Ricky Felix
Junior Product Manager

LinkedIn

rickyfelix19@outlook.com

Website

Work Experience

UI/UX Engineer   PT. INTER PAN PASIFIK FUTURES
AUG 2024 - PRESENT

- Provide Git and GitHub training support materials to the team
- Create documentation for our projects including UML Diagrams
- Uses Figma to design our websites and document it for our developers
- Collaborate with developers to design and code our websites

Volunteer Experience

Peer Mentor   University of Sydney, School of Design
JAN 2023 - DEC 2023

- Organized two Figma workshops with other peer mentors and people registered with full-room capacity
- Each workshop taught participants how to create basic components, prototyping, and collaborate on FigJam.

Director of Information Technology   Perhimpunan Pelajar Indonesia Australia (PPIA)
JULY 2021 - AUG 2022

- Coordinated a 10-month project with usability testing to enhance design and meet stakeholder requirements as a result our team created a website for our participants to navigate during and after our events.
- Used Figma and Figjam to drive collaboration internally with designers and engineers.
- Introduced and improved task management with GitHub Boards to all members and organization level.
- Led, planned, distributed, and managed a team of 10 people with a co-director whereby mainly handled project management, team motivation, team coordination, as well as UIUX of our website.

Marketing Associate   UTS Tech Society
DEC 2019 - SEP 2021

- Responsible for marketing-related content and introducing Meta Analytics to society. As a result, our society increases engagement in every event.
- Responsible for e-night hangouts via Discord during the COVID-19 lockdown--it allows us to increase members and engagements to other events.

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

Digital Product Management
UNIVERSITY OF VIRGINIA •
JANUARY 2025

Skills

Analytical Thinking, Problem-Solving, Teamwork, Communication, Leadership, Design Thinking, Agile Scrum Framework, Stakeholder Requirements, Time Management, Persona, Storyboard, Task Analysis, Usability Testing, Interviews, Survey, Wireframing, Lo-Fidelity, High Fidelity, User Flows, Digital Prototyping

Tools

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

Programming Skills

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