

Jumraini J Jamaluddin

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A graduate of S1 Informatics Engineering with excellent time management, quick learning ability, and a strong sense of empathy. Main expertise lies in technology, particularly in data research and design, with a focus on UI/UX Design and UX Research.

Experience

GroPerti

UI/UX Designer Intern

Jakarta Selatan, Remote

January 2024– Present

- **Developed a responsive website** from landing page to dashboard, ensuring optimal viewing across multiple devices and resolutions.
- Redesigned agent.groperti.com features to improve functionality, using Figma design software.
- Designed **user flows and sitemaps** based on competitor analysis, along with user research, to create an intuitive and efficient user experience.
- Developed design systems, creating wireframes, mockups, and interactive prototypes. Actively **collaborate with the development team** to ensure effective implementation according to the project vision.

TRI JAYA

Freelance UI/UX Designer

Tangerang, Remote

September – December 2023

- **Designing a responsive website** for the development of a specialized application for the BPKAD office in Blora regency, with a focus on user experience and needs, and implementing it into a solution-oriented UI design
- Successfully implemented a well-structured user flow into an attractive UI design, **using tools like Figma and Adobe Illustrator**.
- **Collaborated** closely with other UI/UX designers, project managers, and front-end developers to implement the design into a website.

Beenefit

Digital Product Design Intern

Bandung, Remote

February 2024 – Present

- **Conduct market research and analysis** in collaboration with the Beenefit team to identify and prioritize user needs.
 - Design and execute user research initiatives to gather valuable feedback and insights into user behavior, working closely with the Beenefit team.
 - **Develop wireframes, prototypes, and mockups** collaboratively with the Beenefit team to visually represent and refine design ideas.
 - **Engage with development teams and product managers** alongside the Beenefit team to define product specifications and design effective solutions.
 - Create and optimize user interfaces and experiences, following established design guidelines and maintaining libraries to ensure consistency across Beenefit products.
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Frontend Developer Internship

March – Mei 2021

- Designing and developing the <https://siagang.gowakab.go.id/> application with a focus on an attractive and **user-friendly User Interface** to enhance the quality of the users' website experience.
 - Successfully created the SiAgang application on schedule through **collaboration with backend developers**. Used **HTML, CSS, and JavaScript** in the development process.
 - **Collaborated with the staff** of the Department of Communication and Informatics (Diskominfo) in organizing and conducting both online and offline meetings at the Gowa Communication and Informatics Office.
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Education

Hasanuddin University

Makassar, Indonesia

Bachelor of Engineering, Informatics Engineering

August 2017–March 2023

- **GPA** : 3.52 dari 4.0
- **Thesis** : Implementation of the Apriori algorithm on business pattern analysis and the K-Means algorithm on the distribution of MSME businesses in Makassar City.
- **Awards** :
 - Muamalat Scholarship recipients 2019 to 2021, PT Bank Muamalat Indonesia.
 - Funding Recipients in the Student Creativity Program (PKM) under the PKM-KC

Certificate

Coursera

Makassar, Remote

[Google professional UX design](#)

June – August 2023

Grade : 95.03

Completed intensive training covering **UX Research**, Inclusive Design, Design Thinking Methodology, as well as practice creating **Wireframes** and Low Fidelity to High Fidelity **Prototypes using Figma** and Adobe XD tools.

PermataYouthPreneur 2023 – Skilvul x PermataHati

Makassar, Remote

[Digital Product Design](#)

September – November 2023

Creating innovations in the agricultural SME sector, developing ideas, and solutions through an in-depth user research process while considering business aspects and profits.

Skill

Tools

Figma (Expert), Adobe Illustration (Beginner), Adobe Photoshop (Beginner), Miro (Intermediate), Google Slides (Intermediate), Microsoft Office (Intermediate)

Research and Design

User Research, User Modeling (User Persona), Design Thinking, Userflow, Mapping, Design System, Wireframe and Mockup, User Testing

Soft Skill

Creativity, Flexibility and Openness to Critique, Communication, Time Management, Teamwork, Design Presentation, Attention to Detail