

HARIS RISKI RAKHMAN

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Griya Prima Utara, Belang Wetan, Klaten Utara, Klaten

Passionate Product Designer with 2 years of experience creating innovative, user-centered designs across digital platforms. Skilled in UX/UI design, wireframing, prototyping, and conducting user research to deliver seamless and visually appealing product experiences. Adept at collaborating with cross-functional teams to translate user needs and business goals into intuitive, functional designs. Committed to continuous learning and delivering high-quality solutions that drive user engagement and satisfaction.

Work Experiences

PT Komuri Indonesia Geekgarden - Yogyakarta

Mar 2023 - Present

Staff UI/UX Designer

- Project analysis based on SRS (Software Requirement Specification)
- Build projects using the Design Thinking framework
- Design was built in collaboration with Front-end and Back-end Developers
- Prioritize user feedback based on SRS
- Created various CRM and ERP application projects for both mobile and web platforms
- Helping users achieve optimal business processes through an easy-to-use and user-friendly experience

CV Trisya Media Teknologi - Surakarta

Jul 2022 - Oct 2022

UI Designer Intern

- Complete the tasks given every week by the mentor
- Build website and smartphone landing page designs
- Completing use case studies

PT Bank Rakyat Indonesia - Jakarta

Aug 2021 - Feb 2022

UI/UX Designer Intern

- Overcoming problems with customers and prospective customers when opening an account using the BRI internal application (BRICARE)
- Improving the UI/UX design of the BRI Digital Saving platform from customer and prospective customer problems
- The project development process uses the Design Thinking method and successfully performs usability testing which achieves a solution of 90% of the 5 respondents

Education Level

Universitas Islam Indonesia - Yogyakarta

Jun 2018 - Aug 2022

Bachelor of Informatics, 3.53/4.00

- Accepted for an internship at PT Bank Rakyat Indonesia through the 2021 Merdeka Campus scholarship program
- Top 1 the best project award in the Design Thinking subject
- Actively contributing to both academic and non-academic activities

Organisational Experience

Himpunan Mahasiswa - Yogyakarta

Aug 2021 - Sep 2022

Event Division

- Create a series of event
- Making competition rules
- Make a rundown

Bersama Kita - Surakarta

Aug 2020 - Aug 2021

Design Content Division

- Make a content design
- Discuss with the another division
- Manage feeds in social media instagram

KOMUNIKA - Klaten

Sep 2019 - Sep 2020

External Coordinator

- Manage social media konten Komunika
- Coordinador Publication and Documentation Event Komunika
- Colaborate with a member

Skills, Achievements & Other Experience

- **Webinars Attended** (2024): UI/UX Competition Reviewer The design for 2024 is "Empowering Everyday Lives".
- **Achievements** 🏆 (2022): Paper: Pengembangan UI/UX Mobile pada Pembukaan Rekening Digital Saving Secara E-KYC dengan Pendekatan Design Thinking
- **Projects** (2022): UI/UX Designer Virtual Internship Program Niagahoster, UX Researcher Virtual Internship Program Telkom Digital Amoeba
- **Projects** (2021): Participant GEMASTIK XIV Contest (ICT Business)
- **Hard Skills:** Figma, Coreldraw, HTML, CSS, Javascript, Laravel, React JS, Adobe Premiere
- **Soft Skills:** Problem Solving, Leadership, Presentation Skills, Responsible, Brainstorming, Time Management, Flexible