



Kevin

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[LinkedIn Portfolio](#)

SUMMARY

I am a sophomore 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 12th January 2023 academic transcript

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

WORKING EXPERIENCE

Project Lead, MACO Design Team

August 2022 – November 2022

- Lead and directed a team of Software Engineers and Designers to create a web solution for an undisclosed client
- Communicated directly with corporate client representatives regarding the project.
- Assisted in the process of planning, designing, and implementing the required resources for the solution.

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

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 2022)

April 2022 -

- Contributed in user oriented research to understand the most suitable UI/UX design solution.
- 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 2021)

March 2021 – November 2021

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

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

April 2019 – October 2019

- Planned the theme and branding of the CC Cup 2019
- Assisted in planning and designing promotional social media material for CC Cup 2019
- Managed other designers' workflow in the team
- Created the logo, poster, and other social media contents of CC Cup 2019