HELLO, I'M
IRHAM AKHBAR, 22 years old

I live in Pondok Gede, Bekasi. I graduated from Gunadarma University, majoring in System Information with GPA : 3.77.

I have passionate on Designing since i was on Junior High School, I have made some Product Design like logo, banner, poster, etc and i have my own bussines of Vexel Animation Design. Now i am focusing on UI/UX Design. The software that i have used in making UI/UX design is Figma, Adobe XD and illustrating on Corel Draw or Adobe Photoshop and Illustrator.

I am the type of person who wants to learn new things, quick learner, discipline, high hard work and can work together in team.

MY RECENT WORKS

UI/UX Design 1

DANA

RE-DESIGNING MAIN MENU of DANA APPS

I changed the design of main menu on the DANA application to make it easier for the user to use it, more effectivity and make a fresh look

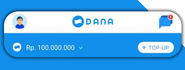
MY DESIGN

ORIGINAL DESIGN

MORE ATTRACTIVE MENU!

CLICK EASIER with POP-UP MENU!

Point of My Re-Design

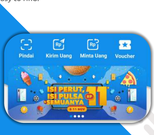


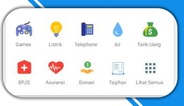
Account and Notification Button is the important button for user, so i put the button on the top of main menu.

I move the TOP-UP button beside the user balance to push user to do TOP-UP and make it easy to find.

Main button is moved more down than the original design to make user easyly to click the main button.

I put the promo advertisement more up than the original design, so the user is more focused on the promo because many user want to transfer via DANA because of the promo.





The buttons are more colorful, so its more pleasing to the eye.

I change it to 5x2 column. So the user is easier to open the most opened menu.

I put the NEARBY ME menu, above the DANA news, same as the original.
But i change the design for NEARBY ME with horizontal scrolling and change the layout of DANA news to 2x2 column.

I re-designing the navigation bar to make it more fresh and more modern.
I move the settings button on the navigation bar because to make user easyly open the settings without open the Account menu like the original design.

The Conclusion

So, the conclusion of my Re-Design point is :
1. To make the main menu simpler and easier to use
2. More effective layout to make user dont scroll to much.

UI/UX Design 2

Scientific Research in Gunadarma University

Augmented Reality Mobile Application (2017-2018)

My Scientific Research in Gunadarma University is titled 'Application of Augmented Reality Technology of Knowing Fruit Application with Marker-Based Tracking Method Based on Android'. This is an Android Mobile Application which is made with Unity Software and Vuforia AR Software Development Kit (SDK). I created the Logo of Icon with Adobe Photoshop and 3D object with Blender software.

Splash Screen

Main Menu

Colorful Button

This app is intended for children aged 4-6 years with help from their parents. Therefore the UI of the design is made full of colors to make children love to use this application and its really easy to use with big pics, big icon with simple indonesian language that is easy to understand. The 3D object are really pleased to look because the fresh color.

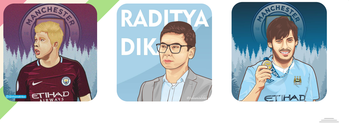
Simple Explanation

AR Menu

Fresh and Natural 3D object

Vexel Design

Artist and Footballers



Graduation Greetings

Birthday Greetings