Mugia Miftahul Choir

Date of birth: 18/06/2001 | **Nationality:** Indonesian | **Gender:** Male |

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About me:
I'm a designer based in Subang, Indonesia that focuses on 3D Graphics. My earliest memory of a design-related experience was when I first opened Adobe Photoshop in early Elementary School. Since then I've gained a lot of experience working on a different scale of projects, from individual projects to corporate class projects. Yet I still have great determination in learning new stuff.
I also have experience of working with people from different countries and cultures, so I can communicate well with others and capable of working alone or inside a team.
I'm majoring in information systems at university, so I have experience in software development, especially front-end development, because it mixes my love for design, and my education as a developer.

WORK EXPERIENCE

07/2020 – 02/2021 – Subang, Indonesia
WEB DEVELOPER – MTS AL-HIDAYAH SAGALAHERANG

I held all of the jobs in the web development process by myself, including:
doing a brief with the client, sketching, wireframing, prototyping, creating high fidelity UI design, designing and implementing a database, front-end, and back-end job

05/2020 – 06/2021 – Subang, Indonesia
WEB DEVELOPER – SMAN 1 JALANCAGAK SCOUT ORGANIZATION

My responsibilities were designing the UI of the website, developing the website according to the design, designing and implementing a database, giving the required training for the users, and maintaining the website after it was online

03/11/2019 – 04/11/2019 – Subang, Indonesia
GRAPHIC DESIGNER – MAMAH COET RESTAURANT

I was only tasked to design a banner for their new opening restaurant, so i started by collecting the assets, choosing the art direction, fonts style, and colors because they didn't have an established brand style to follow yet

30/11/2020 – Subang, Indonesia
GRAPHIC DESIGNER – MAMAH COET RESTAURANT

They came to me to create a simpler version of their logo for some urgent business, so I only have a day to finish the job. What I did was taking a few hours of brainstorming to simplify their logo, aligning my idea with the client, creating a prototype and handing it to them, then doing some revisions

04/09/2021 – 11/02/2022 – Liverpool, United Kingdom
3D ARTIST – RFIDIOM LTD

I was a part of the Marketing Team at RFIDiom Ltd; my main activities were creating graphics content for social media, or blog. But I also contributed to Branding a few of the company's products. And designing UI/UX of a product website.
My special responsibilities were to create 3D assets and create 3D animations; usually, they were used to demo or advertise products.
On occasions I was also responsible for quality assurance on some websites, looking for errors, bugs, etc.

EDUCATION AND TRAINING

01/07/2021 – 04/07/2021
DIGITAL MARKETING AND GRAPHIC DESIGN TRAINING – PT Inovasi Telematika Nusantara

VirtualTraining.id

31/12/2020 – 16/02/2021
WEB & MOBILLE DESIGN TRAINING – Zero to Mastery

zerotomastery.io

04/11/2020 – 28/12/2020
REACT.JS TRAINING – Zero to Mastery

zerotomastery.io

05/03/2021 – 05/04/2021
REACT NATIVE TRAINING – Zero to Mastery

zerotomastery.io

11/06/2020 – 30/06/2020
FUNDAMENTAL FRONT-END WEB DEVELOPMENT TRAINING – Dicoding

dicoding.com

18/06/2021 – 09/09/2021
3D MODELING TRAINING – GameDev.tv

gamedev.tv

15/09/2021 – 28/09/2021
3D CHARACTER CREATOR FOR VIDEO GAMES TRAINING – GameDev.tv

gamedev.tv

LANGUAGE SKILLS

Mother tongue(s):   **INDONESIAN**

Other language(s):

	UNDERSTANDING		SPEAKING		WRITING
	Listening	Reading	Spoken production	Spoken interaction	
ENGLISH	C1	B2	B2	B2	B2

Levels: A1 and A2: Basic user; B1 and B2: Independent user; C1 and C2: Proficient user

DIGITAL SKILLS

Design

Adobe Photoshop │ Corel Draw │ React - React Native │ Adobe Illustrator │ Figma

Programming

React ecosystem: ReactJS, React Router, Redux, Typescript │ HTML5/CSS3, SASS, JavaScript (including recent versions)

3D

Blender, 3D modeling │ 3D animation