FEBRINA CINTA SUBRATA

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http://febrinacinta.github.io/ | Yogyakarta

I am a UI/UX Designer with nearly 2 years of hands-on experience designing mobile and web products for internal systems, B2B platforms, and digital applications. I have completed **15+ end-to-end design projects**, transforming business requirements into clear user flows, wireframes, and high-fidelity prototypes while collaborating closely with Product Analysts, QA, and Front-End teams. My expertise includes **mobile app design, dashboard and internal web systems, information architecture, interaction design, prototyping, usability testing, and creating custom visual assets (icons, illustrations, animations).** I combine analytical problem-solving with visual design skills to deliver solutions that are intuitive, scalable, and technically feasible.

EDUCATION

University Technology of Yogyakarta — **Yogyakarta**
Bachelor in Informatics | GPA : 3.76 / 4.00 — 2021-2025

- Published a scientific journal titled "Revitalisasi Digital Pepak Bahasa Jawa Melalui Aplikasi Jawa Jaya Sebagai Modul Ajar Pendamping Siswa Menggunakan Pengujian SUS", indexed in Sinta 4.
- The only Informatics student selected for the MSIB Batch 7 internship program in the department.
- Served as a guest speaker in a school education program, delivering a session on "The Impact of Social Media for the Young Generation."

WORK EXPERIENCE

PT. Pertamina Hulu Energi Offshore Southeast Sumatra (PHE OSES) — **Work From Home**
Freelance Project UI/UX Designer, Contract Employee — June – August 2025

- Designed the end-to-end web system for monitoring fuel-carrier vessel movement, translating system design requirements into structured user flows and prototype within 8- 12 weeks.
- Coordinated with developers to validate feasibility and built 15+ reusable components, enabling a smoother design-to-development handoff .

INTERNSHIP EXPERIENCE

PT. Sumber Trijaya Lestari (Aksesmu) — **Tangerang Selatan**
MSIB Batch 7 UI/UX Specialist, Internship — Sept 2024 - Jan 2025

- Completed 9 end-to-end design projects within 5 months, delivering high-fidelity mockups and presenting design decisions directly to IT Managers and Directors.
- Designed user flows, wireframes, and interactive prototypes for both web and mobile platforms by translating business requirements from Product Analysts into clear, actionable UX solutions.
- Collaborated in cross-functional brainstorming sessions with UI/UX Designers, Product Analysts, and QA to refine application flows—resulting in improved usability and reduced UX-related issues during QA testing.
- Created 30+ custom UI assets, including icons, illustrations, and micro-animations, enhancing visual consistency across projects and streamlining development handoff.
- Developed a new mobile design style for a client project, establishing a unique visual identity independent of the company's existing mobile design system while maintaining usability and brand coherence.

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

- Designed end-to-end web and mobile systems (3 core features for a Digital Marketing Platform and 5 features for an Agency System), accelerating internal workflows and supporting faster product

development within 1–2 months. Analyzed system needs through briefings and reviewing existing company documentation.
- Conducted requirement analysis and collaborated cross-functionally (Product Analysts, operational stakeholders, Front-End) to translate business needs into user flows, wireframes, and high-fidelity prototypes with fewer revision cycles.
- Improved UX quality and system efficiency by optimizing workflows, refining feature placement, and applying SWOT and UX frameworks—resulting in more intuitive, scalable, and development-ready designs.

PT. Coodink Sebangsa Teknomedia   **Yogyakarta**
UI/UX Designer, Internship   Juny – August 2024
- Designed web interfaces using Figma, aligned with front-end libraries to ensure visual consistency and efficient implementation for "Telemarketing Website" in 8 weeks by Design Thinking.
- Conducted requirement discussions with clients and contributed innovative ideas to enhance initial wireframes.

PT. Gama Integra Informatika   **Yogyakarta**
UI/UX Designer, Internship   Feb – May 2024
- Designed web and mobile interfaces using Figma "Middle School Academic Information System" 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 by collaborated with PA teams via Google Meet and Trello, and supported front-end implementation by providing complete design assets and guidance.

COURSES/BOOTCAMP
- **Fundamental UI and UX Design, Coding Studio**   2024
  Pass in learning the overall fundamentals and practice of study cases.
- **Management Project, Software Engineering, and Structure Query Language, Dicoding** 2023
  Passed in studying introduction to project management, cycle & methodology, organisational structure, application requirements, software modification, database management system and basic query implementation.

CERTIFICATION
- Certification of Data Engineering Professional, Altair RapidMinner, 2023

AWARDS
- Top 10 Finalists of National Essay Competition (Developing a mobile application design with the essay title 'Designing a Digital Application for Green Bean Farming "Taniku": Southeast Sulawesi with Image Processing'), Forkestra Bank Indonesia Southeast Sulawesi, 2023.

CAPABILITIES

Language	English (advanced), Korean (Intermediate)
Software Skill	Figma, Canva, Trello, Draw.io, Rapid Minner dan Microsoft Office.
Soft Skill	Analytical Thinking, Collaboration, Creative Thinking.
Hard Skill	UI/UX Designer, Analisis UI/UX, UX Researcher, Analisis System, Re-design System, Design Evaluation.