



## **Kevin**

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[LinkedIn Portfolio](#)

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## **SUMMARY**

I am a junior student of Faculty of Computer Science, Universitas Indonesia. I have a strong interest on product design and UI/UX design. Currently, I am trying to explore new sectors that I have not previously learned. Besides having an interest on UI/UX design, I have a growing interest on web and application development. In my free time, I volunteered on a non-profit organization and offered service on website development.

## **EDUCATION**

Bachelor of Computer Science (S.Kom.) majoring in Software Engineering, Universitas Indonesia 2020 -

- GPA: 3.42/4.00 equivalent to 93 credits per 12<sup>th</sup> January 2023 academic transcript

High School Diploma – SMA Kolese Kanisius, 2020 2017-2020

## **WORKING EXPERIENCE**

Project Lead, MACO Design Team August 2022 – October 2022

- Managed cross-functional team of 9, ranging from entry-level analysts to board of directors, and collaborated with business development, software engineers, designers, operations and marketing
- Lead and direct a website redevelopment project with the IT and design team, and collaborated and communicated directly with an undisclosed client

Product Designer, SalingJaga Research Team June 2020 – December 2020

- Assisted in user oriented research to understand the problems in dealing with sexual assault cases
- Assisted in the process of planning, designing, and implementing the required resources for the solution.
- Created the hi-fi UI design for "SalingJaga" website which displays nearest hospital and public services available to victims of sexual violence

## **PERSONAL PROJECTS**

BookKantin Sept 2022 – Dec 2022

- BookKantin is my group's final project of the Software Engineering course.
- Web-based online food and beverage purchase and booking application.

- Tech Stack: Django REST API (backend) and Next.JS (frontend)

#### Anagram Margana

March 2022 – June 2022

- Anagram Margana is my group's final project of the "Advanced Programming (Software Quality Assurance)" course.
- It is a web-based word guessing game which allows the players to play an online multiplayer session.
- The game offers two game mode: All Alone and Free For All which differs by the mechanism of word guessing.
- Tech Stack: Spring Boot

#### Reflekt.io

May 2021 – October 2021

- Reflekt.io is my group's mid-term and final project of the "Platform-Based Programming" course.
- It is a web and mobile application which has many features to help maintain people's mental health during difficult situations, especially in a pandemic.
- This application offers various features such as journaling, activity recommender, vent corner, wall of hope, encouragement quotes, and early detection of depression.
- Tech Stack: Django (web platform) and Flutter (mobile platform).

### ORGANIZATIONAL EXPERIENCE

#### UI/UX Design Staff (COMPFEST 14)

April 2022 -

- Contributed in user oriented research to understand the most suitable UI/UX design solution for COMPFEST 14.
- Assisted in planning, and designing the UI/UX solution for COMPFEST's online Academy and Competition Event.
- Created the hi-fi UI design for COMPFEST participant dashboard.

#### IT Staff (StudentsxCEOs International Summit 2021)

May 2021 – October 2021

- Assisted in planning, and designing the UI/UX solution for this online international Summit.
- Created the hi-fi UI design for the Summit's landing page and merchandise page

#### Staff of Visual Design (COMPFEST 13)

March 2021 – November 2021

- Assisted in designing promotional material for COMPFEST 2021
- Assisted in designing supplementary material for COMPFEST 2021
- Assisted in planning and designing the merchandise for the event

#### Staff of Visual Design (Open House Fasilkom UI 2020)

September 2020 – November 2020

- Assisted in designing promotional material for Open House Fasilkom UI 2020

- Assisted in designing supplementary material for Open House Fasilkom UI 2020
- Assisted in planning and designing the merchandise for the event

Vice Project Officer of Visual Design Committee (Canisius College Cup 2019) April 2019 – October 2019

- Conceptualized the theme and branding of the CC Cup 2019
- Directed promotional social media material for CC Cup 2019
- Assisted in managing other designers' workflow in the team
- Created the logo, poster, and other social media contents of CC Cup 2019