



# NURI THARRA SANENDITA

📍 Perum. Bima Asri no. A1 Kutu Ngemplak, Sinduadi, Mlati, Sleman, Yogyakarta (55284)

☎ (+62) 812 7860 4741

✉ [nuri.sanendita@gmail.com](mailto:nuri.sanendita@gmail.com)

🌐 <http://nurisanendita.com>

in <https://www.linkedin.com/in/nuri-sanendita/>

## JOB APPLIED FOR

**UI/UX Designer, UX Designer, UI Designer, UX Researcher, UX Architect**

## EDUCATION

### Undergraduate Program

2013 – 2017

[Universitas Gadjah Mada](#) (Indonesia)

Bachelor of Engineering in Information Technology

GPA: 3.48 of 4.00

## EXPERIENCES

### Internship (Web Designer & Developer)

2017

[PT Pupuk Kalimantan Timur](#) (Indonesia)

Designing and developing web-based information system about room agenda in office buildings for internal service purposes

### UI/UX Designer and Researcher

2016 – 2017

[Universitas Gadjah Mada](#) (Indonesia)

Project name: Smart Building

Conducting user experience research to design and develop IoT dashboard page for Smart Building

### UI/UX Designer and Researcher

2016

[Universitas Gadjah Mada](#) (Indonesia)

Project name: Cinelook

Conducting user experience research to design a prototype mobile app for cinema tickets reservation

### UI/UX Designer

2016

[Universitas Gadjah Mada](#) (Indonesia)

Project name: Moto Loan DSS Software

Designing the user interface of desktop app about to support decision making to choosing the best motorcycle loans

### UI/UX Designer

2016

[Universitas Gadjah Mada](#) (Indonesia)

Project name: Jamila

Designing the prototype user interface of Jamila mobile app, a crowdsourcing platform to provide information about Indonesian traditional snacks

### Usability Researcher

2016

[Universitas Gadjah Mada](#) (Indonesia)

Project name: Usability Testing Case

Conducting usability testing of two websites based on a particular rank using eye tracking, to compare and verify the result that the rank is proven

### UI/UX Designer

2015

[Universitas Gadjah Mada](#) (Indonesia)

Project name: Kelip

Designing the prototype user interface of Kelip mobile app, an app to control lamps through bluetooth connection

### UI/UX Designer

2015

[Universitas Gadjah Mada](#) (Indonesia)

Project name: B-Donor

Designing the prototype user interface of B-Donor mobile app, an app to scheduling blood donation

## ORGANIZATION

---

<b>Public Relation Staff</b> 2014 – 2015	Universitas Gadjah Mada (Indonesia) Department Electrical Engineering and Information Technology Student Association
<b>Member</b> 2014 – 2015	Universitas Gadjah Mada (Indonesia) Night Login Networking Community

## WORK PORTFOLIO

Please, check at <http://nurisanendita.com>

## SKILLS

---

<b>Programming</b>	Able to do programming in <a href="#">HTML</a> , <a href="#">CSS</a> , <a href="#">JavaScript</a> , <a href="#">PHP</a> , and <a href="#">XML</a> , and also understand about <a href="#">Bootstrap</a> framework and <a href="#">material design</a>
<b>Design Process</b>	Able to conduct <a href="#">user research</a> , create <a href="#">storyboarding and scenario</a> , build <a href="#">information architect</a> , create <a href="#">interaction design</a> , <a href="#">usability and user testing</a> , also <a href="#">wireframing and prototyping</a>
<b>Design Tools</b>	Able to use design tools such as <a href="#">Adobe Photoshop</a> , <a href="#">Adobe Illustrator</a> , <a href="#">CorelDraw</a>
<b>Prototyping Tools</b>	Able to use prototyping tools such as <a href="#">Balsamiq Mockups</a> , <a href="#">Invision App</a> , <a href="#">Marvel App</a> , <a href="#">Proto.io</a>

## LANGUAGES

---

<b>Mother Tongue(s)</b>	Indonesian (Bahasa)
<b>Other Language(s)</b>	English