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Armegatan 32A lgh 1704, 171 71 Solna, Sweden

Education

KTH Royal Institute of Technology

Sweden

MSc ICT Innovation track Human Computer Interaction and Design 4.5/5.0.

Bandung Institute of Technology

Indonesia

BSc Electrical and Computer Engineering 3.58/4.0.

Employment

Data Visualization Researcher at RISE

2020-now

Conducting master thesis at RISE Swedish Institute of Computer Science. Doing data visualization for automated deep learning model output using D3.js and React

Part time Software Engineer at Pump Soft AB

2019-now

Front-end development using React JS framework

Teaching Assistant at KTH Royal Institute of Technology

2019-now

Interaction Programming and Dynamic Web course using JavaScript, HTML, CSS, React JS

Associate Product Manager at Bukalapak https://www.bukalapak.com/

2017-2018

Working in Electronic Money Product Team in one the largest e-commerce in Indonesia. Lead a team of 12 people including Software Engineers, QA Engineers, Data Science Engineers, and Product Designers

With the responsibilities

- Creating the product business flow, road map, and product requirement.
- Lead scrum process including sprint planning, review and retrospective.
- Reinvestigate internal and external issue related to product development.
- Coordinating with the stakeholder, marketing, finance team related to the product.

Analyst at Sale Stock Indonesia https://www.sorabel.com/

2016-2017

Working as Analyst in Operation department at one of the largest fashion commerce in Indonesia. With the responsibilities:

- Helping the company to figure out operational and business issues in a data-driven way to make better business decisions.
- Giving insights into company business based on data.

Software Engineer at Kartuku https://spots.co.id/

2015-2016

Working on the leading digital payment company in Indonesia to develop mobile application for payment.

With the responsibilities:

- Developing Android mobile digital wallet to store credit card and gift card information.
- Developing electronic money that is used for online payment.

Technical Expertise

Technical Projects: https://github.com/riaars

Front-end and UI/UX Portfolio: https://riaratnasari.netlify.com/

- Calendo (2020): Android application to manage user to-do list. Android, Java,
 Firebase
- Augmented Chess Game (2020): Augmented reality chess game combining visual, haptic, and auditory modality. Unity
- **Agritourism Website** (2019): Responsive web application for tourists that want to have farming experience from around the world. React JS, CSS, HTML.
- **Football Match** (2019): Responsive web application to the football match and live score of the game. Technology: React JS, CSS, HTML
- Lyric Finder (2019): Web application to search a lyric based on artist or song title using open API api.musixmatch.com. React JS, CSS, HTML
- **To do list** (2019): Web application to create, save, delete, and edit to do list. React JS, CSS, HTML
- **Weather forecast** (2019): A simple web application to see the weather forecast based on the current location. Vanilla JavaScript, HTML, CSS
- **Colourful Music** (2019): A game to combine the music with a predefined colour. Vanilla JavaScript, HTML, CSS
- Rent and Lend Book Platform (2018): Responsive web application that connects the user and lender. ReactJS, CSS, HTML.
- **Digital Wallet Application** (2015): Mobile digital wallet to store credit card and gift card information. Android Native, Java.

Language and Technologies

• C, C++, Java, JavaScript, Python. User Research and Visual Studio Code, Sublime, Eclipse, Android Studio, Sketch, Adobe Illustrator, Invision, Marvelapp, Adobe XD.