

RYAN HARTANTO

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EXPERIENCE

Hack at UCI / Apr 2020 - Present

Graphic Designer

Communicate with the marketing team, web developers, and other graphic designers to design the club website, hackathon websites, and event graphics. Utilized Figma and Adobe Suite.

UCI Office of Information Technology / Feb 2020 - Present

Help Desk Consultant

Answer phones, work on tickets, and troubleshoot a variety of IT issues for UCI faculty and students. Effective at working remotely and independently when necessary.

ICS Student Council / Jun 2019 - May 2020

UI/UX Designer, Graphic Designer, Front-End Developer

Collaborated with a team of students in order to develop PeterPortal (peter-portal.com). Designed branding guidelines and user interface in Figma, developed front-end with CSS/HTML. Created graphics for club events and workshops with Adobe Photoshop.

Video Game Development Club at UCI / Sep 2018 - Dec 2019

Programmer, Game Designer

Worked in small groups to create video games. Programmed in C# using the game engine, Unity. Utilized Github for version control.

EDUCATION

University of California, Irvine — Expected June 2022

BS. Computer Science, minor in Informatics

3.67 GPA

SKILLS

Design

User Interface Design
User Experience Design
Web Design
Sketching
Wireframing
Mockups
Prototyping
Competitive Analysis
Usability Testing
Heuristic Evaluation

Tools

Figma
Photoshop
Illustrator

Programming

CSS/HTML
Python
C++
SQL
Vim
Github
Unity