

# MALIK AZIZ RAMADHAN

aziz.ramadhan1026@gmail.com | +62 813-9160-4961 | linkedin.com/in/malik-aziz-ramadhan

## EXECUTIVE SUMMARY

---

An Informatics Engineering student with experience in UI/UX design and analysis, and currently developing skills as a front-end developer. Possesses abilities in web or mobile development, visual design, and layout for web or mobile using Figma. Analyzes user needs to develop system designs and user flow designs. Currently has a desire to further develop skills in UI/UX design and analysis, as well as expand abilities as a front-end developer through an independent study opportunity.

## EDUCATION

---

**Institut Teknologi Telkom Purwokerto**

2022 - Present

- Bachelor of Informatics Engineering | Current GPA : 3.85/4.00
- Top 50 Student Creativity Program Institution 2024
- Top 10 GEMASTIK Competition for the UX Design Category at the Institutional Level 2024
- Relevant Coursework : Human-Computer Interaction, Software Engineering, Multimedia Basic, Object Oriented Programming

## ORGANIZATIONAL EXPERIENCE

---

**Vice Chairperson, Team Web SMA N 1 Sragen**

October 2019 – October 2020

- Assisted the Chairperson in leading and coordinating the activities of the Web Team, which was responsible for developing and maintaining the school's website and social media.
- Collaborated with team members to design, implement, and update the website's layout, articles, social media content, and functionality.
- Provided materials and training to students in the Journalism extracurricular activity.
- Collaborated with other school organizations and departments to gather and integrate relevant information and updates onto the school's website and social media.

## PROJECT EXPERIENCES

---

**UI/UX Design of “Enlighten” Mobile Volunteering Application  
GEMASTIK Competition**

May 2024

- Responsible for creating a UX Design proposal document for a mobile volunteering application in the field of education.
- Analyzed the User Experience in the mobile application to ensure user-friendliness.
- Contributed to creating the UI/UX design using Figma software.
- Responsible as the team leader and collaborated with 2 other members.
- Winner of the Internal GEMASTIK Competition at the Informatics Faculty.
- Top 10 GEMASTIK UX Design Competition at the Institutional Level.

**UI/UX Design of Mobile Parenting Application “ZETA”  
Student Creativity Program**

March 2024

- Responsible for creating UI Design of the mobile parenting application “ZETA” using Figma software and successfully created 13 application page views.
- Collaborated with 4 other members in creating activity proposal documents.
- Top 50 Student Creativity Program Institution 2024.

**UI/UX Design of Educational Mobile Application “Brainurbia”  
ITSPECTA Competition Muhammadiyah University Yogyakarta**

May 2024

- Collaborated with another member in creating a proposal document of the UI/UX of the educational mobile application “Brainurbia”.
- Contributed to the UI/UX design of the application using Figma software which resulted in 7 mobile application page views.

**UI/UX Design of “Watchverse” Movie Mobile Application  
IFEST Competition Atma Jaya University Yogyakarta**

March 2024

- Responsible for creating a proposal document of the UI/UX of the “Watchverse” movie mobile application.
- Contributed to the UI/UX design of the application using Figma software which resulted in 15 mobile application page views.

**UI/UX Design of “Train-GO” Ticket Sales Mobile Application  
Human-Computer Interaction Coursework**

July 2023

- Created UI/UX design of “Train-GO” ticket sales mobile application using Figma software and successfully created 7 application page views.
- Analyzed the user flow by prototyping in Figma software.
- Created the final report document of the UI/UX of the “Train-GO” ticket sales mobile application.
- Successfully completed the design and document creation on time and received a final grade of A with an index of 4.00.

**COURSE AND CERTIFICATION**

---

**Short Class UI/UX Fundamental  
MySkill**

August 2023

Learn about UI/UX fundamentals and introduction to UI/UX design.

**Short Class Graphic Design  
MySkill**

August 2023

Learn about the basic principles of graphic design.

**SKILLS**

---

**Language:** Bahasa Indonesia (Native), English (Beginner)

**Tools:** Microsoft Office (Word, Excel, Power Point), Google Service (Docs, Sheets, Slides, Forms), Design (Figma, Canva), Programming (Visual Studio Code, Apache NetBeans, Google Colab)

**Soft Skills:** Teamwork, Communication, Adaptability, Problem Solving

**Others:** Photography, Video Editing