

Nico Prasetyo

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Experiences

- Software Engineer - UI/UX Designer**, The Dexter Game: Goes to Campsite, Apple Developer Academy Sep - Dec 2023
- Developed, co-designed, and engineered front-end user experiences with animations using SpriteKit.
 - Collaborated to innovate an offline multiplayer gaming system, leading to 7 unique methods of device interaction within the game.
- Software Engineer - UI/UX Designer**, Immersive AR+VR, Apple Developer Academy Jul - Aug 2023
- Implemented stereoscopic Augmented Reality views and designed 3D scene with spatial audio to use with a smartphone-compatible VR headset.
 - Iterated and gained experience in improving VR user experience and reducing motion sickness, focusing on stereoscopy.
- Software Engineer**, Ajari: Guitar Learning App, Apple Developer Academy (formerly live at the App Store) Jun - Jul 2023
- Created an app for rapid production and easy recording of guitar chord sounds dataset, saving 100+ future hours of dataset creation.
 - Built, implemented, and user tested a machine learning model for live guitar chord sound classification with average accuracy of 83.45.
 - Conducted user research throughout the design process by interviewing and gathering feedback from guitar learners and teachers.
- UI Designer**, DecorLens, Apple Developer Academy Mar - Apr 2023
- Designed, researched and prototyped an interface to address trust issues in online furniture shopping incorporating the Human Interface Design Guidelines.

Education

- Bachelors**, Information Systems for Business, Universitas Ciputra | GPA : 3.94 Aug 2020 - Jun 2024
- Led a design team, coordinated, and contributed to 33 graphic design efforts to meet the needs of the Information Systems for Business Student Union.
 - Supplemented students' algorithm programming skills through mentorship, creating and grading worksheets throughout the semester to support pedagogical activities.
- Internship**, Apple Developer Academy @ UC Mar 2023 - Dec 2023
- Designed and developed 5 projects incorporating the Human Interface Guidelines, user personas, user research, and user testing while engaging in self-directed learning and challenge-based learning within cross-cultural and cross-expertise teams.

Projects

- Software Engineer - UI/UX Designer**, Guitar Training Website, Rose of Sharon Church Feb - Jun 2024
- Designed, developed, and tested a website for The Rose of Sharon Church (Gereja Mawar Sharon) to teach guitar with learning materials and chord accuracy feedback to help provide guitar players for 1100+ cell groups.
- Software Engineer - UI/UX Designer**, Unconfined Jul - Aug 2023
- Explored human echolocation-related studies and gathered data from the blind community, resulting in an app designed to teach the basics of human echolocation and help visually impaired individuals navigate.
 - Incorporated interfaces and animations using SpriteKit, SceneKit, and ARKit, along with a machine learning model for real-time recognition of tongue-clicking sounds.
 - Integrated VoiceOver to enhance accessibility and aid visually impaired users in app navigation.
- Software Engineer - UI/UX Designer**, Composar Apr 2023
- Designed, developed, and produced sound assets for an app showcasing mono, stereo, and spatial audio sounds, pinpointed to 6 ARKit nodes for sound emission.
- Software Engineer**, BengkelKoe Oct - Dec 2022
- Co-developed a simple website to direct users to find emergency services for jump-starts, tire repairs, and towing.
- Software Revitalization**, DSpace Website Revitalization May - Oct 2022
- Constructed a Stimulus User Research Scenario and conducted Guerrilla Usability Testing to redesign and revitalize the Universitas Ciputra's DSpace Repository website.
 - Improved the average UMUX score to 82.14, indicating excellent usability and user experience.
- Software Engineer - UI/UX Designer**, Panorama Resto Management Website Feb - Jun 2022
- Designed and co-developed a website to manage food orders, menus, receipt printing, and financial reports.
 - Conducted on-site observations, interviewed, communicated, and delivered stakeholder requirements.
- Software Engineer - UI/UX Designer**, Luxury Bubble Online Laundry Service Feb 2021 - Jan 2022
- Collaboratively designed and developed a desktop app and a website for managing laundry service order tracking, memberships, pickups, and deliveries.
- Software Engineer - UI/UX Designer**, Draw the Air! Jul 2020 - Jan 2021
- Developed an app enabling users to draw in 3D space using ARKit.
- Software Engineer - UI/UX Designer**, Beyond the Boundaries Dec 2019 - Jun 2020
- Gained knowledge of ARKit basics, including positioning, animation, and materials, implemented in a scaled-down scene of the solar system.

Honors & Awards

- 2024 Swift Student Challenge Winner**, Apple Mar 2024
- 2023 Swift Student Challenge Winner**, Apple May 2023
- Achieved Full Score 2021/2022 Odd Semester**, Universitas Ciputra Feb 2022
- Most Non-Academic Competition 2020 Winner**, Universitas Ciputra Jan 2022