

Ryan Hartanto

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Experience

Commit the Change / Oct 2020 - Present

UI/UX Designer

- Worked with a team of designers and developers to create a waiver management system for a non-profit organization.
- Designed conceptual diagrams, wireframes, mockups, and prototypes.
- Interviewed stakeholders in order to demonstrate design decisions and ensure an effective product delivery.

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

- Provide I.T support for UCI students and faculty.
- 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.

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

3.71 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