

FEBRINA CINTA SUBRATA

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PROFILE

I am an eighth semester computer science student. I have skills in UI\UX design and system analyst. Not only do I create attractive designs, but I also consider the front-end development team and users who will later use the applications I design. I also have an insatiable curiosity that drives me to continually improve my skills and public speaking abilities. I believe that with a deep understanding of technology and good communication skills, I can be a valuable contributor to a collaborative project or team.

EDUCATION

University Technology of Yogyakarta

2021 - Now

- S1 Informatika | GPA : 3.79 / 4.00
- Related Subject on Colleges: Software Design Methodology, Mobile & Augmented Reality, Web & Mobile Development, Responsive Mobile Technology, Front End Design, Mobile & Web Service and Mobile Computing.

WORK EXPERIENCE

Internship UI/UX Designer & Product Analyst, PT. Senesa Global Solusi Feb 2025 - May 2025

- Developed a 2 digital marketing system with a lot of features from planning to UI design within 3 months and collaborated with internal teams to identify operational pain points.
- Analyzed system needs through briefings and reviewing existing company documentation.
- Introduced innovative solutions to simplify workflows through intuitive features and UI elements.

MSIB Batch 7 Internship UI/UX Specialist, PT. Sumber Trijaya Lestari Sept 2024 - Jan 2025

- Completed 9 projects in 5 months, delivering final mockups and presenting designs directly to IT managers and directors.
- Designed web and mobile prototypes based on business needs outlined by the product analyst team.
- Collaborated closely with UI/UX, Product Analyst, and QA teams to refine user flows and incorporate feedback effectively.
- Created original assets—including icons, illustrations, and animations—and developed a distinct mobile app design style tailored to a client project.

Internship UI/UX Designer, PT. Coodink

Juny 2024 – July 2024

- Designed web interfaces using Figma, aligned with front-end libraries to ensure visual consistency and efficient implementation.
- Applied Design Thinking to prototype a complete web system in 2 months, focusing on user needs and usability.
- Conducted requirement discussions with clients and contributed innovative ideas to enhance initial wireframes.

Internship UI/UX Designer, PT. Gama Integra Informatika

Feb 2024 – May 2024

- Designed web and mobile interfaces using Figma, aligned with the front-end library to ensure seamless implementation.
- Applied the Design Thinking method to analyze and prototype solutions that meet user needs effectively.
- Collaborated with teams via Google Meet and Trello, and supported front-end implementation by providing complete design assets and guidance.

ORGANIZATION EXPERIENCE

Assistant Events Department, Paduan Suara Mahasiswa Narawunggi Dasandriya Nov 2022 – March 2023

- Designed and managed event rundowns by analyzing past activities to create fresh concepts, ensuring alignment with the overall theme.
- Successfully led a public choir concert with 300+ attendees and met fundraising targets through coordinated team efforts and campaign initiatives in Yogyakarta.

Secretary Community Service Group UTY August 2023

- Successfully compiled rundown, written documentation in the form of gdocs and spreadsheets and reports to support the event.
- Became the main speaker with the topic 'The Impact of Social Media for the Young Generation' in the context of Pancasila education socialisation for students of SMP N 3 Gamping, Yogyakarta so that students understand and are aware of how to use technology properly.

CERTIFICATION AND AWARDS

- **Top 10 Finalists of National Essay Competition, Forkestra Bank Indonesia Sulawesi Southeast** 2023
Developing a mobile application design with the essay title 'Designing a Digital Application for Green Bean Farming "Taniku": Southeast Sulawesi with Image Processing' and able to compete not only at the student level but also lecturers throughout Indonesia.
- **Fundamental UI dan UX Design, Coding Studio** 2024
Pass in learning the overall fundamentals and practice of study cases.
- **Certification of Data Engineering Professional, Rapid Minner** 2023
Pass with score 75/100.
- **Manajemen Project, Dicoding** 2023
Passed in studying introduction to project management, cycle and methodology, organisational structure.
- **Software Engineering, Dicoding** 2023
Passed in learning to understand application requirements, application modification planning, software modification and software application development documentation.
- **Structure Query Language, Dicoding** 2023
Passed in understanding Database Management System and Basic Query Implementation.
- **Korean Online Class, Selvopment International Class** 2021
Passed in hangul script comprehension, recitation and application in everyday speech and achieved a final score of 96/100.
- **English Online Class, Selvopment International Class** 2021
Passed in the application of grammar in speaking and writing and achieved a final score of 97.5/100.

CAPABILITIES

Language: Bahasa Indonesia, Bahasa Inggris dan Bahasa Korea.

Software: Figma, Canva, Trello, Draw.io, Rapid Minner dan Microsoft Office.

Others: UI/UX Designer, Analisis UI/UX, UX Researcher, Analisis System, Re-design System, Design Evaluation.