

## Fadel Alif Sadena

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Last year student and will be graduated soon in November at Telkom University majoring in Software Engineering, my background includes advanced knowledge in software development-related subjects. I have a strong interest in software development, especially in the UI/UX Design including Front End and Managing Software Projects. Previously, I had interned at Giza Lab Agency as a UI/UX Design, and currently I am doing an internship at PT Telkom Indonesia as part of the Solution Delivery Assurance (SDA) division.

### EDUCATION

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**Telkom University** 2021 – 2025

- **GPA:** 3.64/4.00

**Senior High School 1 South Bengkulu** 2018 – 2021

### EXPERIENCE

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**Internship at SDA Division in PT Telkom Indonesia** Jul – Aug 2024

- Part of the IT Tools Support team.
- Gaining knowledge about end-to-end business processes in the SDA division.
- Conducting a real case study, using the PRIME web application as a tool to manage and control the project.
- Redesign the system architecture diagram of the PRIME application.
- Creating UI design for the new features on the PRIME application.

**Internship at TanCaP Program Giza Lab** Feb - Jun 2024

MBKM Telkom University

- Actively participate in a UI/UX design mentoring programme under the guidance of professional mentors.
- Understanding UI/UX research and design fundamentals.
- Create a research project document that will be used in planning the development of a user interface for an application product.
- Apply an agile framework project to a sample project case.
- Conduct user research by applying tools, such as user persona, empathy map, customer journey, and business model canvas (BMC).
- Performing ideation using a real case example by applying tools such as brainwrite, how might we, and sketch.
- Inspection on the user interface using the heuristic evaluation method and adjust it to the laws of UX.
- Setting up a design system, also creating local and global components that will be used in the process of designing the user interface.
- Create a user interface design (high-fidelity) and at the same time manage the prototyping (prototype) using Figma.
- Performing usability testing in moderate to users.

**Member of Software Engineering Student Association** Sept 2022 – Feb 2023

- Participation in the Software Quality Leadership program. It is a form of soft skills training for the association members.
- Committee at the Grand Deliberation Preparation event of the association as a division of documentation publication.

## PROJECT

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### Empowr Web Application

Jun 2025

- The project team leader and also acts as a scrum master of project.
- Positioned role as hustler and front-end engineer.
- Conducting research on product user needs.
- Designing a Business Model Canvas (BMC) of Empowr web application.
- Designing a business process of Empowr web application using BPMN.
- Leading projects with a combined framework of lean startup and scrum supported by OutSystems Platform and Jira.
- Validating user requirements using the product Minimum Viable Product (MVP).
- Coding the front end of the Empowr web application using the Tailwind CSS framework.

### Relawanin Mobile Application

Feb 2024

#### Mobile Programming Lecture

- The project team leader.
- Positioned role as front end engineer.
- Develop the Relawanin application into a mobile application using the Flutter framework.
- Leading project with scrum framework supported by Jira.
- Deploy an application database NoSQL by using services from Google Firebase.

### Relawanin Web Application

Feb 2024

#### Student Capstone Project

- The project team leader.
- Positioned role as front end engineer.
- Develop the Relawanin application into a website application using Bootstrap and CI3 framework.
- Deploy an application database SQL by using DBMS MySQL for management data.

### UI/UX Design of Relawanin Application

Feb 2023

#### User Experience Lecture

- Implement User Centered Design (UCD) framework on a project life cycle.
- Create a user interface design and prototype of Relawanin application using Figma.
- Make a research plan and conduct research to obtain information data from 20+ potential users with the qualitative and quantitative methods.
- Performing usability testing using Maze in moderated and unmoderated.

### UI/UX Design of JabarUlin Application

Sept 2022

#### Human Computer Interaction Lecture

- Performing a business definition and requirements analysis.
- Applying standards or style guides to design UI.
- Applying a good system usability according to design goals.
- Create a user interface design and prototype of JabarUlin application using Figma.

## CERTIFICATION

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- Flutter Development ([Credential](#))  
Organizer: Google Cloud Skills Boost
- Figma for UI/UX Design ([Credential](#))  
Organizer: MySkill
- Developing a Google SRE Culture ([Credential](#))  
Organizer: Google Cloud Skills Boost

- Git and GitHub ([Credential](#))  
Organizer: MySkill
- Soft Skill Career Class(STAR)([Credential](#))  
Organizer: Directorate of Student Affairs, Career, & Alumni Telkom University

## **SKILL**

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**Software:** Microsoft Office, GitHub, Jira, Figma, Visual Studio Code, MySQL, Adobe Photoshop, Canva, SonarQube, Katalon, Maze.

**Programming Language:** HTML, CSS, SQL, PHP, Python, Java, Golang, C++, C#, Dart.

**Framework:** Agile, Scrum, Bootstrap, Tailwind CSS, CI3, Laravel, Flutter, Design Thinking, Lean Startup, User Centered Design.

**Soft Skill:** Teamwork, Leadership, Good Communication, Problem-Solving, Time Management.

**Language:** Indonesia, English (EPRT : 483).