



NURI THARRA SANENDITA

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

📞 (+62) 812 7860 4741

✉ nuri.sanendita@gmail.com

🌐 <http://nurisanendita.com>

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

JOB APPLIED FOR

Interaction Designer, UX Designer, UX Researcher, UI/UX Designer

EDUCATION

Undergraduate Program

2013 – 2017

[Universitas Gadjah Mada](#) (Indonesia)

Bachelor of Engineering in Information Technology

GPA: 3.48 of 4.00

Non-formal Education

2017

[Binar Academy](#) (Indonesia)

Batch 4 - Junior UI/UX Designer Class

EXPERIENCES

Freelance UX Designer

2017

[Nikola](#) (Indonesia)

Conduct a user research to delve up what user's needs and turn it into user journey, persona, and user flow. I also directing and creating user interface of Nikola app.

UX Designer

2017

[Universitas Gadjah Mada](#) (Indonesia)

Project name: iCrops

Designing user flow and user interface of iCrops mobile app prototype, a mobile platform to support climate smart agriculture

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 UGM Smart Building

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

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, and also create the user flow and user interface

UI Designer

2016

[Universitas Gadjah Mada](#) (Indonesia)

Project name: Moto Loan App

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

UI Designer

2016

[Universitas Gadjah Mada](#) (Indonesia)

Project name: Jamila

Designing user flow and user interface of Jamila mobile app prototype, a crowdsource 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 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 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

WORK PORTFOLIO

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

ORGANIZATIONS

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

SKILLS

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

LANGUAGES

Mother Tongue(s)	Indonesian (Bahasa)
Other Language(s)	English