

Ricky Felix

UI/UX Engineer

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[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 Linux to handle our servers remotely
- Uses Figma to design our websites and document it for our developers

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 UI/UX 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

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