

Herlin Priatna

Aspiring Software Engineer - UI/UX Designer | Continuous Learner

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UI/UX Designer with 1+ years of experience creating user-centered digital solutions for web and mobile applications. Fresh graduate in Software Engineering from Telkom University, with a strong passion for UI/UX Design and Web Development. Achieved top placements in 6+ national-level competitions, demonstrating creativity and technical expertise. Proven ability to collaborate effectively and deliver impactful, functional designs that elevate user experiences.

Education

Software Engineering Undergraduate - Bachelor of Computer Science	Bandung City, Indonesia
Telkom University Bandung	Aug 2021 – Nov 2025 (Expected)
<ul style="list-style-type: none">Undergraduate Thesis: “The Adoption of Generative AI-Based Secure SDLC in the Backend Development of Limapoccoe Public Service System”Awards: 2024 Funding Project by Kemendikbudristek on PKM PI and Funding Project on Innovillage by PT Telkom IndonesiaRelevant Coursework: Human Computer Interaction (HCI), User Experience (UX), User Interface (UI), Design Thinking, Design System, Agile Scrum Methodology, IT Project Management, Software Development Life Cycle (SDLC), Requirement Engineering, Software Testing, Web Programming, Mobile Programming, UML Design, Database, Artificial Intelligence (AI), etc.GPA: 3.86/4.00	

Work Experience [\[Certificate\]](#)

UI/UX Designer Intern	South Jakarta, Indonesia (Hybrid)
PT Bank SMBC Indonesia Tbk	Mar – Sep 2025
<ul style="list-style-type: none">Completed 10+ sprint cycles within an Agile Scrum framework, contributing to Sprint Planning, Backlog Grooming, Daily Stand-ups, Sprint Reviews, Sprint Retrospectives, and cross-functional discussions to ensure design deliverables met project goals and timelines.Worked as the team’s PIC, responsible for coordinating and maintaining communication with Product Owner and Business Stakeholders through regular meetings and discussions to ensure design requirements were clearly understood and delivered.Designed and refined major features for the TOUCHBIZ business banking app, including KYC Video Call, Rebranding, Enhanced Security Features, and New Product Handling, ensuring usability and consistency across platforms.Collaborated within a UI/UX team of 5+ members to conduct brainstorming sessions, peer reviews, and collaborative workshops aimed at improving design quality and user experience.	

UI Designer Intern	Bandung, Indonesia (Hybrid)
Yayasan Maqdis	Oct 2024 – Jan 2025
<ul style="list-style-type: none">Designed and delivered the UI/UX for four major projects: Hamim App Redesign, Hamim International App, Maqdis Academy, and Maqdis Travel App, completed within a tight 3-month timeline using Figma to craft intuitive, user-friendly interfaces.Actively participated in regular meetings, brainstorming sessions, and design reviews, maintaining close communication with the Project Manager to align deliverables with project goals.Received an “Excellent” individual performance rating, contributing to the team’s 9/10 overall score for quality and delivery.Collaborated closely with a cross-functional team of five members, combining diverse skill sets to ensure designs met both functional requirements and business objectives.	

UI/UX Designer Intern	Bandung, Indonesia (Remote)
Kawan Kerja	Oct – Dec 2024
<ul style="list-style-type: none">Designed and developed the UI/UX for two major company projects: ERP Kawan Kerja, a comprehensive system to streamline company operations, completed within 2 months, and GadgetIndo, a platform providing detailed gadget information. Created functional and user-friendly interfaces using Figma.Participating in weekly meetings and regular discussions with the team lead to review progress, address design challenges, and ensure alignment with project goals.Incorporated feedback from review sessions and collaborated with cross-functional teams to refine designs, resulting in improved operational efficiency for ERP Kawan Kerja and increased user engagement on the GadgetIndo platform.	

UI Designer Intern	Bandung, Indonesia (WFO)
Balai Besar Guru Penggerak (BBGP) Jawa Barat Kemendikbudristek	Jul – Aug 2024
<ul style="list-style-type: none">Successfully designed and developed a landing page for the library using Figma and Webflow, improving accessibility for educators for 2 weeks.Achieved a final personal and team performance score of 93.25, demonstrating a significant contribution to project completion.Collaborated effectively across IT and content divisions to create a cohesive digital product that seamlessly integrated organizational branding with functional design requirements	

Training & Certification [Certificate]

UI/UX Design Fundamental Course	Bandung, Indonesia
Gizalab Design Agency	Feb – Jun 2024

- Gained proficiency in UX research by conducting in-depth user interviews, surveys, and usability testing, leading to actionable insights that significantly improved the user journey for an Architectural Services website project.
- Led the development of a comprehensive UX case study, detailing the challenges, solutions, and outcomes of the Architectural website project, which was praised for its clarity, thoroughness, and effectiveness in addressing user pain points.
- Ranked in the Top 2 students of the course, earning an A grade for exceptional performance and contributions.

Projects

Backend Developer	Undergraduate Thesis
Pemerintah Desa Limapoccoe (limapoccoedigital.id)	Mar - Aug 2025

- Developed a full-stack backend using Laravel 12 and complementary technologies, delivering a robust, maintainable server-side solution.
- Designed and implemented a RESTful API architecture to enable scalable, decoupled client-server interactions.
- Conducted end-to-end security engineering: performed threat modeling (STRIDE), identified vulnerabilities, and applied OWASP ASVS, OWASP Top 10, and Secure Coding Practices to harden the application against common attacks.
- Produced thorough documentation and test suites, ensuring code quality and compliance with secure development standards.
- Achieved an A grade for the thesis defense, reflecting strong technical execution and security focus.

UI/UX Designer	Project Competition
Kasih Ibu Mobile App	Mar - Jun 2024

- Utilized Design Thinking methodology to design an intuitive and user-centric UI/UX for the Kasih Ibu mobile app, a healthcare platform supporting pregnant and postpartum mothers with personalized care resources.
- Conducted extensive qualitative and quantitative research, including competitor analysis, empathy mapping, and user testing, which identified key pain points such as limited access to healthcare information and mental health support.
- Developed comprehensive prototypes and wireframes using Figma, ensuring a seamless user experience, and refined these through iterative testing to enhance usability.
- Created detailed sitemaps and user flows to structure the app’s content and navigation, ensuring a clear and intuitive layout that improved user engagement and satisfaction.
- Collaborated on empathy maps, wireframes, and prototypes in Miro, driving team collaboration and alignment on user needs and design goals.

Skills

- **Language:** Bahasa Indonesia (Native), English (Intermediate)
- **Softskill:** Communication & Collaboration, Continuous & Fast Learning, Time Management, Adaptive & Responsive
- **Tools:** Figma, Miro, Figjam, Trello, Notion, Jira, VS Code, draw.io, Google Workspace, Microsoft Office (Word, Excel, Power Point), Canva
- **Technical:**
 - **UI/UX Design:** UX Research (Qualitative & Quantitative), Research Define & Analysis, Empathy Map, User Journey Map, Sketch, Wireframe, Design in Figma, Miro, Testing (Usability Testing), Sitemap, Storyboard, Competitor Analysis, Design System
 - **Web Development:** HTML, CSS (TailwindCSS, Bootstrap), Javascript, Laravel, React JS, RESTful API

Achivements [Certificates]

- **Best Top 7** Business Challenge Astranauts PT Astra Internasional Tbk 2024
- **1st Winner** National UI/UX Design Primakara University 2024
- **2nd Winner** National UI/UX Design Competition Muhammadiyah University of Yogyakarta 2024
- **1st Winner** National Business Plan Competition BEM FKB Telkom University 2023
- **1st Winner** National Business Competition History Fair University of Jambi 2023
- **Best Team** Project Development at Dinotis 2023
- **3rd Winner** Motion Hack 2.0 Motion Laboratory Telkom University 2023
- **1st Runner Up** Lean Business Canvas Competition Muhammadiyah University of Yogyakarta 2023
- **1st Runner Up** National Business Plan Competition Syarif Hidayatullah State Islamic University 2023
- **2nd Winner** National Start Up Innovation Contest University of Indonesia 2022
- **3rd Runner Up** Hackathon Sharia Economic LIPIA Jakarta 2021