

FEBRINA CINTA SUBRATA

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PROFILE

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

2021 - 2025

- S1 Informatics | GPA : 3.76
- 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

Freelance UI/UX Designer, PT. Pertamina Hulu Energi Offshore Southeast Sumatra

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 UI/UX Designer & Product Analyst, PT. Senesa Global Solusi

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.

MSIB Batch 7 Internship UI/UX Specialist, PT. Sumber Trijaya Lestari

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.

Internship UI/UX Designer, PT. Coodink

Juny – Augst 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.

Internship UI/UX Designer, PT. Gama Integra Informatika

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.

ORGANIZATION EXPERIENCE

Assistant Events Department, Paduan Suara Mahasiswa Narawunggi Dasandriya

Nov 2022 –
March 2023

- Led event planning & rundown creation for a 300+ audience concert in Yogyakarta , improving team coordination & execution.

Secretary Community Service Group UTY

August 2023

- 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 and 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.

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.

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.