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MICHELLE HANDOYO

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Education

University of California Berkeley   GPA 3.82
Bachelor of Arts in Architecture

Skills

Proficient in
Sketch, Adobe Photoshop, Adobe Illustrator, Adobe Indesign,
InVision, AutoCAD, Rhinoceros, Vray

Experience in
HTML, CSS, Principle, Adobe XD, Adobe Dreamweaver, Adobe Edge
Animate, Adobe Premiere Pro

Projects

‹ https://issuu.com/michellehandoyo/docs/portfolio_issuu ›

Correct (Android app)
Developed workflow, wireframes, and prototypes for a Standford-based
start up company that mediates microfinancing between investors and
small business owners in Nigeria.

ParkU (IOS app . Web design)
Designed low and high-fidelity prototypes for a mobile and web parking
application that eases the search for parking spots and introduces the
concept of renting out personal parking spaces.

Dabo (Mobile design - IOS & Android)
Devised the layout, aesthetics, interaction, and workflow of a microloaning
business targeted at GO-JEK and GO-CAR drivers in Indonesia.

Request (IOS app, Web design, Apple Watch)
Co-founded and built a task management application that boosts
productivity and integrates a system of task-sharing with contacts.

Work Experience

Freelance Work   2012 - Present
Freelancer | Develop various design items including apparel
illustrations, identity design, and UI/UX design. Recent focus on
UI/UX design for web and mobile applications.

TC-Arch Studio | San Francisco, CA   Sept 2016 - Present
Architect | Work on the design development and construction drawing
stage of residential and commercial restaurant projects.

Organizations

ST Alumni Community   2012 - Present
Director | Lead the design team committee within a community of over
1000 members. Produce and delegate marketing materials to the
design team and esure that timely deadlines are met.