

MONICA ELMANTA

UI/UX Designer & Graphic Designer

elmantamonica@gmail.com/monica.putri004@binus.ac.id
(+62) 895347912661 | Kota Tangerang

Monica's portofolio (Click Here) & GitHub (Click Here).

SUMMARY

Monica Elmanta Putri is currently pursuing her undergraduate studies as a 5th-semester Computer Science student at Bina Nusantara University, with a focus on database systems and a strong interest in UI/UX design. She is a curious and fast learner with a passion for combining technology and creative problem-solving. Known for her strong sense of aesthetics and attention to detail, Monica actively seeks new challenges and learning opportunities. She thrives in collaborative environments, demonstrates a positive and solution-oriented mindset, and is capable of working effectively 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 Database Fundamentals · SQL (Basic) · Data Modeling (Academic)

Languages

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

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Selected project

SCOOL – Educational App for Color-Blind Children

2025

(UI/UX Designer – Group Project)

- Designed an educational mobile app concept to help color-blind children recognize and learn colors.
- Focused on accessibility and inclusive design principles through interactive UI elements.
- Translated research insights into visual design decisions.

Countlories – Calorie Tracking Mobile App

2025

(UI/UX Designer – Group Project)

- Designed a calorie-tracking app concept enabling users to monitor daily intake.
- Focused on usability and clarity of information presentation.

Beeserve – Classroom Booking Application

2024

(UI/UX Designer – Group Project)

- Collaborated on designing a classroom booking system for university use.
- Created user flows, wireframes, and high-fidelity prototypes using Figma.
- Focused on simplifying booking processes and improving usability.

CATerIngz – Food Ordering Application

2024

(UI/UX Designer – Individual Project)

- Designed a digital food ordering app UI emphasizing intuitive navigation and visual consistency.
- Applied user journey mapping to structure screens and flows.