

# MONICA ELMANTA

## UI/UX Designer & Graphic Designer

elmantamonica@gmail.com/monica.putri004@binus.ac.id  
(+62) 895347912661 | Perumahan Taman Royal 2, Kota Tangerang

[Monica's portfolio \(Click Here\)](#)

### SUMMARY

Monica Elmanta Putri is currently pursuing her undergraduate studies as a 5th-semester Computer Science student at Bina Nusantara University. She is a curious and fast learner with a passion for creative design and technology. Known for her strong sense of aesthetics and perfectionism, Monica is a hands-on individual who consistently seeks out new experiences and challenges. She thrives in collaborative environments, is an effective problem solver with a positive mindset, and is capable of working both independently and as part of a team.

### Organisational experience

#### Design and Documentation Staff – Konser Awal Tahun 9.0

2025

Bersama Dalam Musik, Bina Nusantara University

- Designed event posters and ticket layouts prioritizing readability and user-friendly composition.
- Produced visual materials that supported audience experience before and during the event.

#### Design and Documentation Activist

2024 - 2025

Bersama Dalam Musik, Bina Nusantara University

- Designed visual assets (posters, tickets, Instagram stories) with a focus on clear information hierarchy and audience engagement.
- Created animated visual backgrounds to enhance live performance experiences.
- Designed official varsity merchandise aligned with organizational branding.
- Collaborated with team members to translate event needs into effective visual solutions.

#### Design and Documentation Member

2021 - 2023

MPK (Core Committee Member) SMAN 10 Kota Tangerang

- Led visual and communication design for school events such as orientation programs and graduation.
- Coordinated design execution within a team-based environment.

### Education

#### Bachelor of Computer Science

2023-Present

Bina Nusantara University

- Major in Computer Science
- Expected Graduation: 2027

#### Senior High School

2020 - 2023

SMAN 10 KOTA TANGERANG

### Key skills

UI/UX Design · Wireframing · Prototyping (Figma, Canva) · User Journey Mapping · Visual Design · Accessibility Basics

### Languages

- Indonesian (Native)
- English (Intermediate – actively improving)
- Mandarin (Beginner — self-learning)

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### Selected Project

<b>SCOOL – Educational App for Color-Blind Children</b> (UI/UX Designer – Group Project)	2025
<ul style="list-style-type: none"><li>Designed an educational mobile app concept to help color-blind children recognize and learn colors.</li><li>Focused on accessibility and inclusive design principles through interactive UI elements.</li><li>Translated research insights into visual design decisions.</li></ul>	
<b>Countlories – Calorie Tracking Mobile App</b> (UI/UX Designer – Group Project)	2025
<ul style="list-style-type: none"><li>Designed a calorie-tracking app concept enabling users to monitor daily intake.</li><li>Focused on usability and clarity of information presentation.</li></ul>	
<b>Beeserve – Classroom Booking Application</b> (UI/UX Designer – Group Project)	2024
<ul style="list-style-type: none"><li>Collaborated on designing a classroom booking system for university use.</li><li>Created user flows, wireframes, and high-fidelity prototypes using Figma.</li><li>Focused on simplifying booking processes and improving usability.</li></ul>	
<b>CATerIngz – Food Ordering Application</b> (UI/UX Designer – Individual Project)	2024
<ul style="list-style-type: none"><li>Designed a digital food ordering app UI emphasizing intuitive navigation and visual consistency.</li><li>Applied user journey mapping to structure screens and flows.</li></ul>	