

Fauziah Reza Oktaviyani

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OBJECTIVE

To obtain an internship as a UI/UX designer, leveraging my knowledge of design principles and passion for creating exceptional user experiences. Committed to staying current with industry trends, I aim to contribute to a talented team in delivering visually appealing and user-friendly designs for organizational growth.

EDUCATION

Trunojoyo University

Computer Science Bachelor Degree

2019 - present

Binar Academy

UI/UX Research and Design

14 Feb - 22 Jul 2022

WORK EXPERIENCE

Trunojoyo University

Laboratory Assistant

2020 - present

- Teach several practical courses on a weekly basis.
- Provide assistance to students in understanding the material.

VOLUNTEER EXPERIENCE

IT Community - Warga Lab UTM

Warga Lab Coordinator

2020 - present

- Monitor and take responsibility for activities in the laboratory.
- Organize soft skill and hard skill training for members.
- Coordinate practicum activities.

Generasi Baru Bank Indonesia (GenBI)

Staff Public Relation and Creative Design

2022 - 2023

- Managing information about GenBI for publication
- Introducing GenBI to a wide audience

Engineering English Community (EECOM)

Vice Leader

2020 - 2021

- Assist the General Leader in supervising all activities in EECOM.
- Provide ideas aimed at advancing EECOM.

PUBLICATIONS

Implementation of User Centered Design in User Experience Architecture for Geo-COVID mobile Applications

E3S Web of Conferences 328, 04006 (2021) ICST 2021 <https://doi.org/10.1051/e3sconf/202132804006>

Dec 2021

SKILLS, TOOLS, & INTEREST

Hard Skills: UI Designer, UX Researcher, UX Writing, Wireframing, Prototyping, Testing, and HTML/CSS.

Soft Skills: Design Thinking, Attention to Detail, Communication, and Collaboration.

Tools: Figma, Adobe XD, Miro, Whimsical, Visual Studio Code and Adobe Illustrator.

Interest: End-to-End Product Design(UX to UI), Front end, Writing, Sharing, and Reading.

ACHIEVEMENT

- Finalist in the National UI/UX Competition by Integer UNDIKA.
- Finalist in the National UI/UX Competition by Intech Fest PNB.
- 1st Place Winner in the National UI/UX Competition by Technotainment UTM.
- 1st Place Winner in the National Business Competition by Entrepreneur Camp UTM.
- Awardee of the Independent Study Program at Binar Academy X Merdeka Campus.
- Bank Indonesia Scholarship Awardee.

PROJECTS EXPERIENCE

Drug Classification with Random Forest

Role: Programmer

My college project involves drug classification using the Random Forest method to develop a predictive model for classifying different types of drugs based on specific features.

PlantBot Mobile

Role: Mobile Programmer

PlantBot Mobile is a college project that aims to create a companion application for gardening enthusiasts, providing features such as scheduling, tips, and articles to enhance their planting experience.

Puncak Petualang Website

Role: Fullstack Programmer

Puncak Petualang Website is a college project that involves the development of an e-commerce platform specifically designed for selling outdoor gear and equipment. The website features two different account types, namely admin and user, each with distinct functionalities to cater to their respective roles and responsibilities.

Ndakuy Application Planning

Role: UI/UX Designer

Ndakuy is a collaborative capstone project in the field of independent studies at Binar Academy, bringing together UI/UX designers and project managers to design an application specifically tailored for hikers and outdoor enthusiasts.