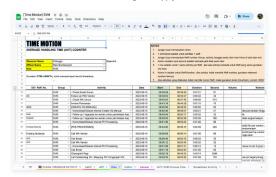
# **User research**

We conducted research on the Supply team, who took the longest time to complete the tasks. Findings:

- Duplicate order: They often received similar orders and had to process them repeatedly.
- Difficult order: Some orders had hard-to-fulfill requirements, making it tough to find vendors.
- Multiple vendor: They had to provide several vendor options for price comparison.
- Vendor response: Vendors often didn't reply or took too long to respond.



Job shadowing the Supply team



Tracking daily activities

# **Ideate solutions**

## **User Journey Map**

I mapped out the Supply team's workflow and identified opportunities to improve the quotation process.

## **Rapid Sketching**

Based on insights, I proposed two solutions:

- Let the Supply team reuse past work for new orders.
- Allow the Sales team to check prices based on historical data and set prices directly.

I sketched both ideas to visualize them and gather feedback before deciding which one to pursue.



Map user journey to find opportunities for improvements



Sketching ideas for solution

# **Low-fidelity prototype**

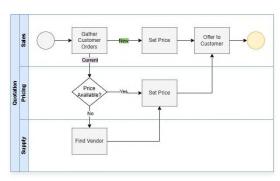
User Flow Diagram & Low-Fidelity Prototype
Since both solutions required the Sales team
to take on new tasks, I created a low-fidelity
prototype to discuss with stakeholders. We
decided to focus on the second solution first
to reduce the Supply team's workload.

#### Stakeholders Review

We presented the solutions to Sales, Pricing, Supply, and Engineering team. Findings:

- The new flow should be as easy—or easier—than the old one.
- Manager approvals for prices should be automated.

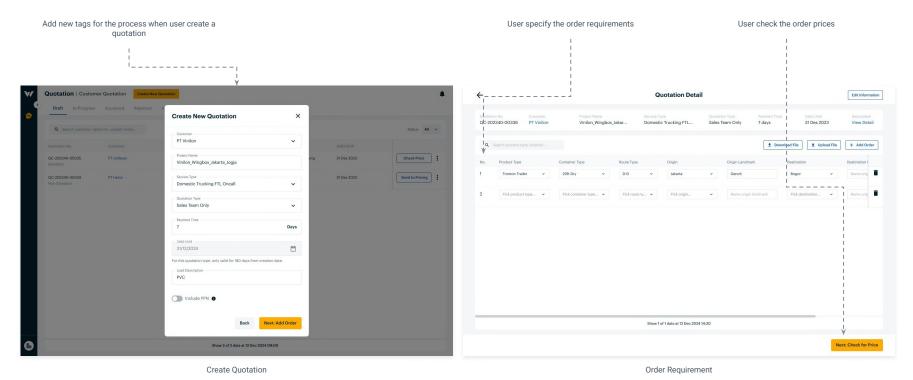
I designed a prototype based on feedback.



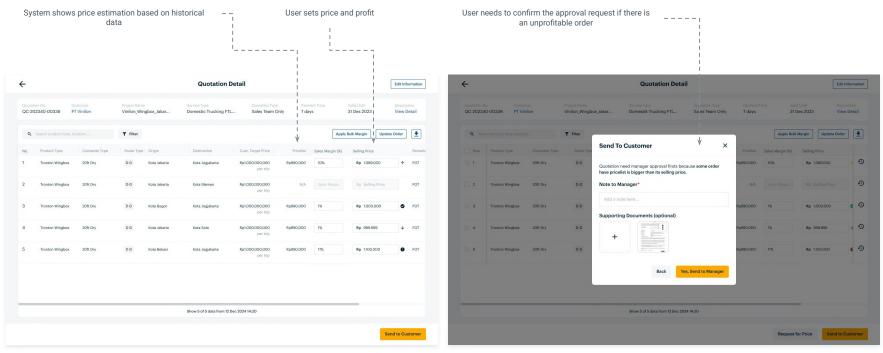
Adjust existing user flow



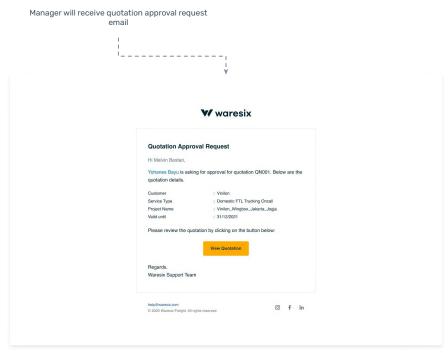
Draft low-fidelity prototype for the solution



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Check Order Price Request Price Approval



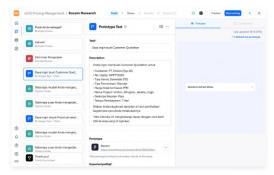
Approval Request Email

# **Usability testing**

I tested the prototype with five Sales officers and found a few issues:

- 1. They needed access to order price history for reference.
- 2. They wanted clearer profit/loss indicators when handling multiple orders.
- They needed a way to request prices for orders without historical data.

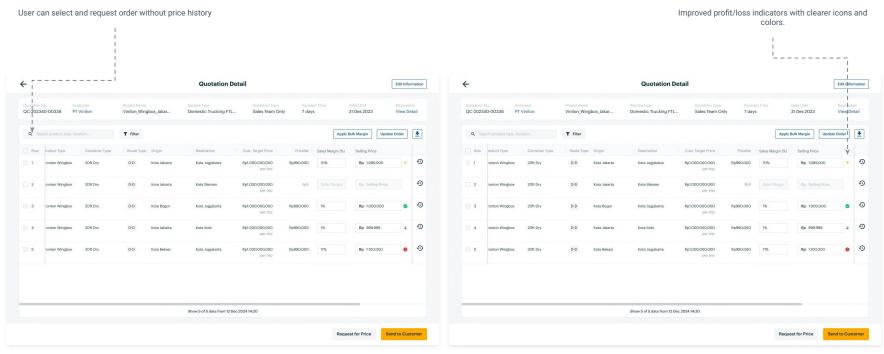
I updated the designs based on feedback



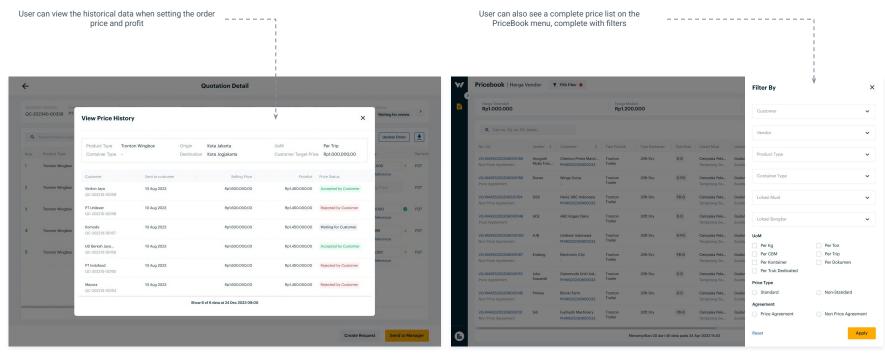
Set up testing using Maze



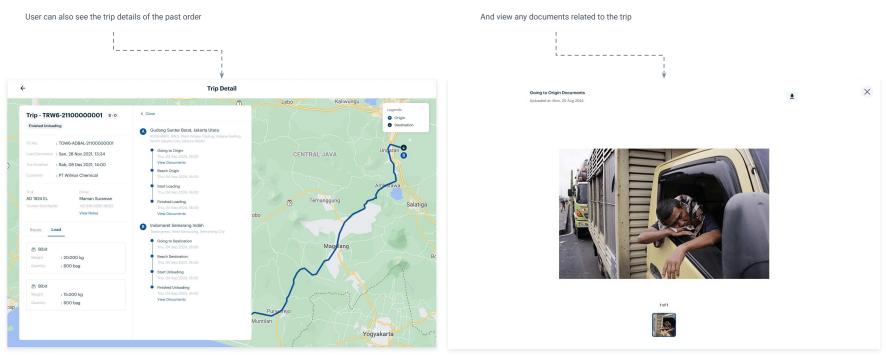
Conduct usability testing with the Sales officers



Request Order Prices Set Order Prices

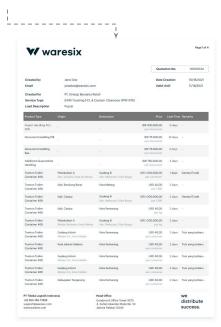


View Price History Price Book



Trip Details Trip Documents

The system generates quotation documents automatically for the user



**Quotation Document** 

# **Takeaways**

## The result

The new process reduced the Supply team's workload, cutting quotation processing time by 57.2%.

## What I learned

Regular evaluation is crucial. Without it, we might miss opportunities to improve and optimize the process.

# Redesigning Mobile App for Rumah Siap Kerja Students, Resulting in an Increase in Sales from ~5K to 459K within a Year

Mobile App Project

# **Project overview**

## The problem

Rumah Siap Kerja partners with Kartu Prakerja, an Indonesian workforce program, to provide training for underprivileged citizens and fresh graduates. The goal is to help them start businesses or build careers through online classes. Unfortunately, many users that visited the app didn't buy classes, and those who did often didn't finish them.

## The goal

Improve the app's user experience to make it easier to use from start to finish and update the visual design to be more modern.

## My role

As a UX Designer in charge, I worked with interns to handle research, design, and writing. My responsibilities:

- Conducting user research and competitor analysis
- Evaluating designs and creating prototypes
- Testing the app with users to find and fix issues

## **Project duration**

2 months

# **User research**

I analyzed support tickets and spoke to users to understand their pain points. Findings:

- Account Registration: Too many required fields made it feel long and complicated.
- Buying classes: Users struggled to pay with Kartu Prakerja vouchers.
- Accessing classes: It's hard to find new classes and certificates in the dashboard
- Finishing classes: The learning system was unclear, so many users didn't complete their courses.

#### **Persona Creation**

Based on research, I created a user persona to quide the redesign.



Fani

**Age:** 25

Education: Bachelor Degree

Hometown: Bekasi Family: 1 Occupation: Student "I want to join classes with certificates that can help me during job hunting."

#### Goals

 Want to join classes with certificates that can be used during job hunting.

#### **Frustrations**

 Find difficulty in using Kartu Prakerja to buy classes

Fani graduated from a local university and is searching for a new job. She registered for her Kartu Prakerja card which can be used to purchase classes with certification to help her job search. However, she faces difficulty using Kartu Prakerja to

purchase the classes she wants.

Create user persona based on the research

# **UX** audits

## **Design Evaluation**

I reviewed the existing app using Shneiderman's 8 Golden Rules to check for consistency, memory load, and actions feedback.

## **Competitor Analysis**

I studied apps like Ruangguru and Udacity to see what worked well and find opportunities to improve our app.



Evaluate existing design to take notes for improvements



Evaluate competitor product to learn and find gaps to fulfill

# **Low-fidelity prototype**

## **Information Architecture**

I restructured the app's information architecture to make the navigation simpler and reduce clutter, helping users stay focused.

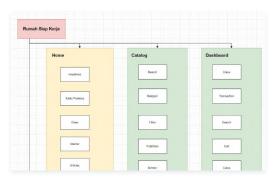
## **Low-Fidelity Prototype**

I created design options for key screens and shared them with stakeholders for feedback.

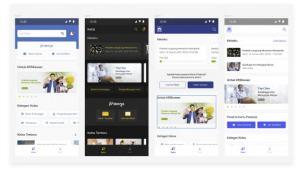
## **Expert Review**

I worked with stakeholders (C-level, marketing, and operations) to refine the design. Findings:

- Make the visual design and writing modern and friendly.
- Ensure only few steps to complete tasks.
   I improve the prototype based on the insights.



Restructure the information and navigation within the app

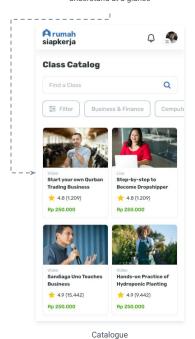


Drafting alternatives for the visual design

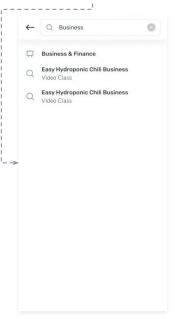
Reduce required fields for registration and adding social media options for quicker process



Show only essential info about the class for user to understand at a glance

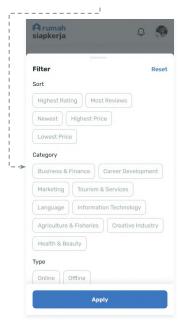


Show all the results related to search keyword, including classes and category



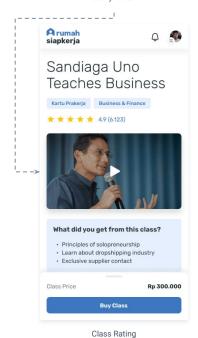
Search

Added sort and filter classes by rating, reviews, prices, category, and types

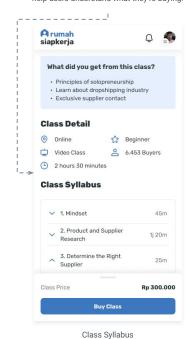


Sort & Filter

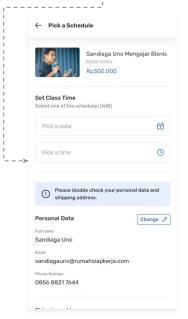
The purchase button is made more visible by using a sticky footer



Include details like class reviews, goals, and syllabus to help users understand what they're buying.



Provide date and time picker for user to choose the user desired schedule for live classes



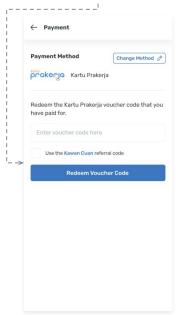
Combine bottom-sheet and datepicker component to help user focus on task at hand



Class Scheduler

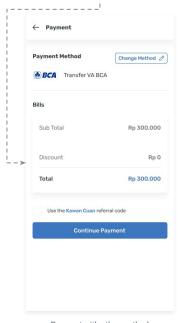
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Preferred payment methods is set to Kartu Prakerja to help user checkout faster



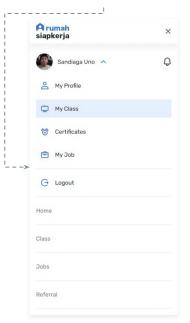
Payment with Kartu Prakerja

User can also pick other payment methods if they wish to use other method

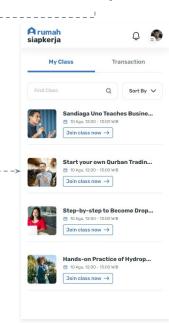


Payment with other method

All menu related to classes and marketplace are placed on the sidebar for quicker navigation



Added tabs, search, and filters in the class dashboard for easier navigation

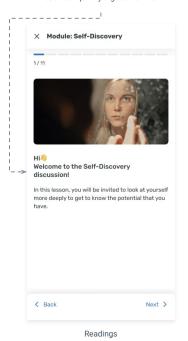


Sidebar Menu Dashboard

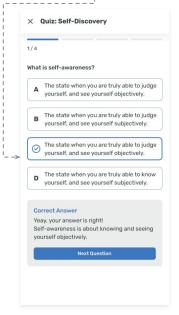
Structured the class syllabus with clear playlists to guide users through completing the class



Divide the learning material into bite-sized lesson so user can quickly digest the info.



Provide feedback for user answer in quizzes to help user reinforce the info they have learnt

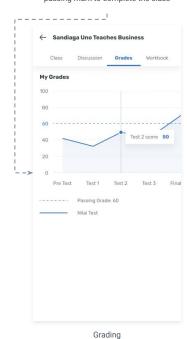


User can adjust the field size when they want to focus on reading the question or writing the answer

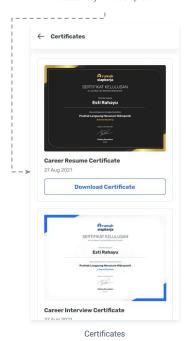


Quizzes

User can track the test grades and work towards passing mark to complete the class



Users can view and download certificates from all the classes they have completed



Provide help center as additional learning resources and help customer support tickets



# **Usability testing**

I tested the prototype with users and found a few issues. Findings:

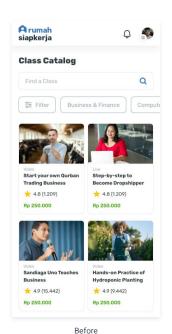
- Users didn't understand what was included in a class.
- They struggled to redeem Kartu Prakerja vouchers.
- They had trouble finding class completion certificates.

I updated the designs based on user feedback.

# [Task Completion Rate]

No.	Scenario	Success	Failed	Completion Rate
1.	Membuat Akun RSK	5	0	100%
2.	Mencari Kelas "Menanam Hidroponik"	4	1	80%
3.	Membeli kelas menggunakan kartu prakerja	4	1	80%
4.	Masuk ke kelas "Menanam Hidroponik"	4	1	80%

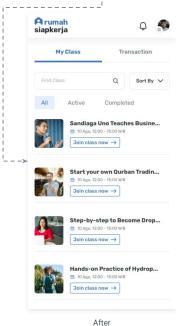
Track completion rate of each user testing scenarios



Added Kartu Prakerja tags in the card so the users can easily find the class



class certificates from the dashboard



Added active & completed filters so users can access

Before

**A**rumah

siapkerja

My Class

Transaction

Sandiaga Uno Teaches Busine...

Start your own Qurban Tradin...

10 Agu, 12:00 - 13:00 WIB

Step-by-step to Become Drop...

10 Agu, 12:00 - 13:00 WIB

Join class now →

Hands-on Practice of Hydrop...

10 Agu, 12:00 - 13:00 WIB

10 Agu, 12:00 - 13:00 WIB

Join class now →

# **Takeaways**

## The result

The redesign led to:

- A 1.177% increase in users
- An increase in sales from ~5K to 712K
- An increase in completions from ~4K to 459K

### What I learned

Collaboration is key. Working with PMs, engineers, stakeholders, and other designers helped me see different perspectives and create a design that was both user-friendly and feasible to build.

# **Building Design System for Suarise Differently-Abled Users, Providing Accessible Experience for Everyone**

Design System Project

# **Project overview**

## The problem

Suarise is an Indonesian company leading the way in digital accessibility. They wanted to create a platform where differently-abled users could report accessibility issues they face on websites and apps. These reports would then be sent to developers, and the platform would also help raise awareness about digital accessibility. Differently-abled users often struggle to use websites and apps because many platforms aren't designed with their needs in mind.

## The goal

Create a design system that follows accessibility standards (WCAG) to make sure the platform is easy and inclusive for everyone to use.

## My role

I was the sole UX Designer, responsible for research, design, and writing. My responsibilities:

- Talking to users and studying competitors
- Evaluating designs and creating prototypes
- Writing clear and simple instructions for users

## **Project duration**

1 month

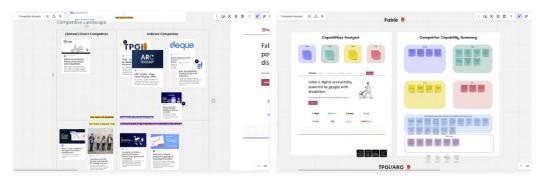
# **Design study**

## **Competitor Analysis**

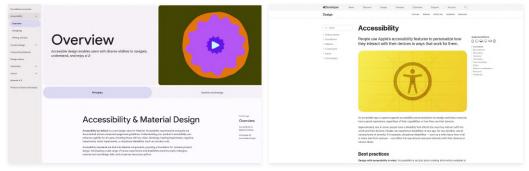
I looked at other companies with similar goals to see how they handled accessibility and kept their platforms running smoothly.

## **Design Systems Research**

I learned from popular design systems like Google Material and Apple Human Interface to guide our choices for fonts, colors, icons, and reusable parts.



Compare direct and indirect competitor in accessibility tools



Study established design system from Google and Apple

## **Accessibility Standards Check**

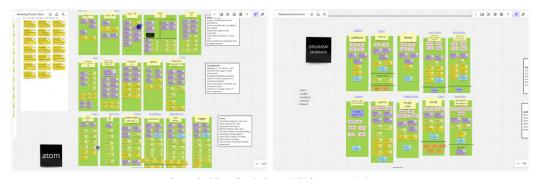
I reviewed every elements common in design—like buttons, menus, and text— and create a checklists to make sure they will met the accessibility guidelines (WCAG)

## **Built the Design System**

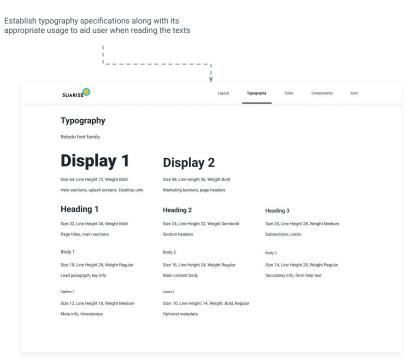
I created a design system that included:

- Fonts and text styles
- Color palettes
- Icons
- Reusable components

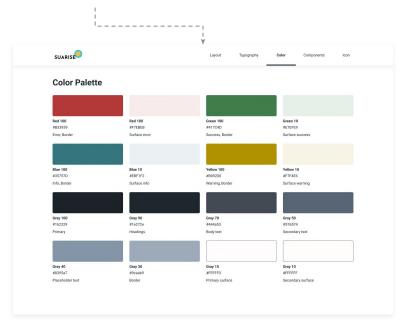
I also wrote clear instructions for how to use each part.



Create checklists of each element WCAG success criteria



Establish color specifications along with its appropriate usage, make sure it complies with WCAG standard



Typography

Establish components specifications to comply with WCAG standard and write guidelines for designers



Component

### Stakeholders Review

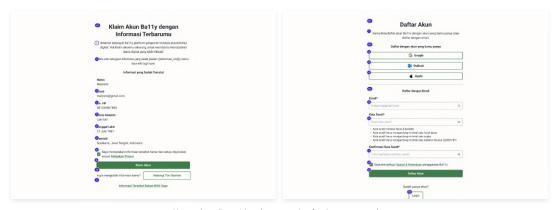
I presented the work to the stakeholders (director, researcher, and engineers). Findings:

- Looking at more examples beyond just accessibility tools
- Showing how the design system works in real-life situations

## **High-Fidelity Prototype & Usability testing**

I designed a sign-up process with label and navigation annotation for the screen reader. I tested the prototype with differently-abled users to see how well it worked. Findings:

- Make the process shorter and simpler
- Show fewer things on the page to avoid confusion



User onboarding with order annotation for the screen reader

# **Takeaways**

## The result

The design system made sure everything—fonts, colors, icons, and 24 reusable parts—was consistent and accessible. This created a better experience for all users.

### What I learned

Working with experts and differently-abled users helped me to broaden my perspective and avoid common mistakes during design.

# **About me**

I'm Angga, UX Designer with 4.5+ YoE in SEA startups and agencies (B2B SaaS, B2B Logistics, B2C EdTech). Skilled in every product development disciplines: research, design, testing, engineering, and management. I design products that users adore and scale businesses. Let's build something great!

## Contact me:

• <u>linkedin.com/in/erlanggarianto</u>



Hanging out with Waresix design team~