

# Ryan Hartanto

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## Experience

### **Hack at UCI** / Apr 2020 - Present

#### Graphic Designer

- Designed the club website and hackathon event website to improve member engagement and online presence.
- Communicated with the marketing team, developers, and other designers to strategize web design and event graphics.

### **UCI Office of Information Technology** / Feb 2020 - Present

#### Help Desk Consultant

- Responsible for assisting UCI students and faculty with I.T. issues.
- Performed UX research and analyzed data to identify issues with Help Desk websites.
- Utilized research to design mockups to improve website usability and accessibility, and presented to stakeholders.
- Adapted to in-person and remote work environments.

### **ICS Student Council** / Jun 2019 - May 2020

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

- Designed a website in a group of 14 students to improve the UCI enrollment process.
- Performed competitive analysis to strategize web design.
- Developed front-end with HTML and CSS.

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

#### Programmer, Game Designer

- Developed video games from scratch while collaborating with other students.
- Designed main menus and video game UI to improve player experience.
- Utilized C#, the Unity game engine, and GitHub.

## Education

### **University of California, Irvine**

3.67 GPA / Expected June 2022

B.S. Computer Science,  
Minor in Informatics

## Skills

### **Design**

UI/UX Design  
Web Design  
Graphic Design  
Sketching  
Wireframing  
Mockups  
Prototyping  
Research  
User Flow  
Competitive Analysis  
Heuristic Evaluation

### **Tools**

Figma  
Adobe XD  
Adobe Photoshop  
Adobe Illustrator

### **Programming**

CSS/HTML  
Python  
C/C++  
SQL  
Github