

YOHANNES NABABAN

UI/UX DESIGNER

It is happy to evaluate and redesign a website or application in order to produce a product that has the usability, ease and satisfaction of a good user experience. Committed to making a big impact on the progress of the company I work for.



SPECIALIZATIONS

- User Experience Designer
- User Interface Designer
- Automation Testing
- Manual Testing

TOOLS



WORK EXPERIENCE

Software Tester Internship

PT. TELKOM INDONESIA
JUNE 2019 TO AGUSTUS 2019

- Manual Testing of several websites belonging to Telkom Indonesia
- Automation testing of several websites belonging to Telkom Indonesia using Katalon Studio
- Performance Testing of several websites belonging to Telkom Indonesia using Jmeter

ORGANIZATION EXPERIENCE

Member of Del Student Choir

DEL INSTITUTE OF TECHNOLOGY
2016 - 2018

Member of Communication and Information Division

HIMPUNAN MAHASISWA TEKNIK INFORMATIKA
2017 - 2018

Voluntary at Toba Entrepreneurship Festival

DEL INSTITUTE OF TECHNOLOGY
2017 - 2018

CONTACT INFORMATION

Cluster Griya Pancoran Blok A1,
Rangkapan Jaya Baru, Pancoran
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yohannesnababan

Yohannes Nababan

EDUCATION BACKGROUND

Del Institute of Technology

BACHELOR OF INFORMATIC 2016

- Maintained a 3.18 GPA all 8 semesters

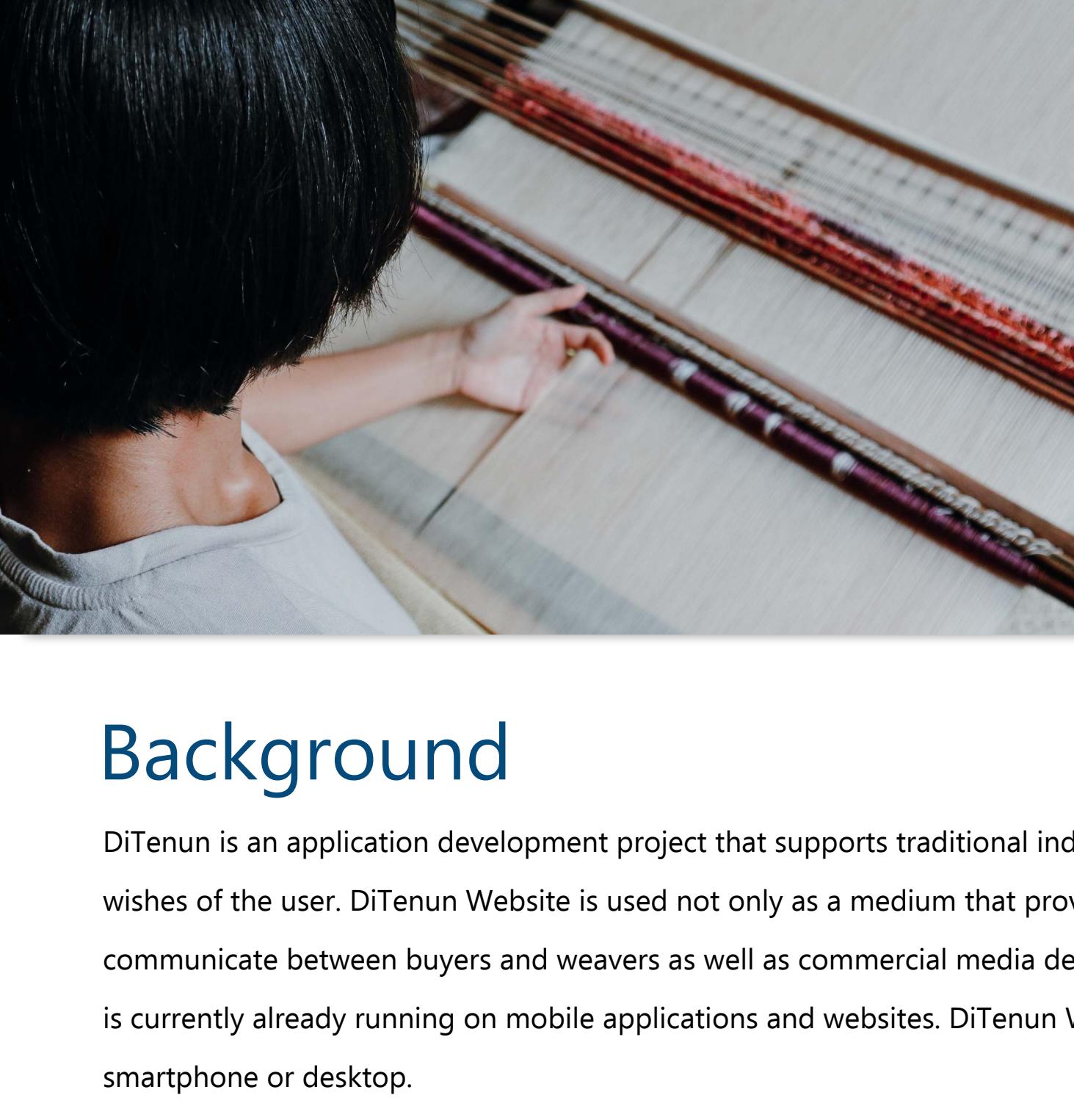
CERTIFICATIONS

- UI Design Specialization
- Human - Computer Interaction
- The Practical Guide to Usability
- Empathy in UX Design
- UX Designer from Scratch
- UX Research for Agile Teams

DiTenun Website

Redesign Concept

Smart Devices Weaving Motif Producer Nusantara



Background

DiTenun is an application development project that supports traditional industrial weaving fabrics that can produce new motives according to the wishes of the user. DiTenun Website is used not only as a medium that provides information about woven fabrics, but also as a medium to communicate between buyers and weavers as well as commercial media designed to buy and sell products produced by the application. DiTenun is currently already running on mobile applications and websites. DiTenun Website can be accessed through the link <http://www.ditenun.com> via smartphone or desktop.

Challenge

DiTenun is an application development project that supports traditional industrial weaving fabrics that can produce new motives according to the wishes of the user. DiTenun Website is used not only as a medium that provides information about woven fabrics, but also as a medium to communicate between buyers and weavers as well as commercial media designed to buy and sell products produced by the application Woven. DiTenun is currently already running on mobile applications and websites. DiTenun Website can be accessed through the link <http://www.ditenun.com> via smartphone or desktop.

Research

Find out preliminary information about tested systems such as system objectives, target participants, and features that the system has

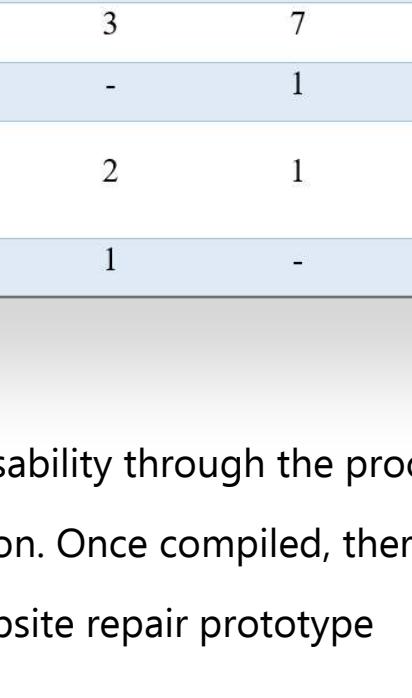
Product Target

DiTenun has a mission to develop the archipelago weaving motifs and make it easily accessible universally. Improve the welfare of the community woven fabrics through traditional skills based on technology. DiTenun application makes designing and making new weaving motifs easily, fast and automatic. In addition to the application of various derivative products produced and developed such as WEB-based applications and goods products such as print books and professional quality digital motifs, fashion products, home decor products, and other products. This research is also expected to develop a traditional Indonesian weaving industry that is finally able to improve the welfare of the lives of traditional Indonesian weaving craftsmen.

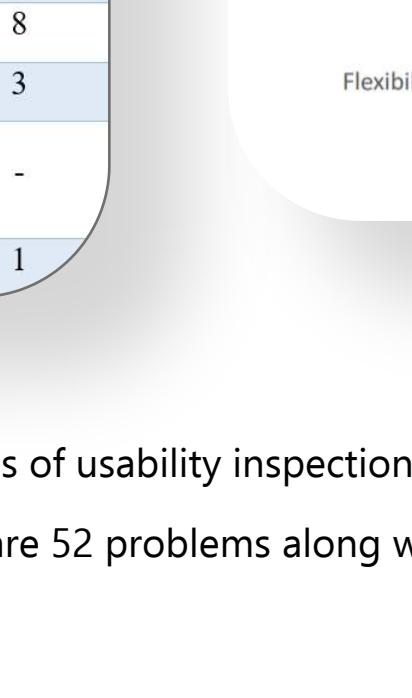
Target Participant

The target participants used in the study were divided into two. The first participant is an expert evaluator who will perform heuristic evaluation. The second participant is a society with different characteristics that will perform usability testing.

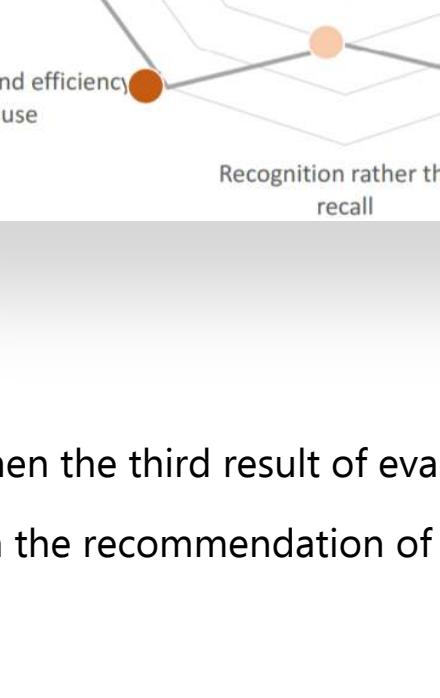
Usability Testing participant



Weavers

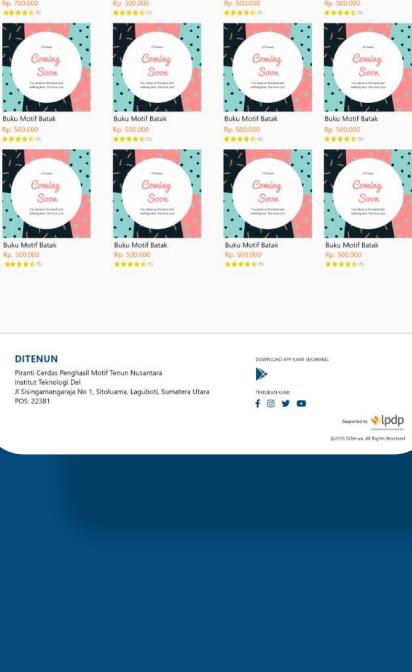


Buyers of weaving products

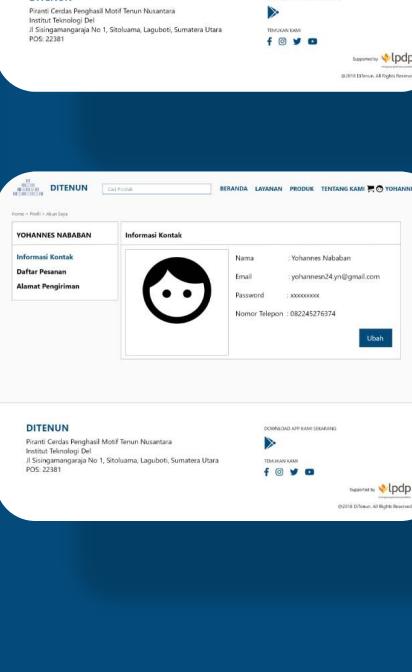


Weaving Product Information Finder

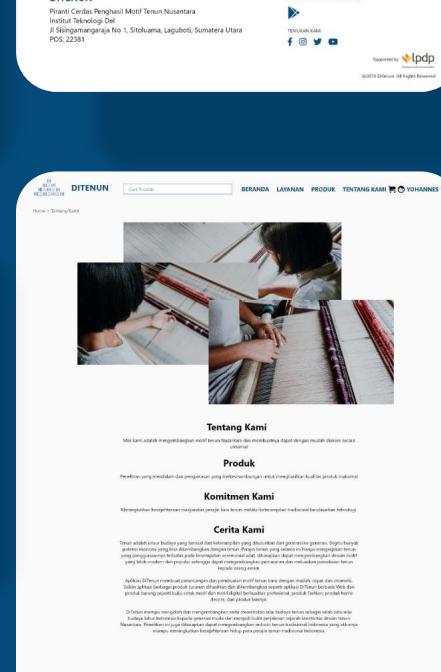
Heuristic Evaluation participant



Bengris Pasaribu Ir, MM



Hanny Zora Agustina ST, MM



Yohannes Nababan

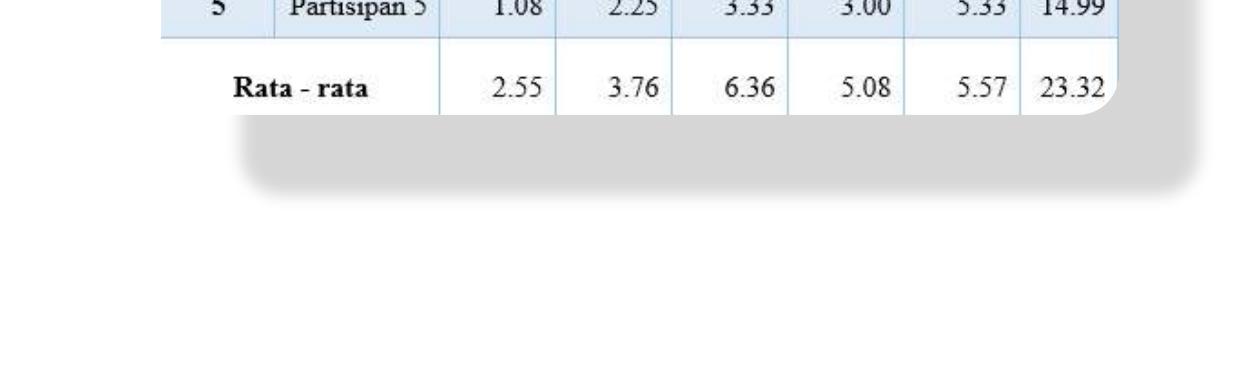
Method

The methods used in this study are divided into two, namely heuristic evaluation and usability testing. The method used first is heuristic evaluation to identify serious problems with the product from the side of experts who are already experts in conducting usability inspections. The second step is to perform usability testing to the real user to see the problems that refer more to the user experience in real terms to the

Heuristic Evaluation

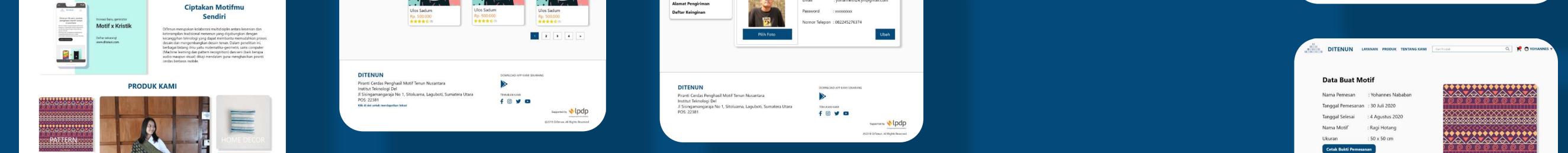
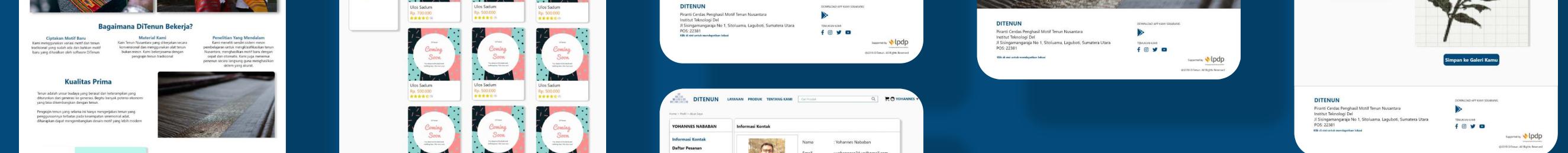
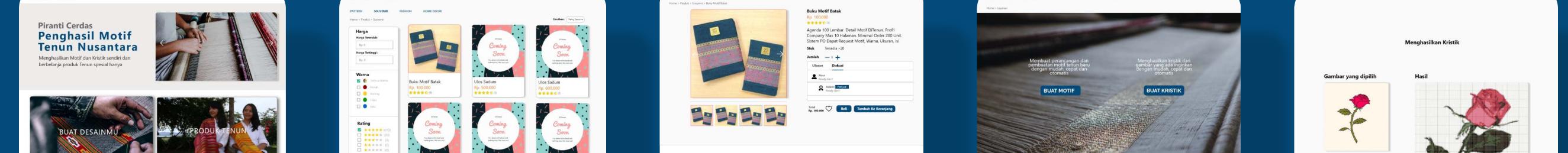
These results are displayed in table Form based on the Ten Principles of heuristic evaluation by Jakob Nielsen. The number of findings found by the three evaluators based on the principles of HE Jakob Nielsen can be seen in the following table

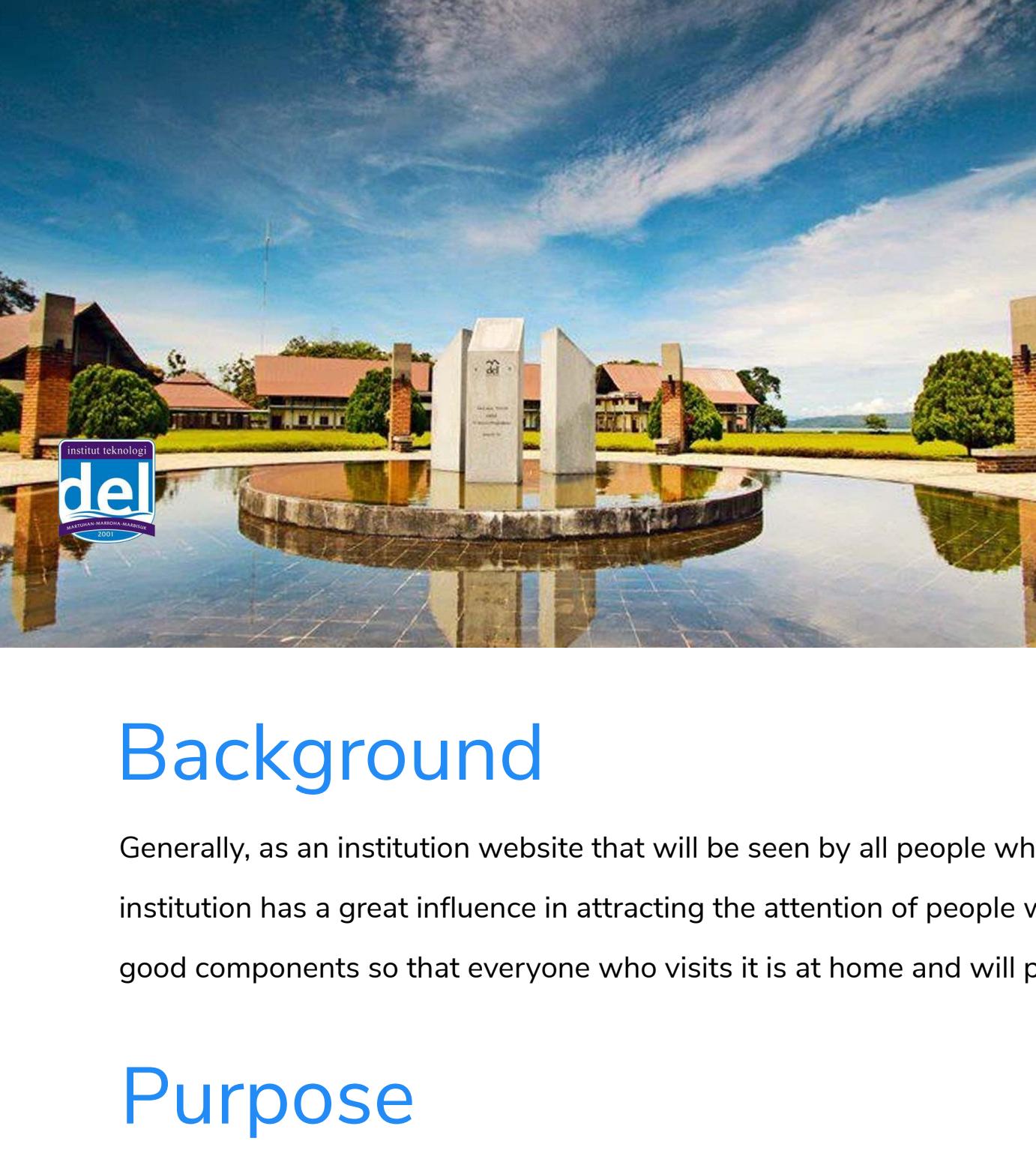
No	Heuristic principles	Findings		
		Evaluator A	Evaluator B	Evaluator C
1	Visibility of system status	12	2	2
2	Match between system and real world	1	-	5
3	User control and freedom	1	-	-
4	Consistency and standards	7	8	4
5	Error prevention	1	1	2
6	Recognition rather than recall	-	1	-
7	Flexibility and efficiency of use	3	7	8
8	Aesthetic and minimalist design	-	1	3
9	Help users recognize, diagnose, and recover from errors	2	1	-
10	Help and documentation	1	-	1



After obtaining the problems of usability through the process of usability inspection, then the third result of evaluators is summarized and made the result of repair recommendation. Once compiled, there are 52 problems along with the recommendation of improvements that are referenced in the creation of a website repair prototype

First Prototype





Del Institute of Technology Redesign Concept

Background

Generally, as an institution website that will be seen by all people who want to continue their education or simply seek information about an institution has a great influence in attracting the attention of people who visit it. Of course, this website should have its own appeal and have good components so that everyone who visits it is at home and will probably come back to the website at any time.

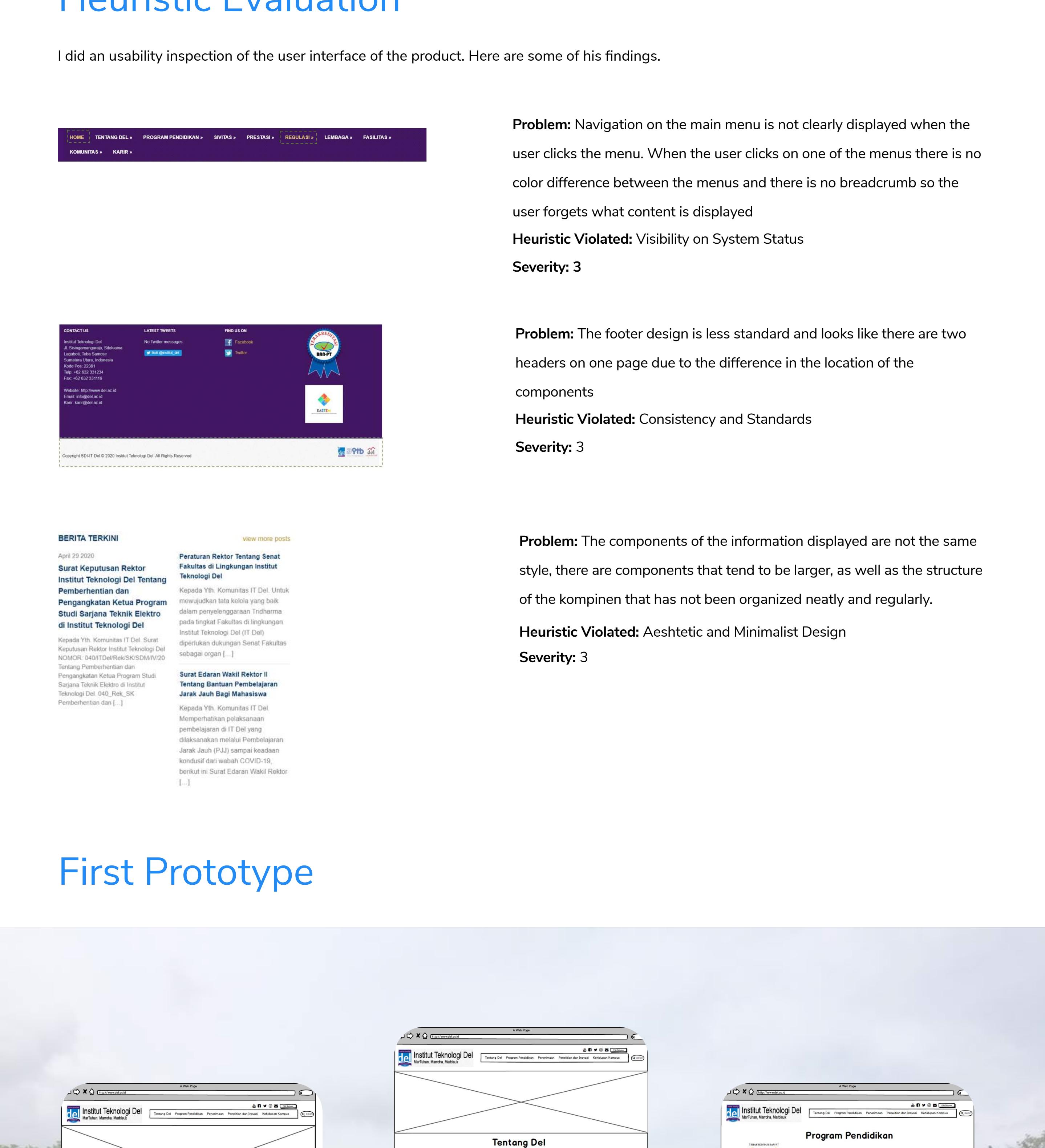
Purpose

Rebuild the user interface of IT Del website on several pages such as Main Page, About Us and Education Program.

Method

The methods carried out in the construction of this website are Heuristic Evaluation and Usability Testing.

Current Website



Heuristic Evaluation

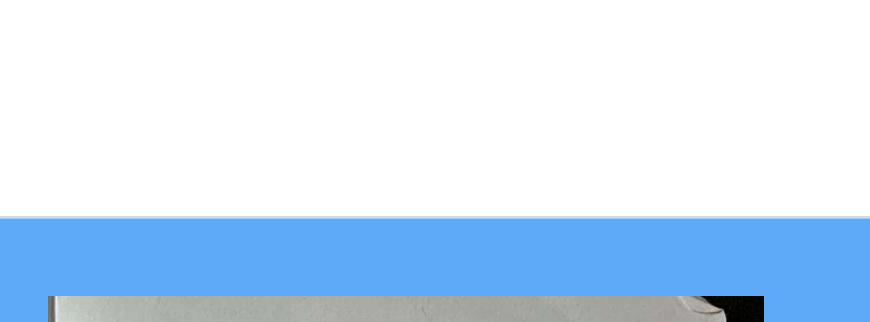
I did an usability inspection of the user interface of the product. Here are some of his findings.



Problem: Navigation on the main menu is not clearly displayed when the user clicks the menu. When the user clicks on one of the menus there is no color difference between the menus and there is no breadcrumb so the user forgets what content is displayed.

Heuristic Violated: Visibility on System Status

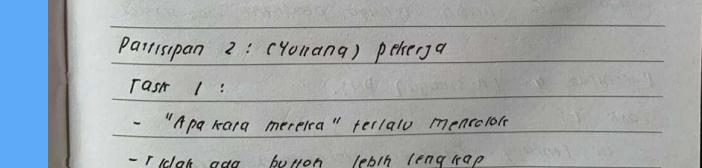
Severity: 3



Problem: The footer design is less standard and looks like there are two headers on one page due to the difference in the location of the components

Heuristic Violated: Consistency and Standards

Severity: 3

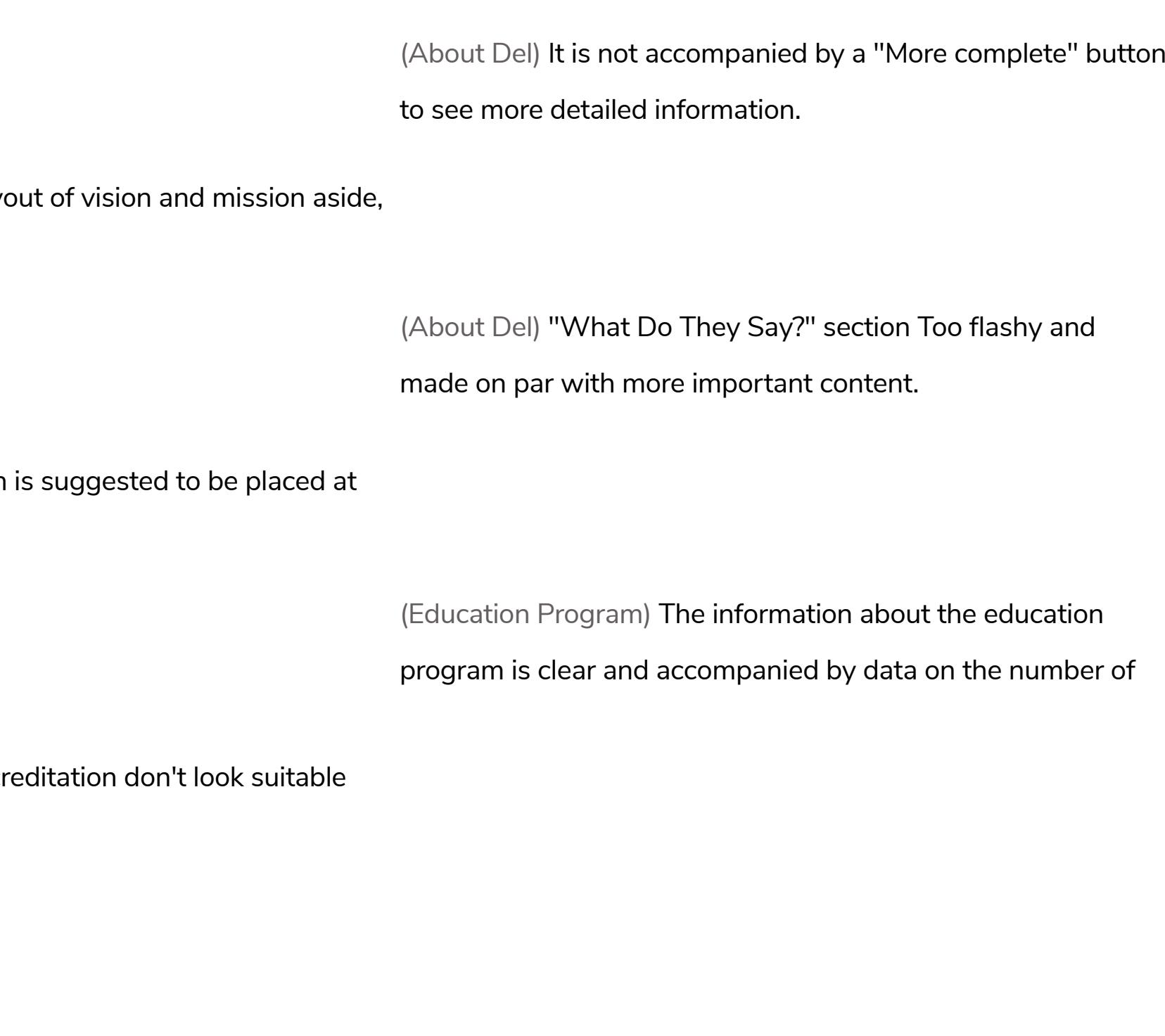


Problem: The components of the information displayed are not the same style, there are components that tend to be larger, as well as the structure of the komponen that has not been organized neatly and regularly.

Heuristic Violated: Aesthetic and Minimalist Design

Severity: 3

First Prototype



SUMMARY OF FINDINGS

The distance between the content is too tight, interfering with the user's vision.

(Homepage) The order of information displayed is good.

(Homepage) There are two search buttons that are the same shape but have different functions and confuse the user.

(About Del) It is not accompanied by a "More complete" button to see more detailed information.

(About Del) Disturbed when looking at the layout of vision and mission aside, it doesn't seem important.

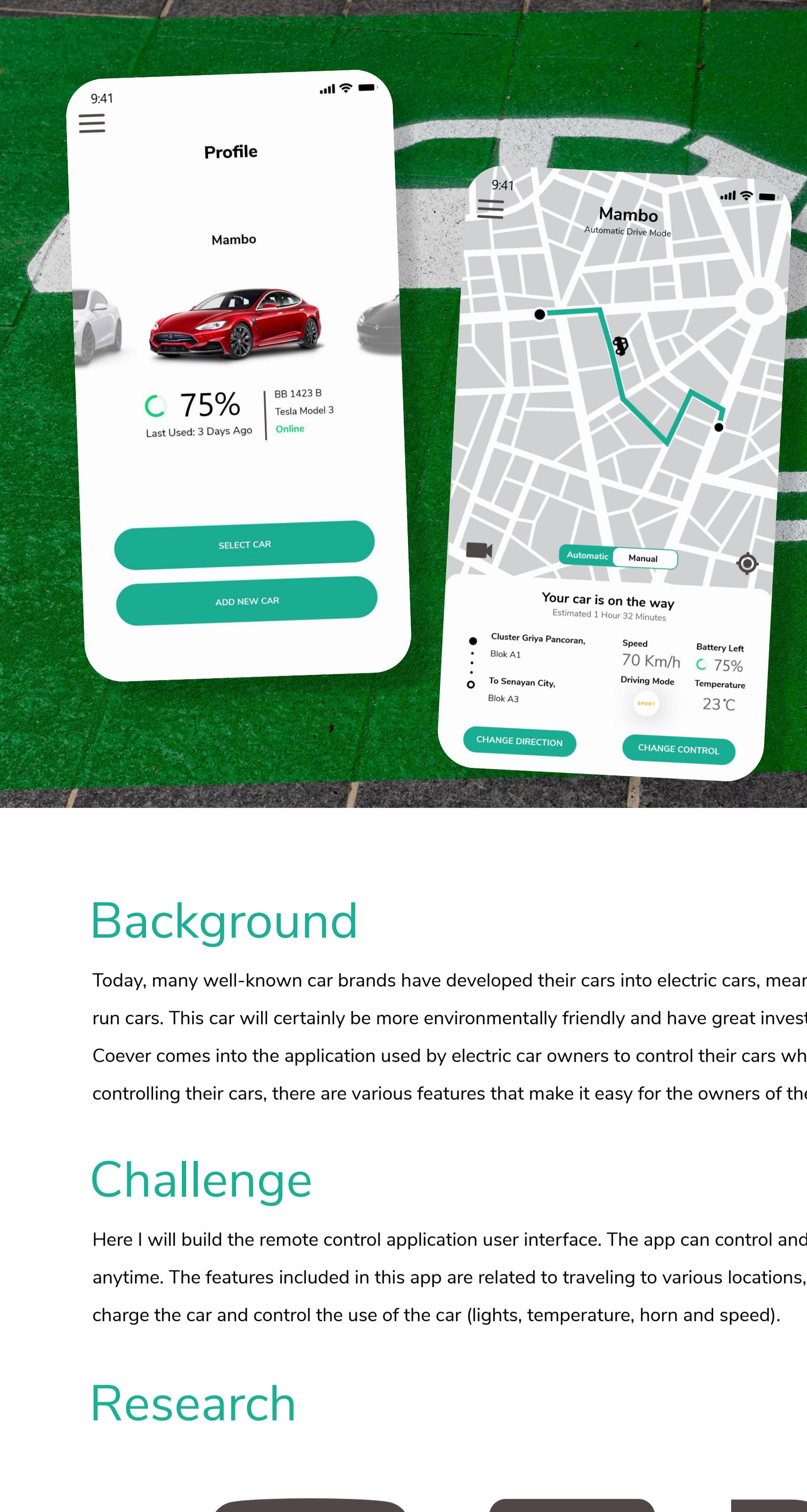
(About Del) "What Do They Say?" section Too flashy and made on par with more important content.

(Education Program) Images from Del's IT accreditation don't look suitable for the layout or even not on the page.

(Education Program) The information about the education program is clear and accompanied by data on the number of

Second Prototype





Coever

Driving Car from Anywhere

Background

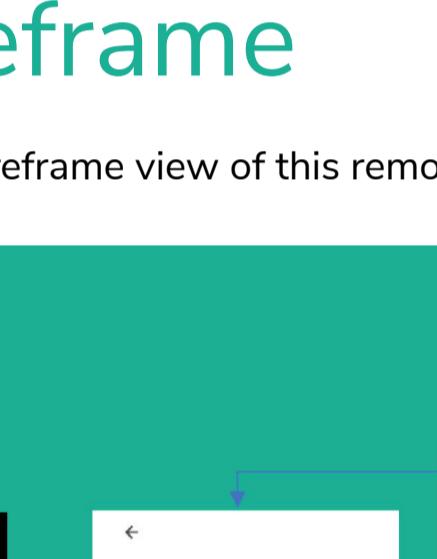
Today, many well-known car brands have developed their cars into electric cars, meaning they no longer use fuel oil but use electric power to run cars. This car will certainly be more environmentally friendly and have great investment opportunities in the future.

Coever comes into the application used by electric car owners to control their cars wherever they are easily and efficiently. In addition to controlling their cars, there are various features that make it easy for the owners of these electric cars.

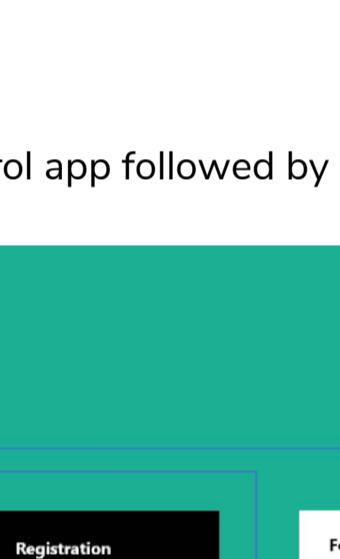
Challenge

Here I will build the remote control application user interface. The app can control and manage the needs of electric car users anywhere and anytime. The features included in this app are related to traveling to various locations, viewing the status of the car, being able to service the car, charge the car and control the use of the car (lights, temperature, horn and speed).

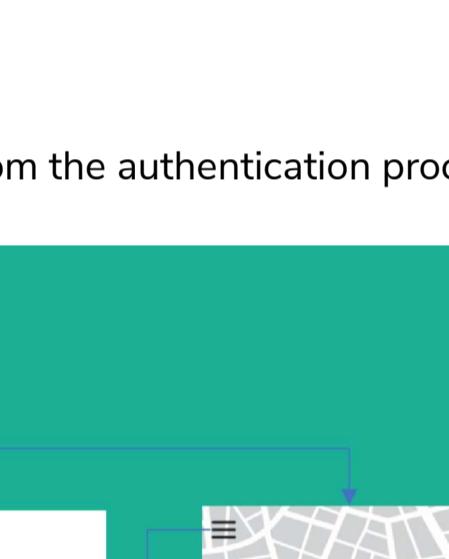
Research



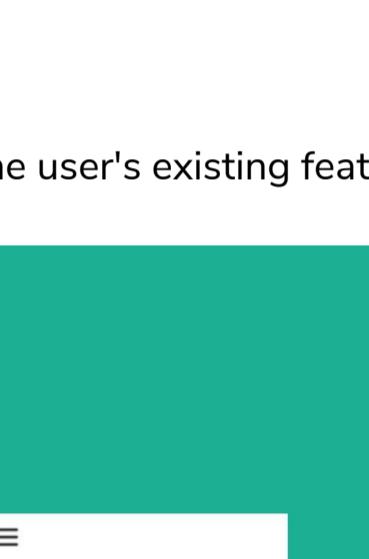
Watch electric car videos and remote control applications.



Visit the famous electric car website.



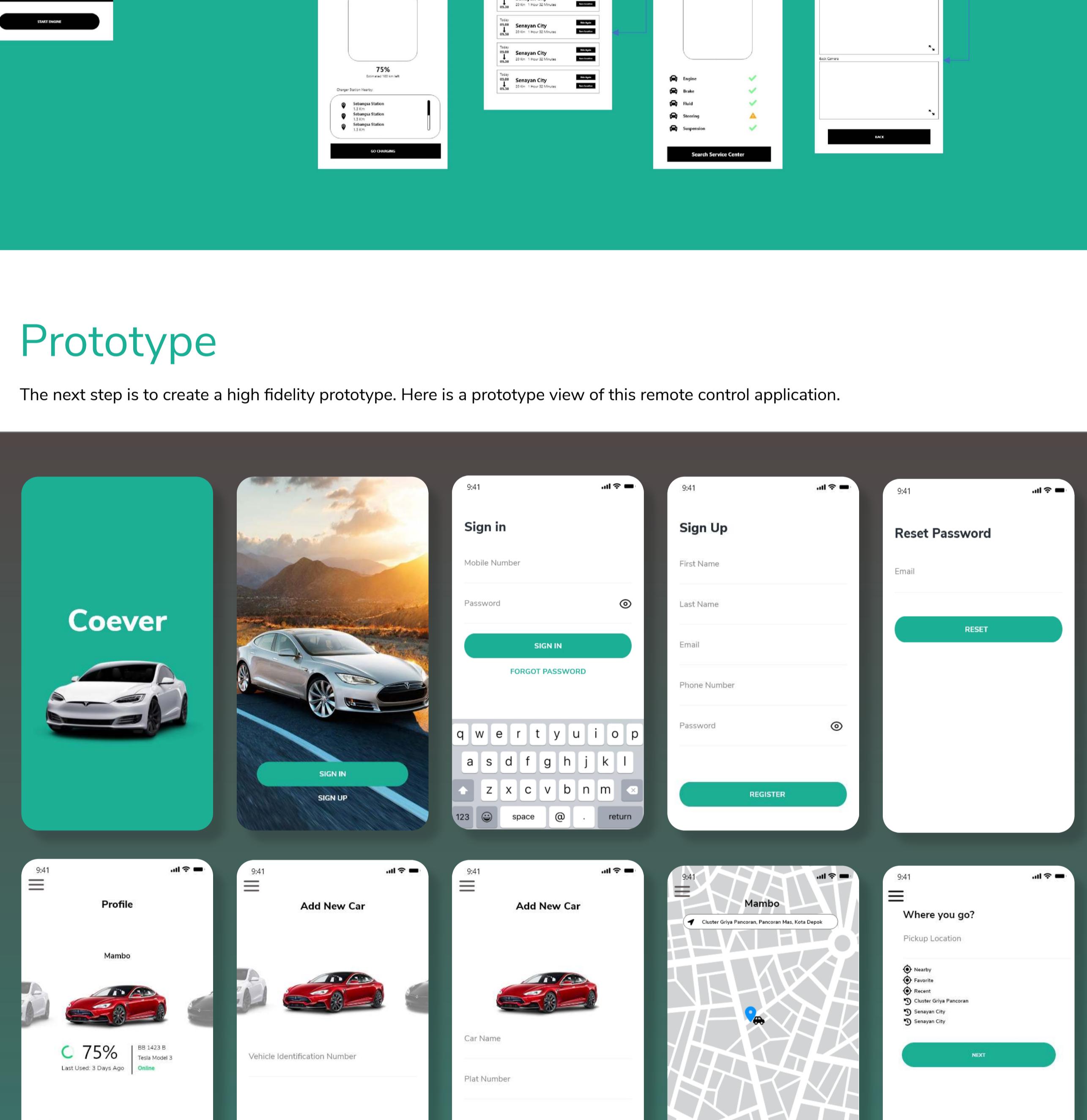
View variations in related/similar app design



Read articles related to electric car features and technology

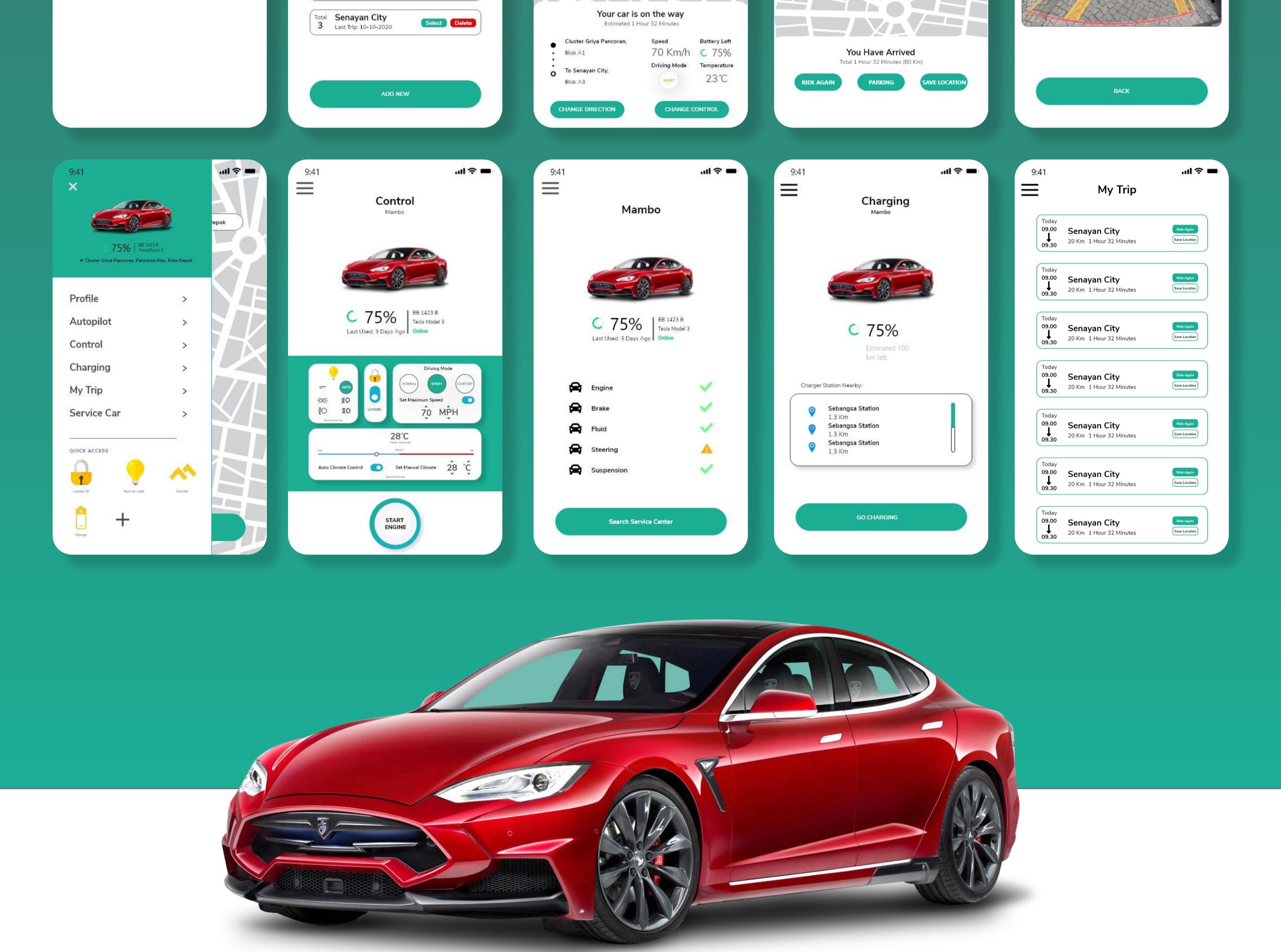
User Flow

Here I try to explain the flow of the app using user flow diagrams from the authentication process, drive and other features available.



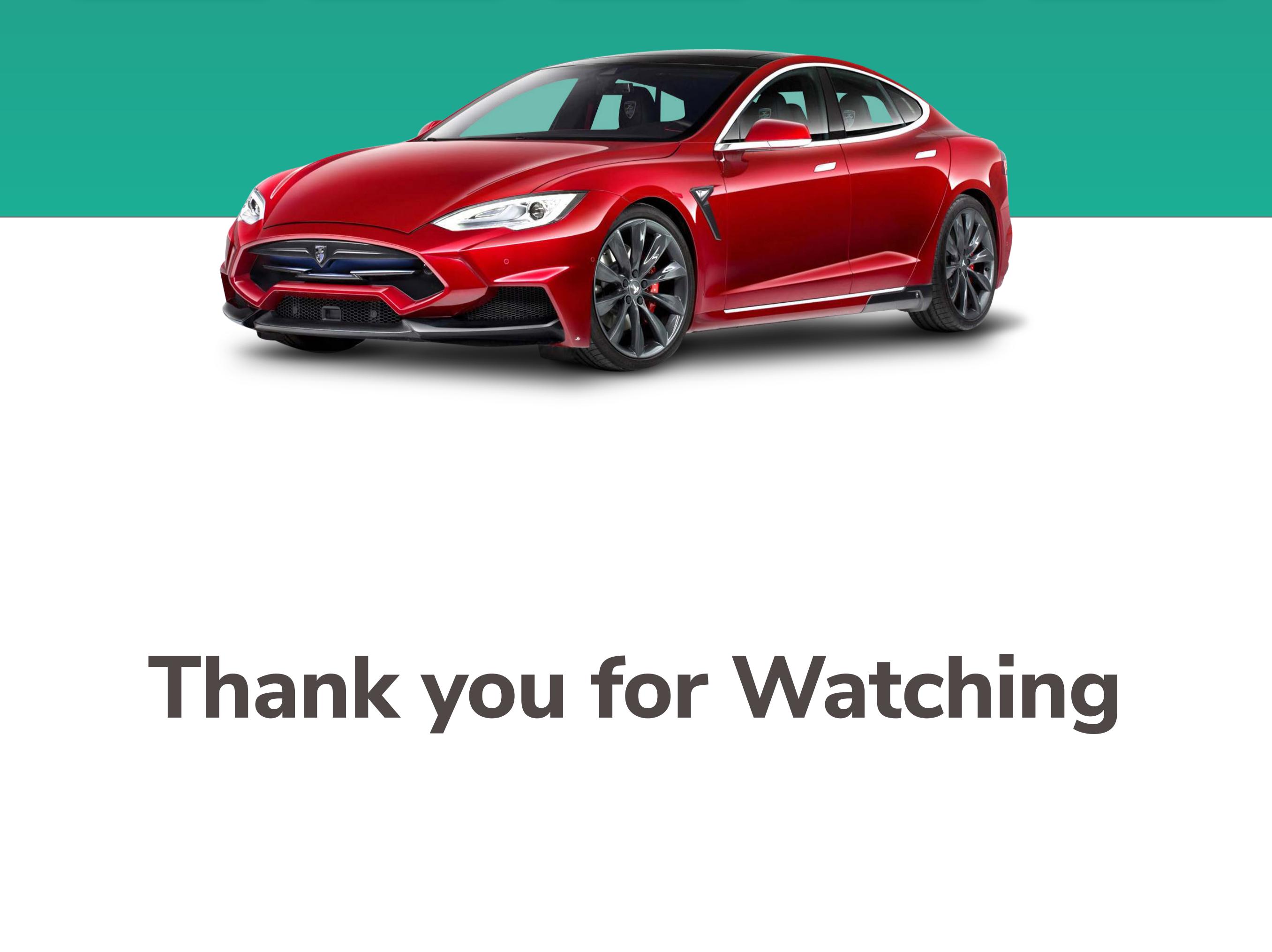
Wireframe

Here's a wireframe view of this remote control app followed by a flow from the authentication process to the user's existing features.



Prototype

The next step is to create a high fidelity prototype. Here is a prototype view of this remote control application.



Thank you for Watching