

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.

PROFESSIONAL EXPERIENCE

PT Komuri Indonesia Geekgarden - Yogyakarta

Mar 2023 - Present

Staff UI/UX Designer

- Developed over 10 web and mobile based IT projects, including ERP systems, HRIS, CRM, and CBT applications. Created design systems, information structures, user flows, wireframes, and mockups while collaborating closely with frontend and backend development teams using design thinking framework. Assisted users and system analyst in achieving optimal business processes through easy-to-use and user-friendly interfaces

PT Komuri Indonesia Geekgarden - Yogyakarta

Feb 2025 - Mar 2025

UI/UX Design Mentor

- Guide mentees in conducting user research, including methods such as interviews, surveys, and data analysis
- Help mentees solve problems related to usability, accessibility, or visual design
- Teach how to collaborate with development teams, product managers, or other stakeholders

Universitas Teknologi Yogyakarta - Yogyakarta

Apr 2024

UI/UX Design Mentor

- UI/UX Design competition team reviewer from Yogyakarta Technology University students using the Design Thinking method
- Teaches user research methods such as interviews, surveys, and usability testing
- Share real-life experiences from design projects that have been worked on, including challenges and solutions

Universitas Islam Indonesia - Yogyakarta

May 2023 - Jul 2023

Surveyor

- Providing data updates for more than 200 alumni of Universitas Islam Indonesia students from tracer studies, providing education about the interests and benefits of tracer studies for campuses, encouraging respondents to immediately complete the tracer study and coordinate with the tracer study implementation team

CV Trisya Media Teknologi - Surakarta

Jul 2022 - Oct 2022

UI Designer Intern

- Create a UX case study in the form of a landing page from the surrounding problems using the Design Thinking method which then produces a friendly User Interface Design

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

Universitas Islam Indonesia - Yogyakarta

Jun 2018 - Aug 2022

Bachelor of Informatics, 3.53/4.00

- 2021 MSIB Independent Campus Scholarship Program at PT Bank Rakyat Indonesia
- Top 1 the best project award in the Design Thinking subject
- Thesis: Mobile UI/UX Development for Opening Digital Savings Accounts Using a Design Thinking Approach
- TOEFL: 533

SMK N 1 Klaten - Klaten

Senior High School, Graduated 2018

- Majoring in Computer Science

ORGANIZATIONAL EXPERIENCE

Himpunan Mahasiswa - Yogyakarta

Aug 2021 - Sep 2022

Event Division

- Discuss with other divisions to plan the next work program to be held in the following year, create rules and schedules for events that have been scheduled

KOMUNIKA - Klaten

Sep 2019 - Sep 2020

External Coordinator

- MC/Moderator at several events organized by the organization, both internal events and city events.
- Leading the Design of Instagram social media to provide information about the Islamic University of Indonesia and the Organization for students or alumni of the Islamic University of Indonesia students in Klaten

SKILLS, ACHIEVEMENTS & OTHER EXPERIENCES

- **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