

Hexsel Archieles Virgio Manik

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Profile

A Computer Science student focusing on UI/UX Design and Front-End Development, with hands-on experience in prototyping, user flow creation, and building responsive interfaces. Skilled in turning ideas into structured, high-fidelity designs supported by usability principles and practical front-end development using HTML, CSS, and JavaScript. Actively contributes to team projects from hackathons to campus events by supporting design decisions, technical operations, and smooth workflow execution. Passionate about creating digital experiences that feel intuitive, visually clear, and genuinely helpful for users.

Education

Universitas Multimedia Nusantara , Tangerang, Indonesia Informatics Cumulative GPA : 3.54 / 4.00	Aug 2023 – Present
SMK Bonavita Tangerang , Tangerang, Indonesia Computer and Network Engineering	Jun 2020 – Jun 2023

Experience

GARUDA HACKS 6.0 – International Hackathon UI/UX Designer & Prototyper (Figma)	Jul 2025
<ul style="list-style-type: none">Designed 8+ high-fidelity screens for a cultural mobile app, including detailed content layouts, menu structures, and component variations.Created the splash screen animation and contributed to visual motion concepts to enhance the app's first-time user experience.Developed clear and intuitive content menus and category navigation, ensuring users could easily explore cultural materials.Built fully interactive prototypes showcasing end-to-end user flows, then refined them based on team feedback to improve clarity and engagement.Collaborated closely with the team to align design with technical feasibility and supported the final pitch with design rationale and visual storytelling.	

Organization

BYTE UMN 2025 – Universitas Multimedia Nusantara Event Committee Member	May 2025 – Nov 2025
<ul style="list-style-type: none">Assigned to operations & safety monitoring during the basketball competition featuring 8 teams, ensuring smooth game flow and participant discipline.Monitored and coordinated during the Mobile Legends grand final, helping maintain order, resolving on-site issues, and ensuring fair play environment.Supported the main event Infinite attended by ±100 participants, managing crowd flow, assisting participants, and maintaining event safety.Helped coordinate logistics and communication between divisions to ensure each segment ran according to schedule and technical needs were met	
MAXIMA 2024 – Universitas Multimedia Nusantara Event Committee Member	Jul 2024 – Sep 2024
<ul style="list-style-type: none">Responsible for overseeing the UKM demo area, ensuring each booth operated smoothly and participants could interact with organizers effectively.Managed crowd flow at the main gate during the main event, directing entry movement, checking participant access, and preventing bottlenecks for 2,000+ attendees to ensure a smooth and efficient visitor experience.Assisted technical and operations teams with on-site setup, communication, and real-time issue handling to maintain a smooth event environment.	

Certification

- Certificate of Participation (Garuda Hacks 6.0) – Garuda Hacks
- Introduction to Python – Sololearn
- Python Intermediate – Sololearn
- HCIA-AI V3.5 Course – Huawei
- HCIA-openGauss V1.0 Course – Huawei

Skills

Soft Skills

- Communication
- Teamwork
- Problem Solving

UI/UX Skills

- Wireframing (Low → High Fidelity)
- Prototyping (Figma)
- User Flows
- Basic User Research
- Responsive & Interface Design

Front-End Development

- HTML, CSS, JavaScript
- React
- Tailwind CSS, Bootstrap
- PHP, Laravel
- SQL

Tools

- Figma
- VS Code
- Jupyter Notebook
- Google Colab