Muhamad Raffi

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Malang, East Java, Indonesia

An Information Systems student with a strong focus on Front End Development and a solid foundation in User Experience (UX) design, specializing in building responsive, user-centered, and functional web interfaces. Experienced in translating UX concepts such as user flows, wireframing, and interactive prototyping into well-structured front end implementations. Actively involved in robotics and technology-related organizations, demonstrating strong problem-solving, collaboration, and design thinking skills while balancing academic, organizational, and project-based work. Passionate about creating intuitive digital experiences that align technical implementation with thoughtful UX and clean interface design.

EDUCATION

Brawijaya University   **Malang, Indonesia**
Bachelor in *Information Systems* | GPA: 3,66 / 4,00   2023 - Present
- Coursework: Basic and Advanced Programming, Basic and Advanced Web Programming, Mobile Application Development, Multiplatform Application Development, Database Fundamentals, Business Intelligence and Analytics, Artificial Intelligence–Based Information Systems, Introduction to Data Science, Data Communication Networks, and Statistics.

SMA Negeri 61 Jakarta   **Jakarta, Indonesia**
Science Major   2020 - 2023

WORK EXPERIENCE

Student Employee FILKOM UB   **Malang, Indonesia**
Graphic Designer   *February - July* 2025

- Developed and delivered digital design assets for institutional campaigns, events, and web-based information systems, supporting effective digital communication within FILKOM UB.
- Collaborated with media and technical teams to align visual design with content strategy, user needs, and system requirements.
- Applied user-centered design principles to enhance layout structure, visual hierarchy, accessibility, and user engagement.
- Streamlined design workflows and asset management processes, improving turnaround time and consistency across digital platforms.
- Balanced academic responsibilities with professional deliverables, consistently meeting project timelines and quality standards.

ORGANIZATION

Robotiik FILKOM UB   **Malang, Indonesia**
Board of Divisions – Media, Information, and Technology   *January* 2025 - Present

- Oversaw and coordinated media, information, and technology initiatives to support organizational branding, communication, and technical activities.
- Designed, developed, and maintained the official Robotiik website using modern web development practices to centralize organizational information and showcase activities.
- Led the development and management of digital media and web-based strategies, ensuring effective dissemination of information across platforms.
- Collaborated with robotics and technical divisions to translate requirements into functional and user-friendly web solutions.
- Supervised division members and ensured smooth execution of work programs through structured planning, evaluation, and technical coordination

BEM FILKOM UB   **Malang, Indonesia**
Expert Staff of the Strategic and Political Studies   *January* 2024 - *January* 2025
- Conducted issue analysis and strategic discussions on campus, national, and technology-related topics to support organizational advocacy and policy positioning.
- Contributed to the development of strategic content, statements, and internal studies to enhance organizational awareness and critical thinking among members.
- Collaborated with cross-division teams to execute programs related to student representation, public issues, and organizational strategy.
- Mentored junior staff members by sharing analytical frameworks, organizational workflows, and professional development guidance.

Junior Staff of the Strategic and Political Studies   *January* 2023 - *January* 2024
- Participated in multiple departmental programs focused on issue analysis, discussion forums, and student advocacy initiatives.
- Assisted in research, content preparation, and event execution to support departmental objectives.

Raion Community
UI/UX Member   *January 2025* - Present
- Designed user interface and user experience solutions for community projects, focusing on usability, accessibility, and user-centered design principles.
- Collaborated with developers and product teams to translate requirements into wireframes, prototypes, and design systems.

Information Technology Member   *January* 2025 - Present
- Participated in technology-focused learning and project activities, enhancing skills in system development, problem-solving, and technical collaboration.

- Contributed to team-based projects involving software development, system analysis, and emerging technologies.
- Actively engaged in continuous learning to strengthen technical competencies relevant to AI and software engineering.

PROJECT

- **Robotiik Organization Website** – https://robotiik.ub.ac.id/
- **SUMBU**– clips.id/Sumbu
- **GOAL** – clips.id/Goal-
- **Nina** – clips.id/Nina-
- **BASMI** – clips.id/BASMI

ACHIEVEMENTS & OTHER EXPERIENCES

- **1st Place Winner** – UI/UX Design Competition (FORECOM) (2024)
- **Finalist** – UI/UX Design Competition ISFEST UMN 2025
- **Chairman** – DEBUG (Diskusi Eksplisit Untuk Garis Demokrasi) 2.0 x PERAN PUAN (2024)

SKILLS

Soft Skills	Project Leadership, Team Collaboration, Effective Communication, Time Management, Problem Solving, Critical Thinking, Adaptability
Technical Skills	Front End Development (HTML, CSS, JavaScript, ReactJS (jsx & tsx), Tailwind, Laravel), UI/UX Design (Figma, User-Centered Design, Wireframing, Prototyping), Web Development, Mobile Development (Flutter, Android Development), Programming (Java, Kotlin, Python), Database Fundamentals (SQL, Supabase), Tools (VS Code, Git, Notion, Google Workspace)

LANGUAGE

Indonesia	**English**
Native	Intermediate