

Ricky Felix

Junior Product Manager

Summary

Curious, empathetic, and systematic professional with ~3.5 years of experience bridging product, design, and front-end development leading towards a human-centered design. I enjoy turning complex problems into clear, scalable and robust solutions that balance user needs, business goals, and technology. Comfortable working across research, design, and delivery, I believe in iterations over perfection and always aim to build with purpose and clarity.

Work Experience

Product Manager Topremit

APR 2025 - JUN 2025

- Produced PRDs, user flows, and test cases to improve products.
- Analyzed user and company data using SQL; ensuring a data-driven decision align to design, tech, business, and product.
- Supported handoffs with rapid HTML/CSS or Figma prototyping.
- Drove cross-functional delivery of multi-device support, FAQ experience, and enhanced end-to-end documents verification system removing all users pain points across systems.

UI/UX Developer PT. INTER PAN PASIFIK FUTURES

AUG 2024 - MAR 2025

- Developed and led Git & GitHub workshops for a team of lead developer and a junior developer, resulting in fewer merge conflicts.
- Created comprehensive documentation (UML diagrams, design specs) to streamline handovers between teams.
- Designed responsive UI components in Figma and collaborated with developers to ensure smooth implementation.

Director of Information Technology the Indonesian Student Association in Australia (PPIA)

JULY 2021 - AUG 2022

- Led a 10-person team in redesigning a student networking website, improving engagement by 40%.
- Conducted usability testing and collected stakeholder feedback, ensuring a seamless event navigation experience.
- Integrated GitHub Boards for task management, improving project tracking and collaboration.
- Spearheaded internal Figma & FigJam workshops to upskill members in UI/UX best practices.

[LinkedIn](#)

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[Website](#)

Education

Master of Interaction Design and Electronic Arts

UNIVERSITY OF SYDNEY •
AUGUST 2022 — DECEMBER 2023

Bachelor of Science in IT

majoring in Enterprise Systems Development

UNIVERSITY OF TECHNOLOGY SYDNEY •
FEBRUARY 2019 — DECEMBER 2021

Certifications

Analyze Data with SQL Skill Path

CODEACADEMY • APRIL 2025

Digital Product Management (Coursera)

UNIVERSITY OF VIRGINIA •
JANUARY 2025

Create a Front-End App with React Skill Path

CODEACADEMY • MAY 2024

Core Competencies

Analytical Thinking, Problem-Solving, Teamwork, Communication, Leadership, Design Thinking, Agile Scrum Framework, Persona, Usability Testing, Wireframing, High Fidelity, User Flows, Prototyping

Design Tools

Canva, Figma, FigJam, Miro, Balsamiq, Zeplin, Trello, MS. Office, Notion, GitHub Project (GitHub Board).

Programming & Development Tools

HTML & CSS & Javascript, Bootstrap 5, Tailwind CSS, React.js, Webflow, WordPress, Git, noSQL