

NABILLA SULISTYANINGRUM

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Multidisciplinary Graphic Designer, UI/UX Designer, and Web Developer with 4+ years of experience creating visually compelling, user-centered solutions across branding, social media, digital publications, and responsive websites. Proficient in Figma, Adobe tools, HTML, CSS, JavaScript, and responsive frameworks. Passionate about combining design and code to solve real problems through clear, purposeful digital experiences.

EDUCATION

Gunadarma University

Bachelor of Computer Science

September 2022 - Present

Depok, Indonesia

ORGANIZATIONAL EXPERIENCE

Deputy of Creative Media Division

BEM FIKTI Gunadarma University

December 2024 - Present

- Supervised and guided staff in producing designs that meet quality standards in terms of readability, accuracy of information, and visual aesthetics.
- Reviewed and revised design outputs created by staff, providing constructive feedback and suggestions for improvement to enhance the final results.
- Organized training sessions and skill development workshops for staff to improve their design capabilities, ensuring they achieve the intended visual communication objectives.

Staff of Creative Media Division

BEM FIKTI Gunadarma University

December 2023 - September 2024

- Create various graphic designs for the needs of work programs (proker) from bureaus and other departments, including posters, Instagram feeds, stories, and other social media content.
- Design printed materials such as banners, ID cards, certificates, and posters to support the execution of events.
- Develop design templates to maintain consistent and professional branding for each work program.

FIKTI SPACE 3.0 Event

BEM FIKTI Gunadarma University

December 2023 - Juli 2024

- Developed comprehensive event branding for FIKTI SPACE 3.0, including defining the color palette, logo, mascot, and creating a cohesive and recognizable visual identity.
- Designed a variety of promotional and publication materials, such as posters, Instagram feed content, banners, and design templates to ensure visual consistency across all platforms.
- Managed and documented the event through photography and design that supported storytelling and increased audience engagement.

Gunadarma University

- Designing visual materials such as posters, banners, and social media content to support the promotion and implementation of the event.
- Capturing event moments through photography and videography to document activities and increase engagement.
- Collaborating with other divisions to ensure consistent and impactful media representation across all platforms.

PROJECTS

UI/UX Design – Rumah Impian

June 2024

Workshop Technofair 11.0 – FIKTI Gunadarma University

- Designed a smart home management interface using Figma, focusing on personalization, simplicity, and user-friendly controls.
- Created user flow and high-fidelity prototypes to visualize key features such as room customization, lighting control, and real-time monitoring.
- Applied modern UI/UX principles including responsive design, accessibility, and intuitive navigation for a seamless smart home experience.

Website Development - UG Corner

September 2024 - Januari 2025

Human-Computer Interaction Course - Gunadarma University

- Designed the UI/UX in Figma and built the frontend with React Native, styled using a modern CSS framework.
- Implemented TanStack Query for efficient data fetching and state management.
- Developed the backend with Node.js and MongoDB, using RESTful APIs for seamless data interaction.

UI/UX Design – Break Order

Maret 2025

WeekClay Class Google Developer Group on Campus UG

- Designed the UI/UX of a mobile food ordering app using Figma, as part of a UI/UX workshop by GDGOC UG.
- Focused on creating a clean, intuitive, and user-centered interface for browsing menus, placing orders, and checking out.
- Applied principles of visual hierarchy, accessibility, and mobile-first design to enhance user experience.
- Developed high-fidelity mockups and interactive prototypes to demonstrate user flows and interface functionality.

UI/UX Design – Donasi FIKTI UG

Maret 2025

Bootcamp Special Skill

- Designed a donation website interface using Figma, focusing on a clean layout, accessible navigation, and mobile responsiveness.
- Created user flow, wireframes, and high-fidelity prototypes showcasing key pages like homepage, donation form, and transaction history.
- Applied UI/UX principles such as usability, visual hierarchy, and trust-focused design to support a smooth donation experience.

SKILLS, ACHIEVMENT

- **Languages:** Indonesia, English.
- **Achievment:** Awarded as Best Creative Media Division Coordinator at BEM FIKTI Gunadarma University
- **Soft Skills:** Creative Thinking, Communication, Teamwork, Problem Solving, Attention to Detail, Time Management, Adaptability
- **Hard Skills:** Figma, Adobe Illustrator, Adobe Photoshop, Capcut, Microsoft Word, Microsoft Excel, Microsoft PowerPoint, Visual Studio Code