

UI/UX Design

# Portfolio

Supi Adawiah

# Hi



I am Supi, a Product and UI/UX Designer based in Bandung with experience in various corporates, agencies and as a freelancer.

Most recently, I worked in an entertainment company. For me, design is more than just visuals; it's also a combination of strategy, empathy, and problem-solving.

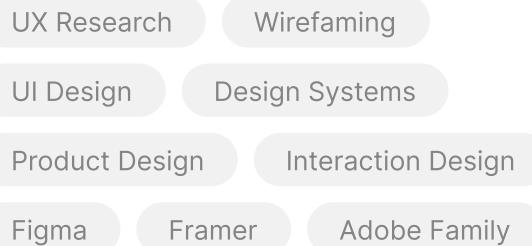
With tools like Miro and Figma, I bring my ideas to life with clarity and scalability. Outside of work, I continue to learn, explore new technologies, and actively share my experiences on social media.

# Curriculum Vitae

## Education

STT Ybsi Tasikmalaya  
Bachelor of Informatics

## Skills



## Experiences

- Holla Ent  
Editor Video (Contract) | Nov 2024 - Dec 2025
- Agensip | Digital Creative Agency  
UI Design Internship (WFH) | July - Oct 2024
- SDIT Islamiyah Ciawi  
IT and Design Teacher | April - July 2024
- Rony Design Graphic  
Internship Design Graphic | June - August 2019
- Studio Afdet Photo  
Photo Editor | May - Aug 2017

## Contact

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# Contents

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## 1 MindCare – Conseling Mental

This project is part of my four-month internship at Studio Agensip. I served as a UI Designer and had the opportunity to be fully involved in the UI design.

## 2 Traditional Dance AR/VR

I'm working on a freelance project with an Augmented Reality app for several months. I'll be focusing solely on the design and UI design phases.

## 3 Payment Mobile App

I created this case study as a final project design for the Build with Angga bootcam.

**How it work**

This is the online consultation stage that helps you

**Booking**

The first step is to book for the consultation, we provide many categories according to your needs, choose. This is where you schedule according to your wishes

**Sessions**

Counseling sessions usually we use the zoom application for those of you who need more details about the consultation, each session lasts about 45 to 60 minutes

**Tracking**

After the consultation is complete, the counselor will conduct a more in-depth assessment of your mental health, emotional state, and overall well-being.

# MindCare – Conseling Mental

2024 - Web Ui Kit

Role: Ui Design

Project Over View

This Uikit website is aimed at mental health counseling, targeting children, teenagers, and adults. I've created a responsive version so the website can be used on all devices, and I've also used a design system to facilitate developer handover.

# Challenges

01

## Service Products

How responsive and easy to use the product is on different types of devices, making it easy for users to use it.

02

## Consultation

How about handling a consultation for a first-time client? This will be a challenge and require guidance from an expert consultant.

03

## Design System

How a collection of reusable components, content standards, and guidelines can create consistent, efficient, and structured products.

Designing a responsive template means designing it for the user. The user will make the decision to **book a consultation with an expert** at a predetermined and mutually agreed-upon time.

# Core design principles



## Visual hierarchy

Color, contrast, and spatial rhythm to maintain focus. The main actions (Q&A, Booking, Confirmation, Consultation) are designed to be visually modern and clean to reduce discomfort.



## Design Guideline

A collection of design guidelines for each rule, and visual elements (such as color, typography, UI components) to ensure consistency, standardization, and a good user experience in development to speed up the design process and make things easier for developers.



## Component & Variants

Components and Variants in a design system allow for the creation of reusable UI elements with a variety of consistent and customizable styles. These Components and Variants represent different types of designs that are easily modified, simplifying the workflow.

# Research & References

Before forming a visual pattern, I conducted a comparative study of similar websites and similar designs, to understand the principles behind their usability.

## Benchmark platforms



### Betterhelp

The largest online therapy platform connecting users with licensed therapists through digital communication. Designed to flexibly address mental health issues such as anxiety, depression, stress, and relationship challenges.



### Calmerry

Subscription-based virtual counseling that connects adult clients with licensed therapists via text messaging and live video sessions. The service aims to provide accessible mental health support rather than traditional face-to-face therapy.

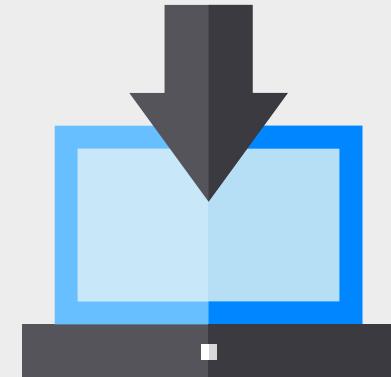
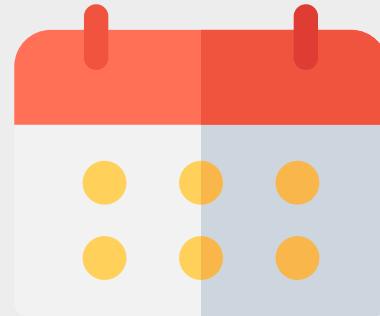


### Ibunda.id

Counseling services for mothers are very important to maintain mental health during pregnancy, postpartum, and in carrying out the role of parenthood.

# Information architecture

The platform is built around three core experience pillars:



**Find** a mental health consultation with an expert

**Schedule** an online consultation by mutual agreement

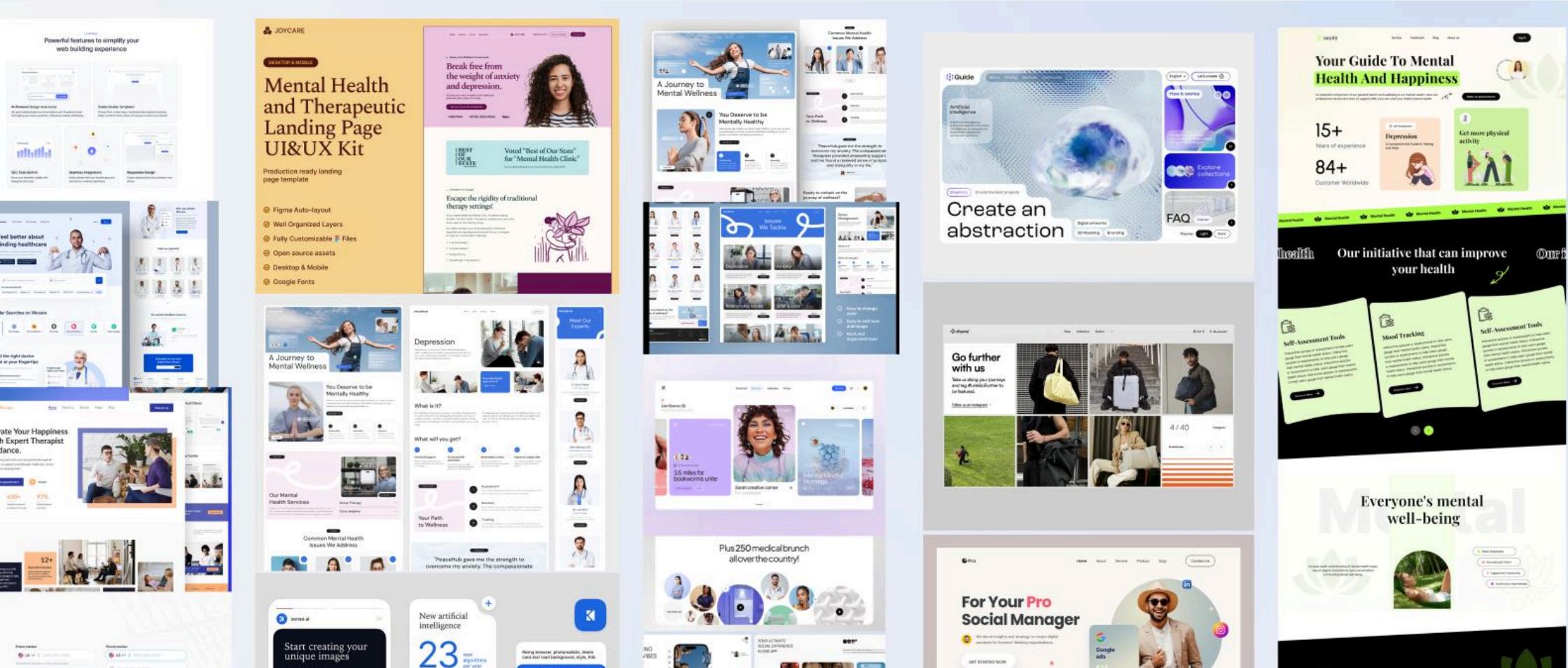
**Get input** from experts about your mental health

Everyone has the opportunity to recover from mental health issues, ensuring you utilize our appropriate features and facilities. Online consultations aim to simplify and streamline your time without disrupting your work hours.

# Exploration Design

A design process focused on discovering ideas, testing concepts, and finding creative solutions without rigid constraints to create a modern and adaptive UI kit product.

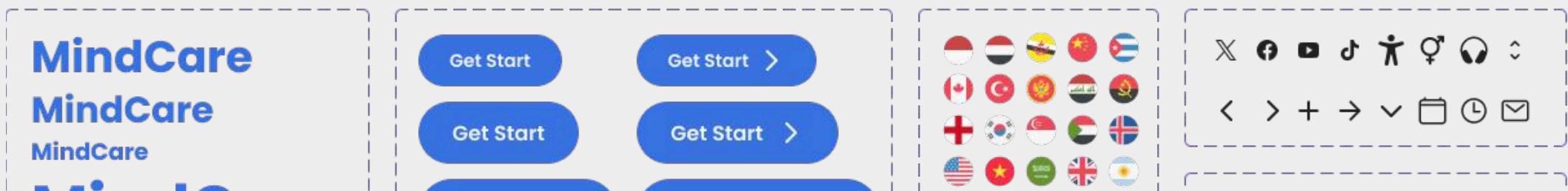
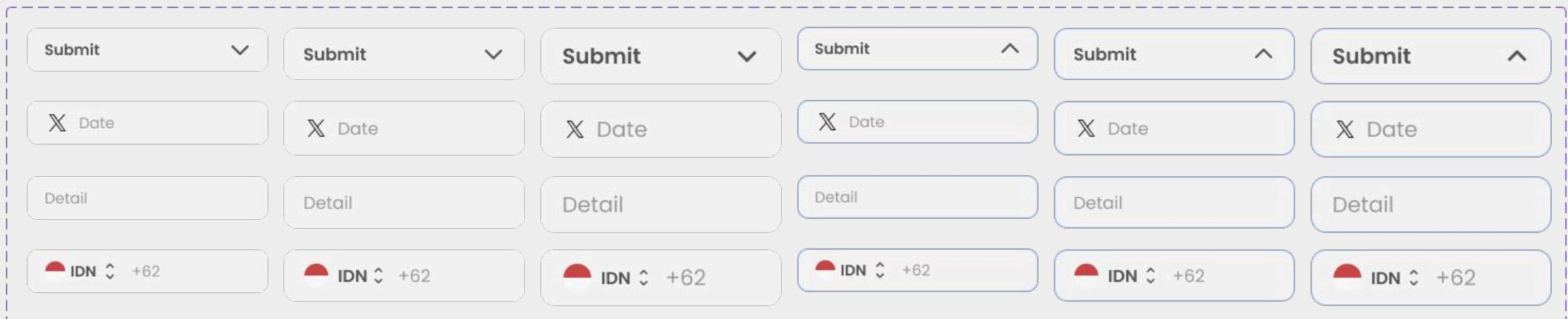
The purpose of a moodboard is to gather references to generate limitless creative ideas, for a responsive and user-friendly display.



# Design System

This Design System is the backbone of the product, ensuring visual discipline, real-time readability, and engineering efficiency.

1. The foundation for color, typography, and elevation is built on a 12, 8, and 4 grid each device has a different grid.
2. 100+ reusable components such as cards, modals, panels, and tables with status variants for home, about, and psychology tests.
3. Documentation structure for developer handover with developers mapped directly to components



# Results Design

In end-user interface design, this is the final stage of the design process before handover to developers. UI kit template project

The visualization shows a consistent brand identity across all pages, featuring a light blue color scheme, a top navigation bar with 'MindCare' logo, 'Home', 'About', 'Service', 'Psychology test', 'Contact', and 'Login' buttons. Each page includes a 'Make an appointment' button.

- Mental Health Landing Page:** Headline "Improve your mental health with MindCare". Subtext: "Take a step to feeling better with the help of a licensed mental health professional. Benefit from online therapy sessions and self-the-therapy bootcamp now". Call-to-action: "Make an appointment →".
- Benefits Counseling Page:** Headline "You deserve to be mentally healthy". Subtext: "With mindcare, you don't have to wait a whole week to see your therapist. Schedule live therapy anytime from your home on any device, get other benefits from us". Call-to-action: "About us →".
- How It Works Page:** Headline "Benefits counseling". Subtext: "Attractive benefits and suitable for you to try".
- Counseling Now Page:** Headline "How it work". Subtext: "This is the online consultation stage that helps you".
- Psychology Services Page:** Headline "Counseling now". Subtext: "Very interesting consultation and suitable for you".
- Consultation Services Page:** Headline "Conseling with our psychologist". Subtext: "Take a step to feeling better with the help of a licensed mental health professional. Benefit from online therapy sessions and self-the-therapy bootcamp now". Call-to-action: "Make an appointment →".
- Test Pages:** Includes "Our mission", "Popular test", "Other test", and "Consultation services easily conveniently". Each section features a grid of cards with icons and descriptions for various psychological tests like MBTI, Big Five, Financial, Stress level, Mental health, Humor, Sleep quality, Diet, Love language, etc.
- Resources Pages:** Includes "Why mindcare", "Articles mental health", "Asked questions mindcare", and "Get psychologis test easily". Each page lists statistics, profiles of experts, and links to articles or Q&A sections.
- Mobile View:** Shows the responsive design of the website on a smartphone screen, maintaining the same layout and branding as the desktop version.

This visualization aligns with the parent identity of all brand home pages and designs for a modern, user-friendly look. I developed brand guidelines, visual illustrations, and mockups. [see all](#)

# Results & impact

Online counseling has become a professionally assisted consultation platform, restoring mental health remotely without physical contact and long queues.

## Key outcomes:

### 1. Minimalist and Modern

Providing an easy-to-understand interface that is time-saving and user-friendly is the best solution.

### 2. Unified design system

Provides a scalable foundation with +100 components and ensures speed, consistency, and alignment between design and development across modules.

### 3. Increased Counseling Efficiency

Introduced a mental health flow and the facilities provided, enabling 60% of counseling in recovery.

## Key outcomes:

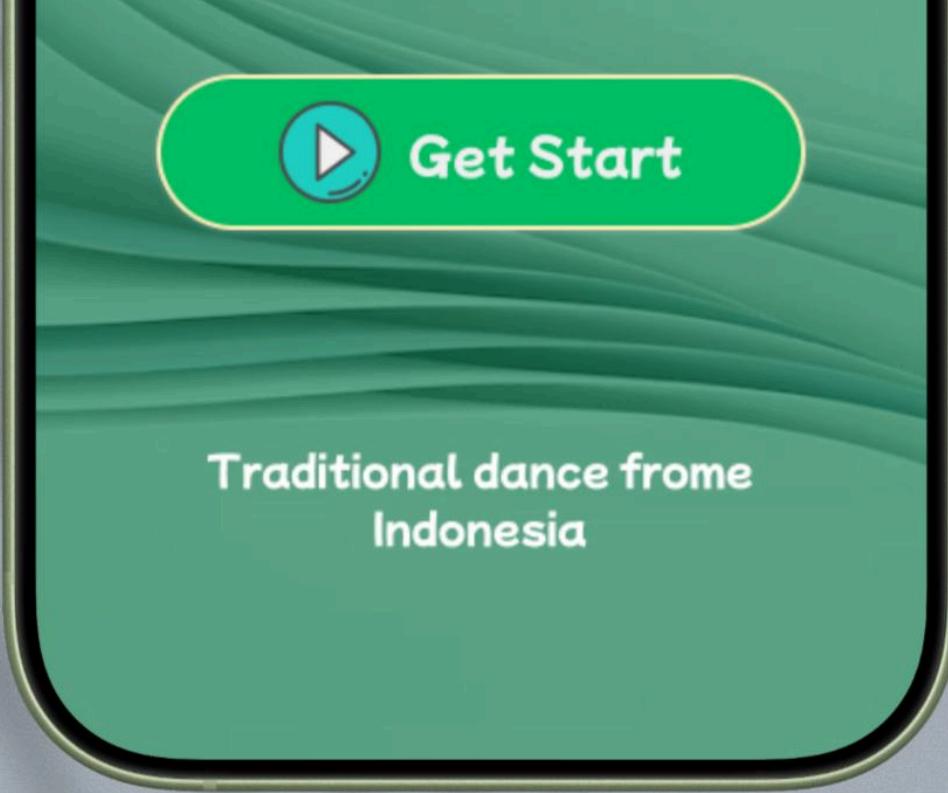
It's not just about designing a sleek UI kit, it's about building an ecosystem of trust and scale.

The results validate a principle I apply to all systems: when trust increases, honesty follows.

# Learnings & reflection

Designing MindCare refined my approach to balancing real-time, refining my design references in building a UI Kit that maintains clarity and design stability.

Designing complex consulting services isn't about visuals, but rather about creating interactions that connect professionals with patients.



# Traditional Dance AR/VR

2023 - Mobile App

Role: Graphic Design & Ui/Ux Designer

Project Over View

Augmented Reality application design project, this application is to help children learn science, especially for arts and culture lessons. Learning media assistance related to the introduction of dance culture and attributes used in each region

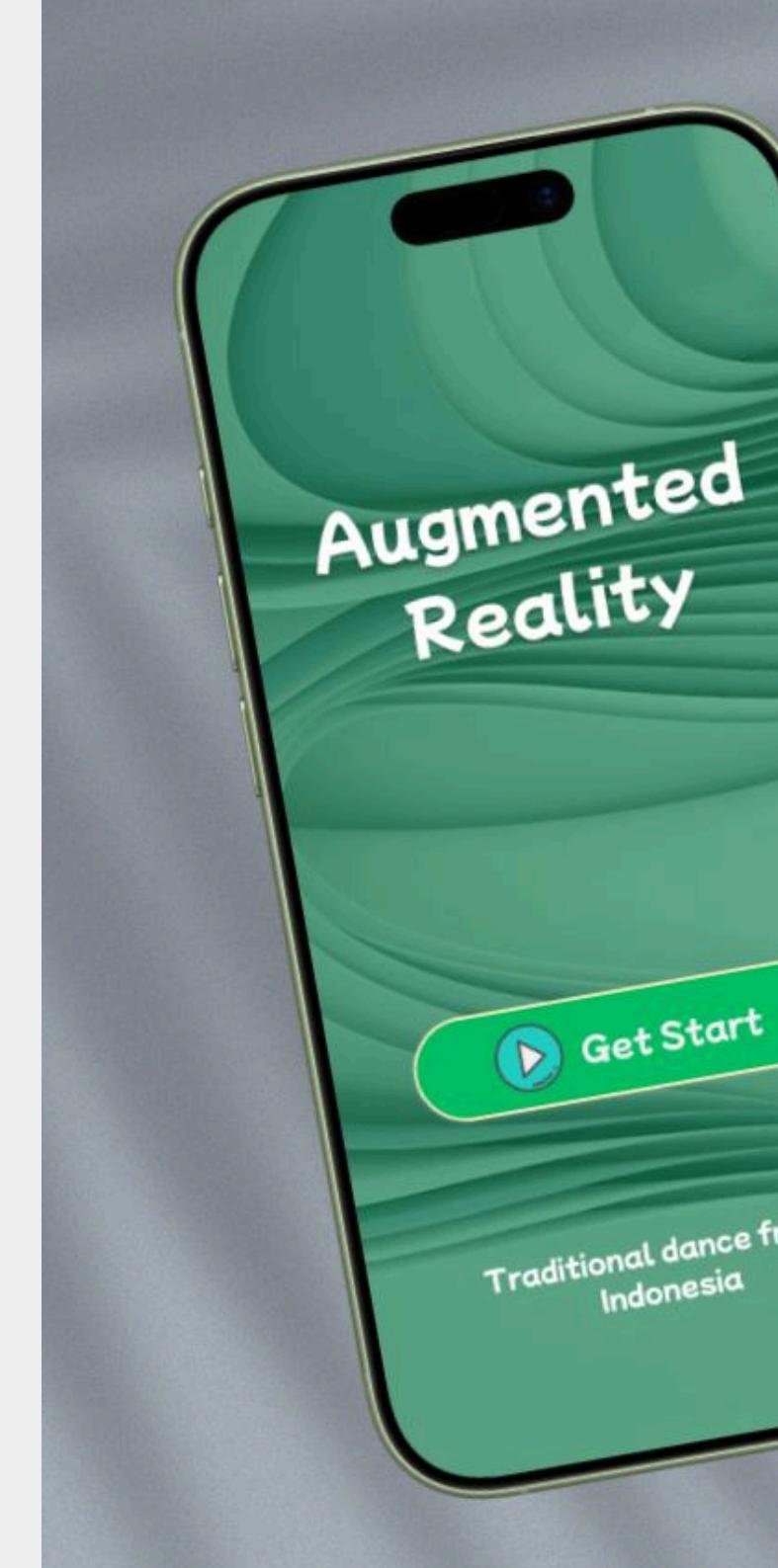
## Background

A traditional dance application aims to help elementary school students with an interactive Augmented reality base.

## Objective

Visualizing traditional dance concepts into realistic, interactive 3D models improves student understanding, motivation, and retention.

Augmented reality makes learning more enjoyable, increases active engagement, and supports both kinesthetic and visual learning styles.



# How did this project started?

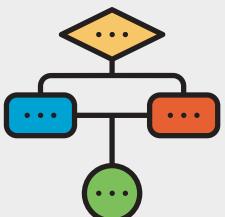
This project began after recognizing the need for an interactive application system.

## Current pain points:



### Research & Analysis

It started with brainstorming and brainstorming for user interface design and other supporting design needs, as the design of this augmented reality application is quite complex.



### Mindmap

After that, I created a mind map to streamline the UI design process. This mind map allowed me to understand each step in the process.



### Low Fidelity

Formulating and reviewing the details, the low-fidelity design also looks quite complex, but it still needs to look modern and incorporate complex content to remain interactive.

# Research & References

Before creating the visuals, I conducted a comparative study of similar apps and designs to understand the principles behind their usability.

## Benchmark platforms



### Clash of Clans

Effective village layout, Clash of Champions for detailed UI design and detailed costumes worn by each character.



### Pokémon GO

A location-based augmented reality game that allows players to capture, train, and battle Pokémon characters in the real world.



### 3D Modeling App: Sculpt Draw

An application designed to make it easier for users to create, sculpt, and draw 3D objects using intuitive on-screen touch gestures.

# Analyzing Requirements and Needs

Because this interactive learning application needs to be enjoyable, I took several things into consideration. Teachers and students must ensure a reciprocal learning process.

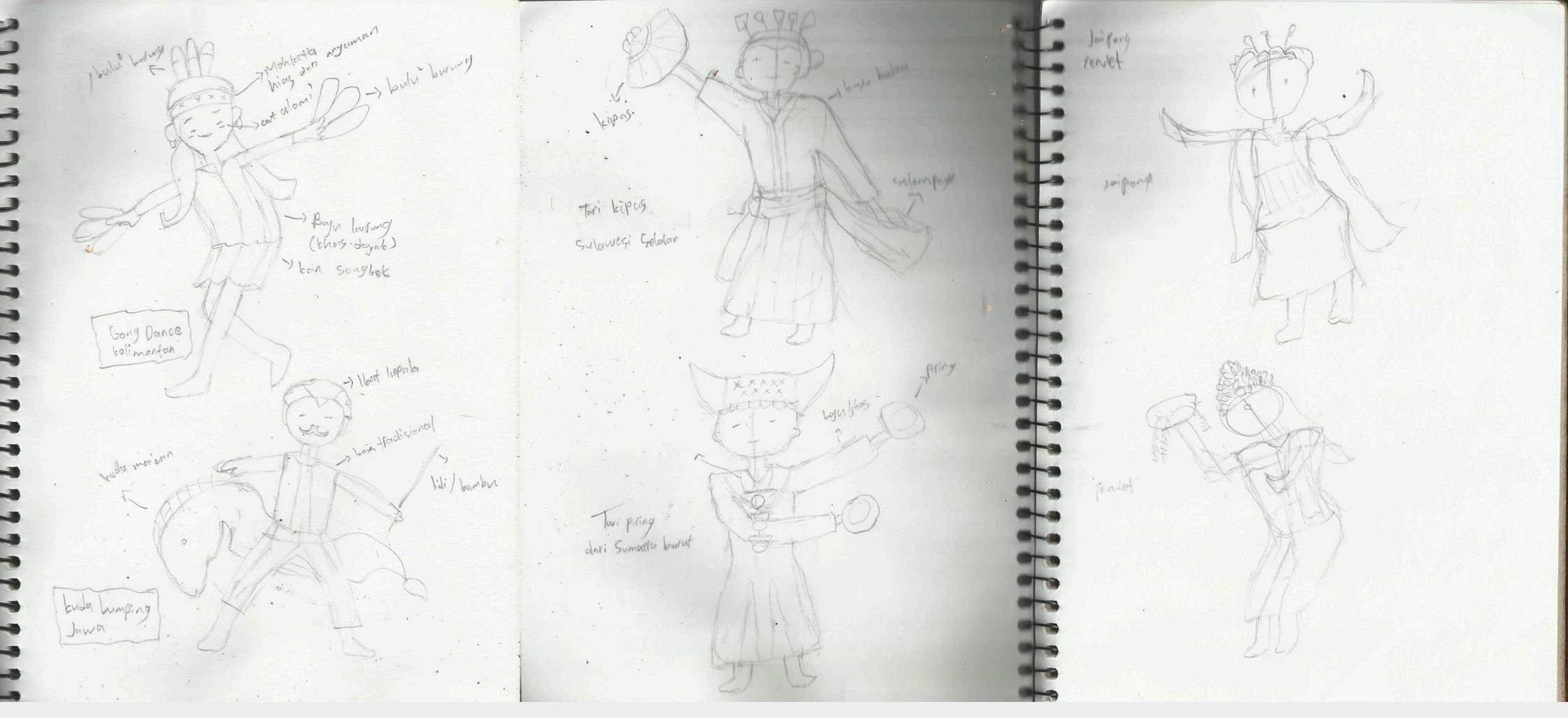
This requirement is for elementary school level and interactive learning using advanced AR technology. I began to think about how this application could be like a game and quiz that could engage students' learning interests. Next, I created a mind map with clear directions.



# Design process

This design process is a structured framework that I use to build application designs that are easy and user-friendly for students. It ensures consistency and efficiency across all components.

1. Design a 1080x1080 px scanning marker. Avoid including many design components, as you'll be adding character illustrations to this area for easy detection, and this marker design aims to scan each object.
2. Each marker has six different character illustrations that align with the sketch. Then, create a 3D character and provide details for each design.
3. Visual design creative process of designing an application or device interface to be appealing, aesthetically pleasing, and intuitive. The primary focus is on the arrangement of visual elements such as layout.



**Augmented Reality**  
traditional dance from Indonesia



blender

Unity

**Augmented Reality**  
traditional dance from Indonesia



blender

Unity

**Augmented Reality**  
traditional dance from Indonesia



blender

Unity

**Augmented Reality**  
traditional dance from Indonesia



blender

Unity

**Augmented Reality**  
traditional dance from Indonesia



blender

Unity

**Augmented Reality**  
traditional dance from Indonesia



blender

Unity

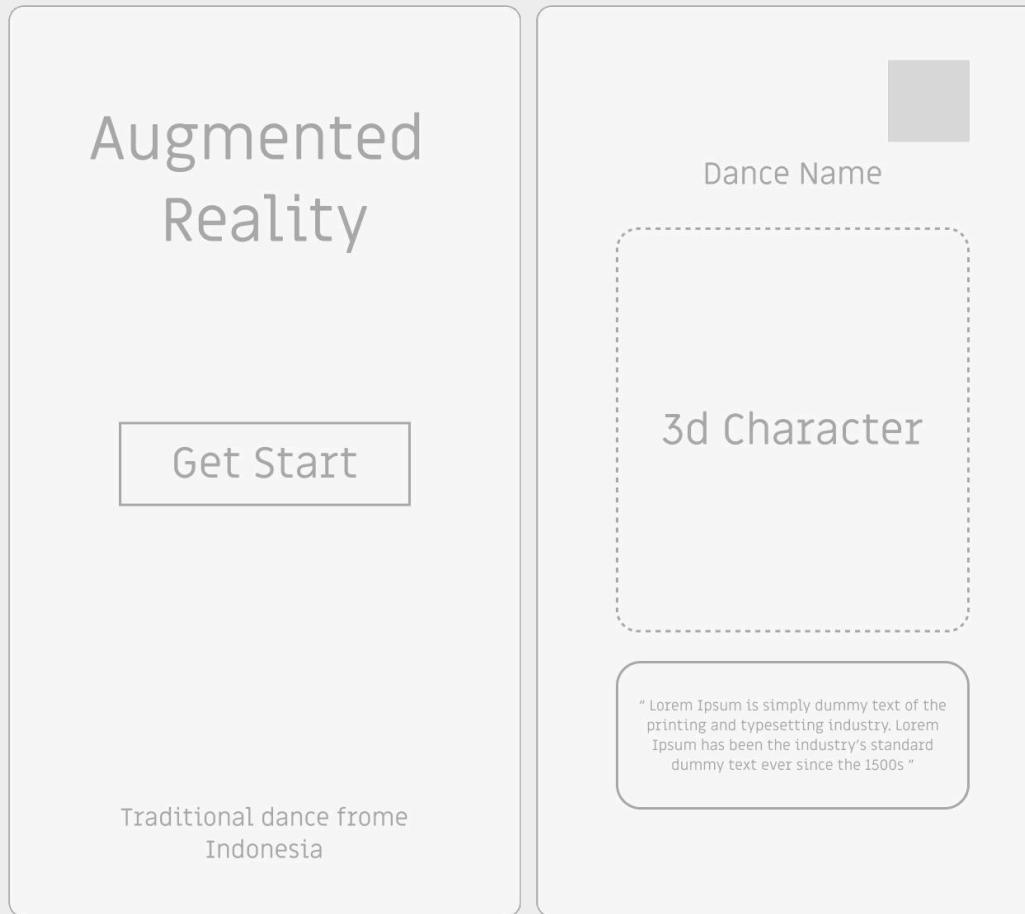


# Wireframe and visual

This visualization aligns with the initial identity of all dashboards and designs for dynamic displays. Developing brand guidelines, visual illustrations, and mockups.

## Overview of applications

### Wireframe



### Hi-fi design



## Designed for easy to use

### 1. Dashboard

Dashboard supports a get start feature, which leads to the main page. Where teachers and students can focus on information and interact with the same virtual objects in real-time.

### 2. Interactive objects

The main page is used to visualize abstract concepts interactively using the camera scanning feature, which automatically displays object details, facilitating teacher-student interaction.

# Results & impact

Students can interact with virtual objects in a real environment which creates an immersive learning experience and provides a fun feedback loop with the teacher.

## Key outcomes:

### 1. Dynamic design

Dynamic augmented reality technology in learning brings significant changes compared to traditional methods. Dynamic AR uses digital objects to interact directly with the real environment in real-time, responding to the interactive objects.

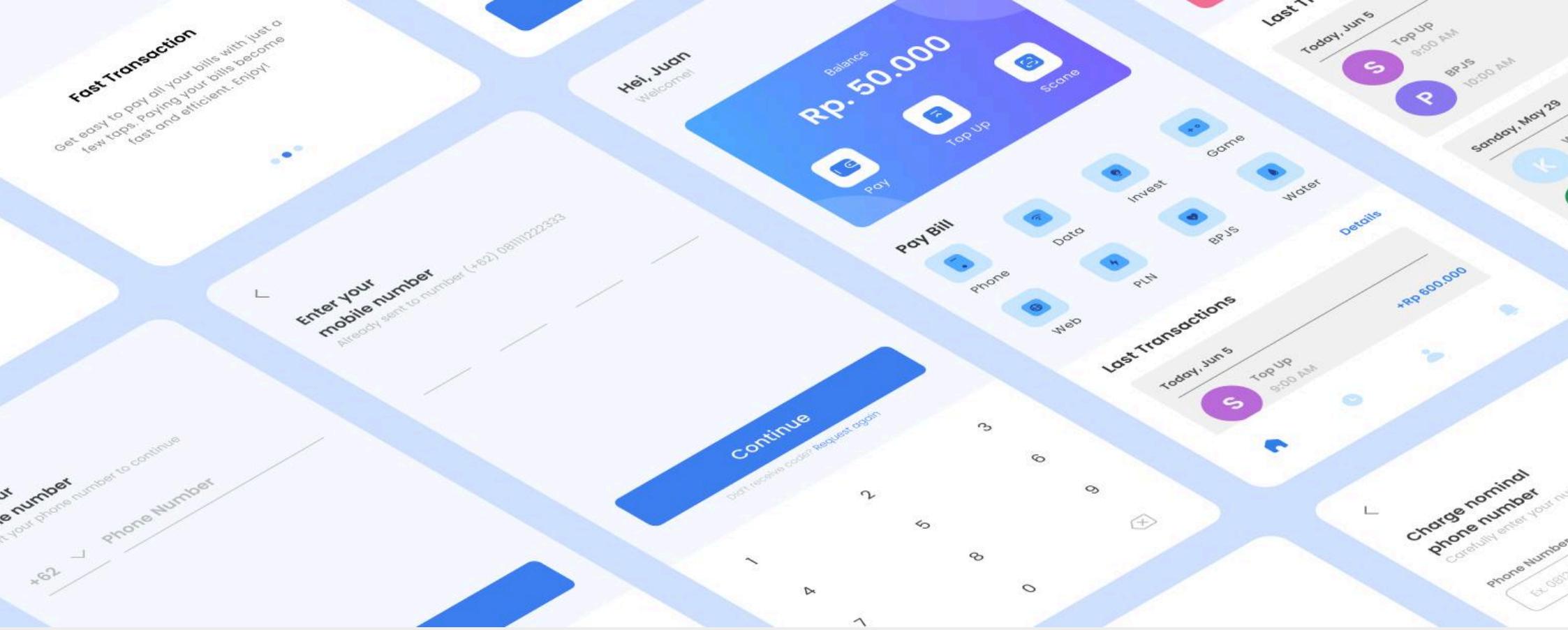
### 2. Learning in a new

Using new technology students can interact with virtual objects in a real environment which will create a fun learning experience.

## Key outcomes:

It's not just about designing cutting-edge AR technology, it's about learning in a new, fun way.

These results facilitate both parties' learning, use, and benefit from the sophistication of technology supported by interactive objects.

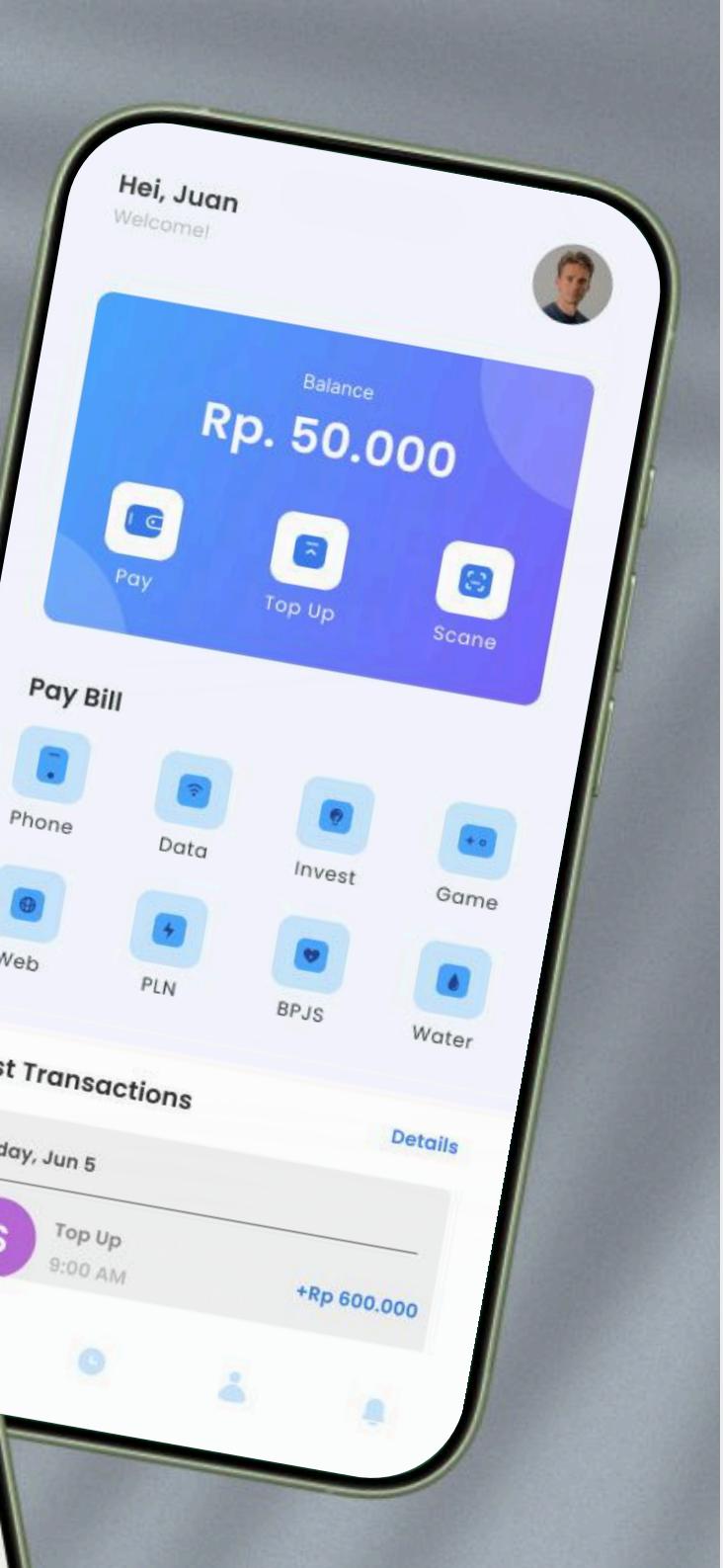


# SiPayment

## 2022 – Mobile App

Role Ui/Ux Designer  
Project Over View

A user-centered approach aimed to create an intuitive interface for easy financial management while incorporating infographics. This project case study aims to implement the UX/UI design skills I learned in the course.



## Background

A payment app aimed at helping small and medium-sized businesses make everyday payments at affordable prices.

## How did this project?

The project was initiated after realizing the need for a payment system that was time consuming and costly and reduced balances.

# How did this project started?

This project began after recognizing the need for an interactive application system.

## Current pain points:



### Analysis

It started with brainstorming and brainstorming for user interface design and other supporting design needs, as the design of this augmented reality application is quite complex.



### Mindmap

After that, I created a mind map to streamline the UI design process. This mind map allowed me to understand each step in the process.



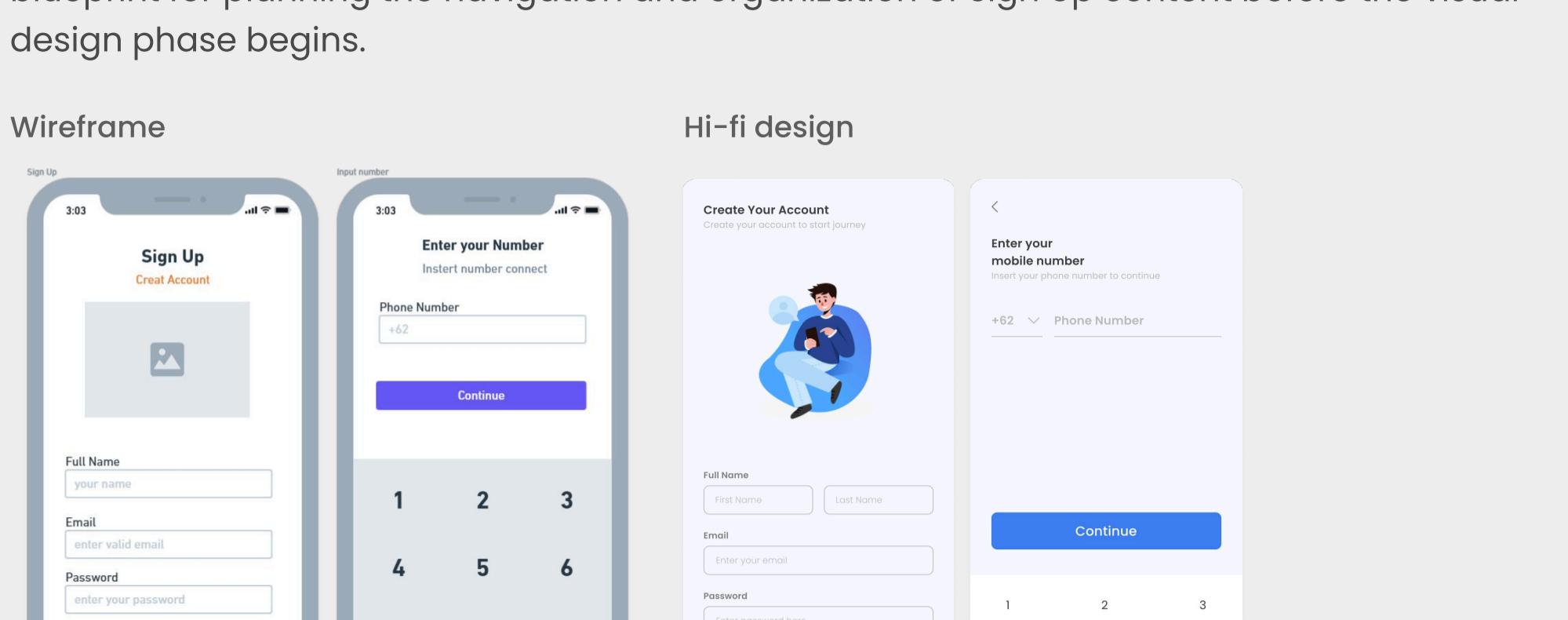
### Low Fidelity

Formulating and reviewing the details, the low-fidelity design also looks quite complex, but it still needs to look modern and incorporate complex content to remain interactive.

# Results

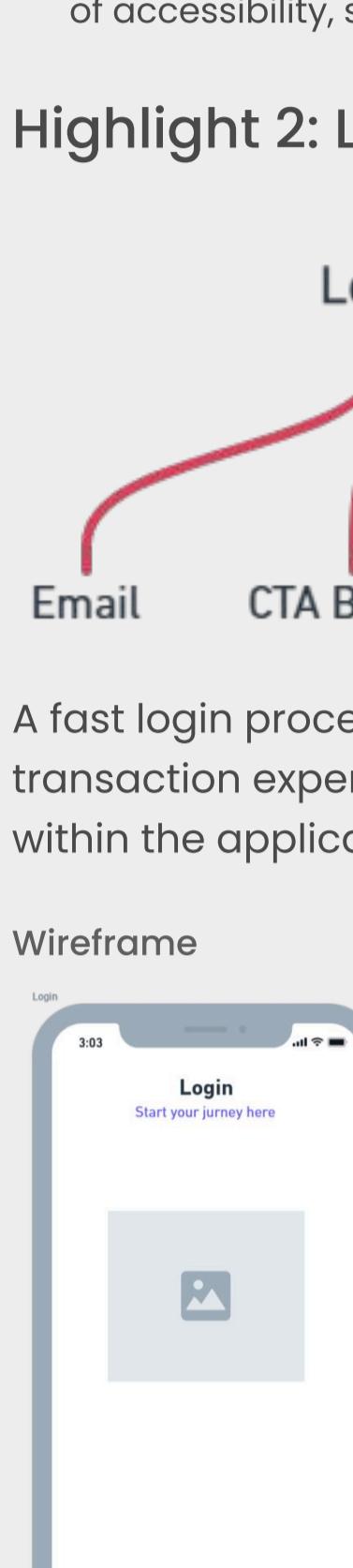
## Highlight 1: Optimized Payment Account Creation

This online payment application allows users to conduct transactions independently. The system automatically documents transaction history, making it easier to track users' financial activity and spending in real time.

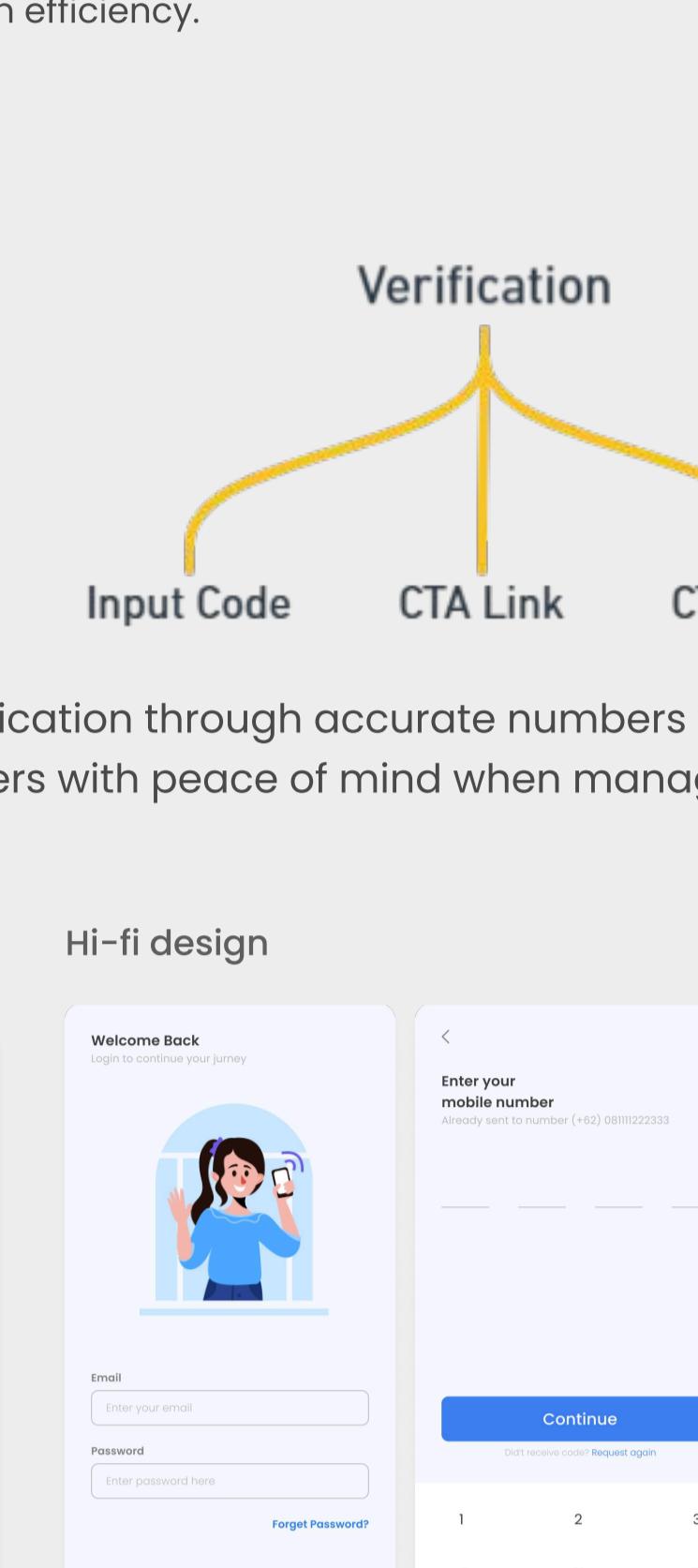


A diagram mapping the entire structure of the Sign Up page. This sitemap serves as a visual blueprint for planning the navigation and organization of Sign Up content before the visual design phase begins.

Wireframe



Hi-fi design



Designed to be easy to use, this process consists of several parts.

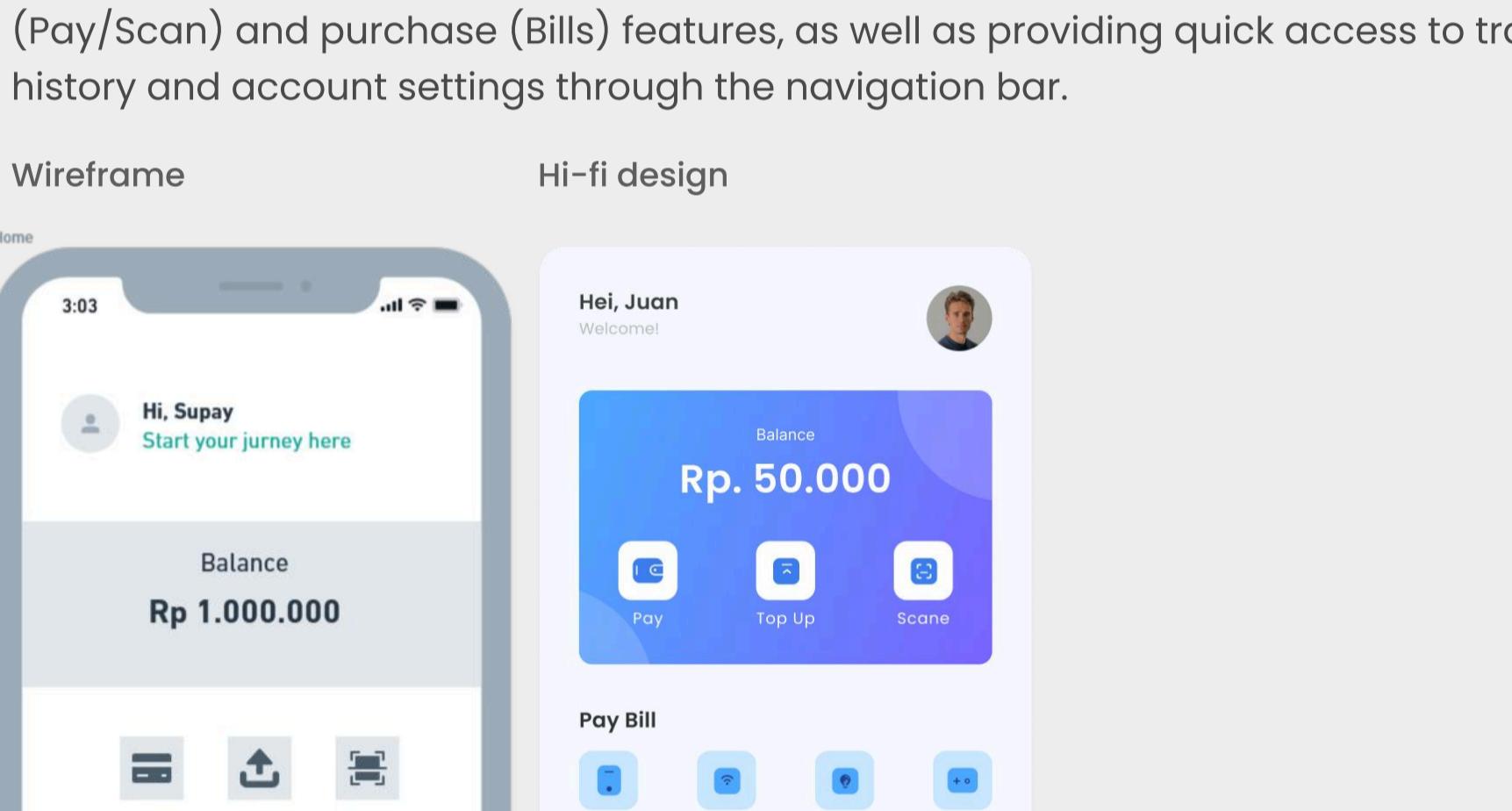
### 1. Sign Up data

This process aims to collect basic customer information, such as name and email, for the purposes of identity verification, account security.

### 2. Phone Number

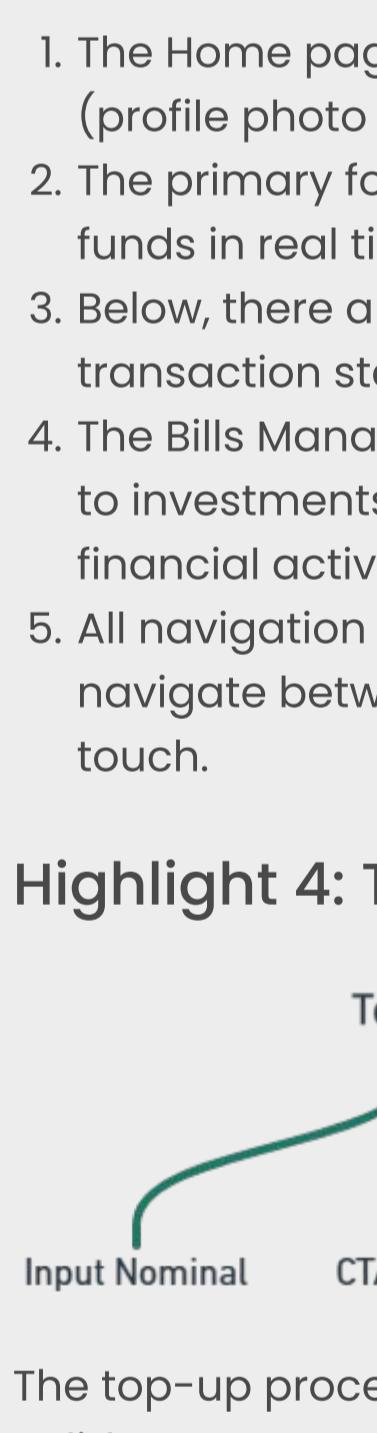
The use of phone numbers in payment applications provides significant benefits in terms of accessibility, security, and interaction efficiency.

## Highlight 2: Log In Account

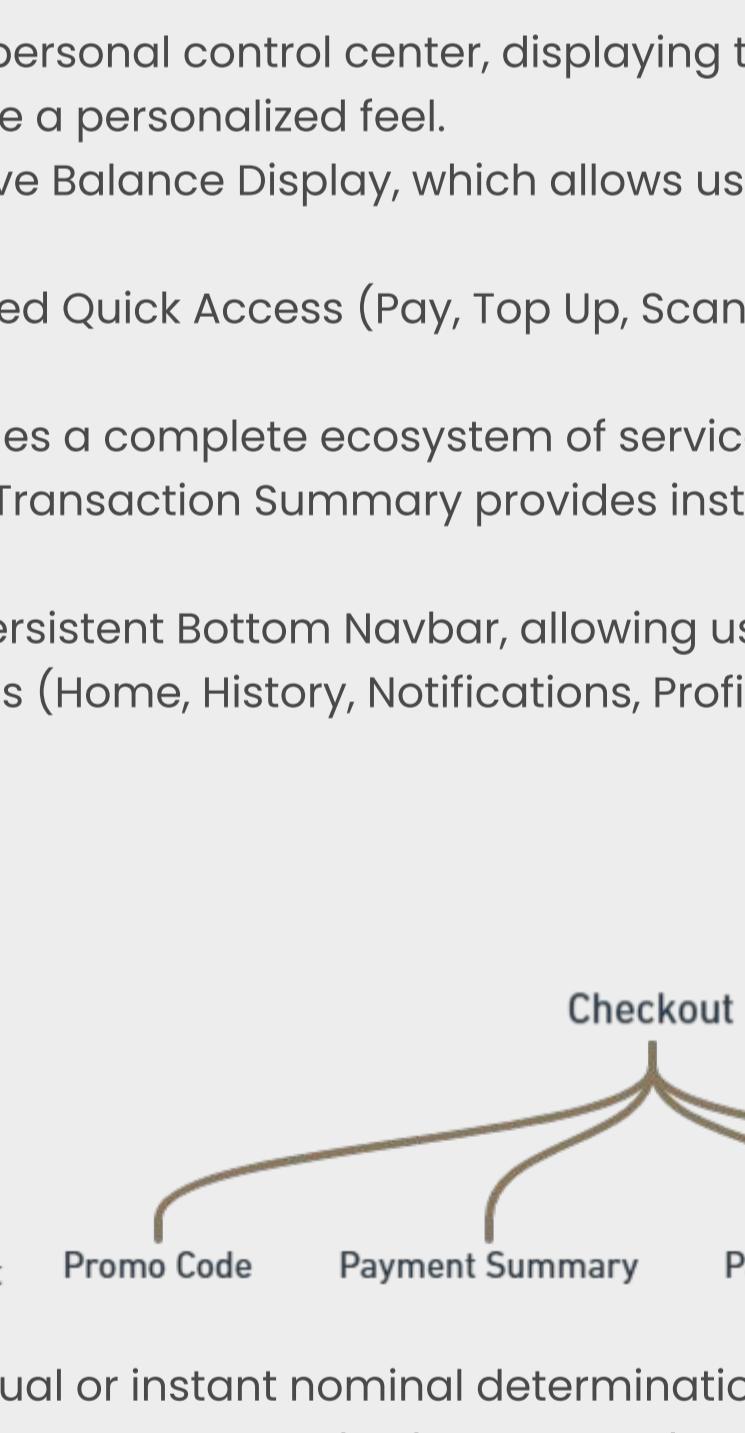


A fast login process and identity verification through accurate numbers will ensure a secure transaction experience, providing users with peace of mind when managing their funds within the application.

Wireframe



Hi-fi design



Designed to be easy to use, this process consists of several parts.

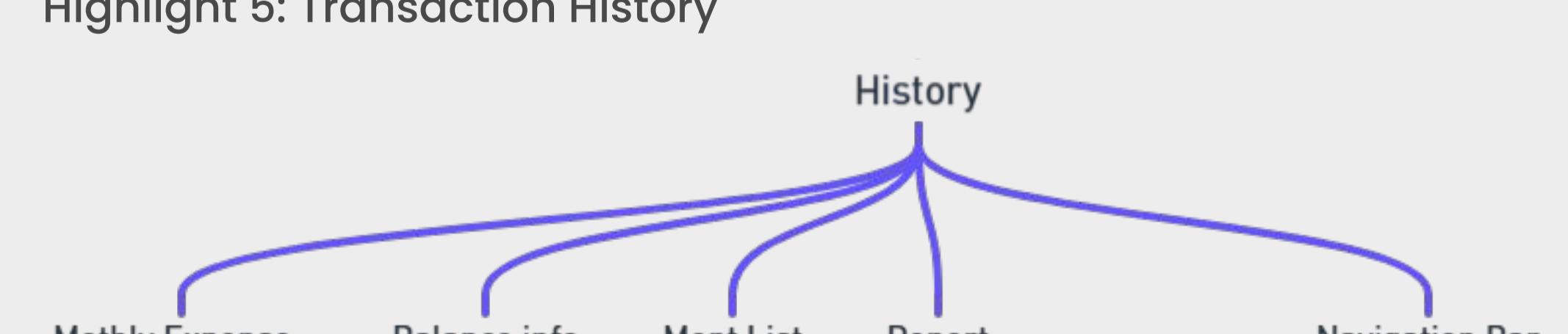
### 1. Log In

The login interface prioritizes efficient email and password input. Strategically placing the Forgot Password and registration features, the system minimizes friction for users, making the app login process faster, more secure, and more intuitive.

### 2. Account Verification

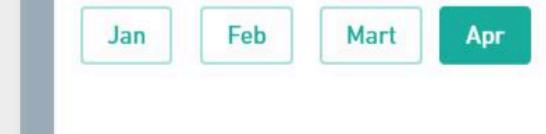
This verification implements a two-step system that uses an access code to validate the account holder's identity in real time. A "Resend Code" feature has been added as a self-service solution for users, ensuring a seamless login process.

## Highlight 3: Home



Home serves as the main hub that integrates profile information, balance management, and access to digital services. This structure is designed to optimize navigation to payment (Pay/Scan) and purchase (Bills) features, as well as providing quick access to transaction history and account settings through the navigation bar.

Wireframe



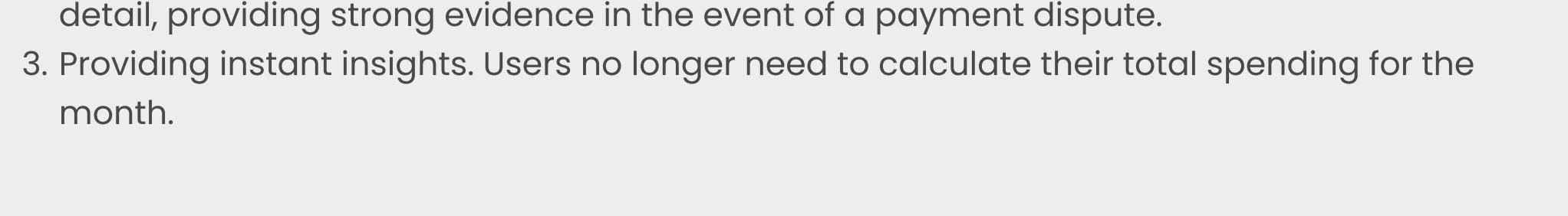
Hi-fi design



Designed to be easy to use, it consists of several parts.

1. The Home page is designed as a personal control center, displaying the user's identity (profile photo and name) to create a personalized feel.
2. The primary focus is the informative Balance Display, which allows users to monitor their funds in real time.
3. Below, there are strategically placed Quick Access (Pay, Top Up, Scan) to minimize transaction steps.
4. The Bills Management area provides a complete ecosystem of services—from daily needs to investments—while the Recent Transaction Summary provides instant transparency of financial activity.
5. All navigation is supported by a Persistent Bottom Navbar, allowing users to easily navigate between the main menus (Home, History, Notifications, Profile) with a single touch.

## Highlight 4: Top Up



The top-up process begins with manual or instant nominal determination. The system then validates transaction details, including payment method, promo code usage, and additional administration fees, to ensure total payment transparency.

Wireframe



Hi-fi design



Designed to be easy to use, it consists of several parts.

1. Top Up is designed with an intuitive balance top-up flow, starting with a flexible nominal input with a minimum limit of IDR 5,000 to expedite transactions.
2. The Amount instant nominal option includes options ranging from IDR 5,000 to IDR 500,000. After selecting the nominal, the system directs users to the payment confirmation stage using a bank.
3. Visa payment method features a promo code field for potential discounts, as well as transparent information regarding service admin fees before clicking the Continue.

## Highlight 5: Transaction History



Provides full transparency into user activity. Through a monthly spending summary and access to periodic reports, users can easily analyze all monthly expenses and maintain a healthy cash flow.

Wireframe



Hi-fi design



Designed to be easy to use, it consists of several parts.

1. Displaying the current active balance as a direct reference allows users to see the correlation between their remaining balance and their spending.
2. Transactions by time, such as day or date, with highly specific information provide further detail, providing strong evidence in the event of a payment dispute.
3. Providing instant insights. Users no longer need to calculate their total spending for the month.

# Design System

This Design System is the backbone of the product, ensuring visual discipline, real-time readability, and engineering efficiency.

1. Basics of editing colors, typography, buttons, and forms are provided.
2. Reusable components like cards, modals, panels and tables with navbar status variants for each page with Total 21 design screens.
3. Clear documentation structure with direct instructions to developers to access components.

## Typography

Everything about text and style in here



### Popins

[Download Here](#)

TITLE

**H1** SemiBold/30px

SUBHEAD & BODY

SUBHEAD 1 Reg

**H2** SemiBold/24px

SUBHEAD 2 Regu

**H3** SemiBold/18px

SUBHEAD 3 Regul

**H4** SemiBold/16px

Paragraph Regu

## Colors

Everything about colors and style in here

### Primary Color



Blue  
Hex : #3D7FF1



Darker Black  
Hex : #404040



Sub Orange  
Hex : #FE9452

### Secondary Color



Sub Blue  
Hex : #DDE2F9



Purple  
Hex : #8A79F1

## Small

Vertical padding 10px  
Horizontal padding 10px  
Font size 12px

Primary Button

Secondary Button

State Button

Tertiary Button

Disable Button

## Normal

Vertical padding 12px  
Horizontal padding 20px  
Font size 16px

Primary Button

Secondary Button

State Button

Tertiary Button

Disable Button

## Extra Large

Vertical padding 55px  
Horizontal padding 315px  
Font size 18px

Primary Button

Secondary B

State Button

Tertiary Bu

Disable Button

# Learnings & reflection

The UI/UX design bootcamp not only refined my approach to design but also refined my design research and analysis in building comprehensive and understandable UI/UX solutions.

You don't need to be perfect to start; instead, start learning and building solutions.

# Thank's for your time

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## Contact me

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