CASE STUDIES FEATURED WORK

Hiya 👋 I’m Renno (reh·now), a multidisciplinary *designer* and this, is my portfolio.

Selected Projects
2015 - 2023

Please forward any queries to
renno@riyadirenno.com↗

LinkedIn↗ Showreel↗ Resume↗ riyadirenno.com↗

Named after a character from a 90's TV show 📺, pronounced similarly to a French car 🏎️. Hailing from a land with over 10,000 islands 🏝️, just a regular lad passionate about storytelling, processes and beautiful, accessible design.

Hiya 👋 I'm Renno (reh·now) , an Indonesian 🇮🇩 multidisciplinary *designer* previously worked with *award-winning* agencies, *Fortune 500* companies, *established* businesses, and *exciting* startups worldwide 🌎

Please forward any queries to
renno@riyadirenno.com↗

CAN I PULL YOU FOR A CHAT? 🏝️

Introduction & *ToC*

Meet the reality TV enthusiast behind this overly designed document.

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PRODUCT DESIGN

Checkout Hero

Promoting best practices in eCommerce to customers worldwide.

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MULTIDISCIPLINARY

Glanbia

Working with the award-winning internal agency on the market-leading global nutrition group.

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RESEARCH-LED • AWARD-WINNING

BLNK

Investigation of the evolution of creative media, what it is today, and what it could develop in the future.

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BRANDING & IDENTITY

FÍS

An identity representing the future within the creative hub of DKiT.

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Featuring client and conceptual work for
Auntie Anne's ID alex[a]lexa ID
After Five ID Bank Central Asia ID
BUSS MDiT ID Dundalk Bay Brewery IE
Dundalk Business Improvement District IE
Dundalk Institute of Technology IE
Every Body Health IE Finelindo ID Jade ID
Happyfit ID Name Clothing ID
NLT Limo SG Sagacase ID Studio Lengua ID
SOE Jakarta ID Tama Hehanussa ID
Tea & Co. ID Tongs Access ID
Warung Menteng ID and more.

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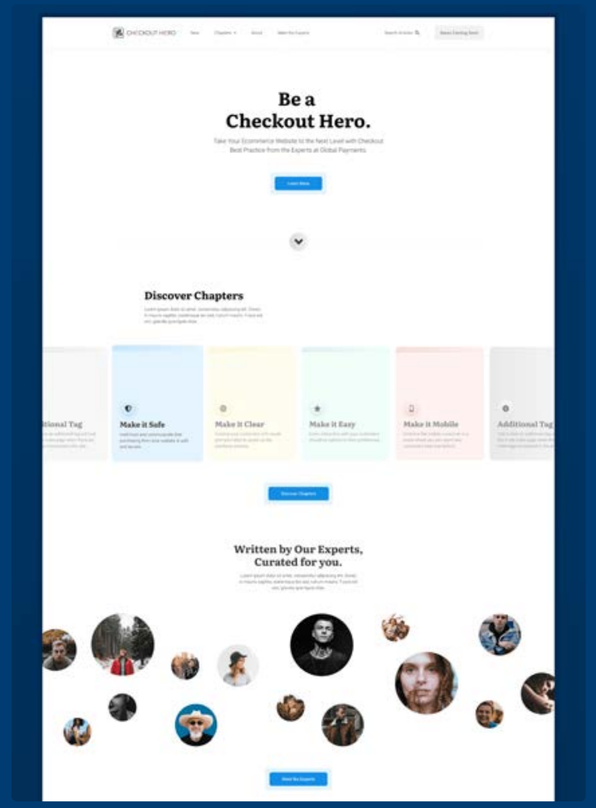
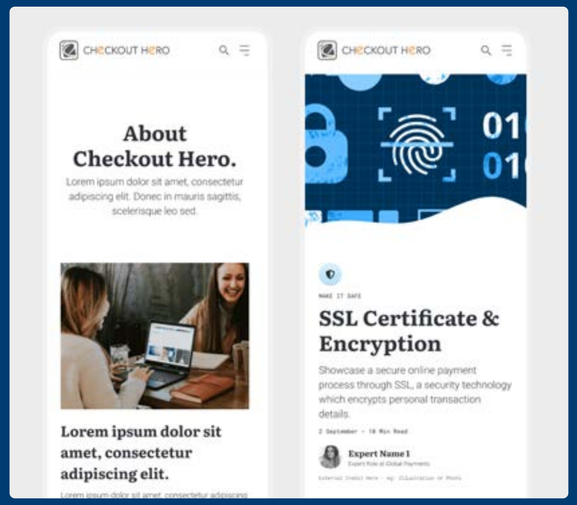




globalpayments

Promoting best practices in eCommerce to customers worldwide.

ROLE	PROJECT TIMELINE	PROJECT TOOLKIT	PROJECT CONTRIBUTION
Product Designer	10 Weeks	Sketch, Figma, & InVision	Design Systems, Research, Wireframes, Prototyping & Product Design

COLLABORATOR

James Heffernan
Senior Design Manager, Global Product Design

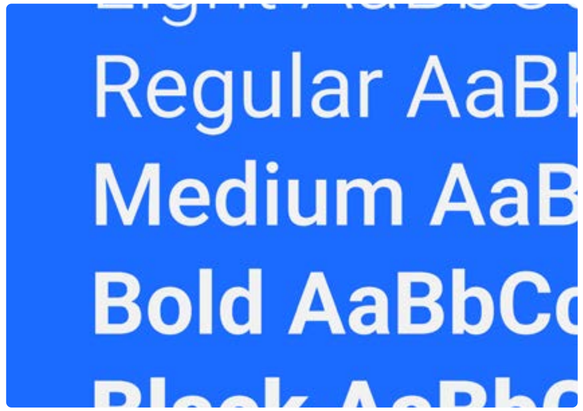
Checkout Hero is a B2B product that promotes best practices in eCommerce to its customers worldwide. It acts as a central hub that hosts articles curated and made by the experts at Global Payments, currently categorised into four pillars; security, UX, conversion, and mobile.

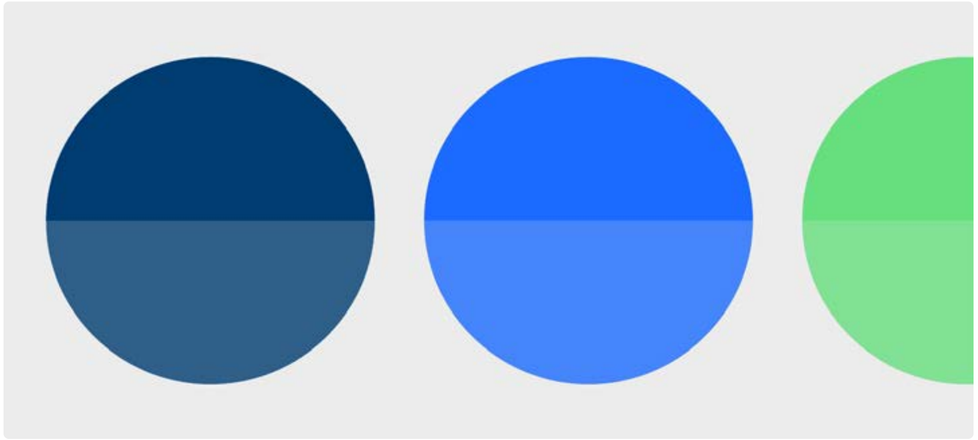
Checkout Hero was previously a Realex Payments product prior to its acquisition by Global Payments in 2015. I was delegated as the sole designer and participated in the whole UX design process of redesigning and improving the product in tandem with the work I'm doing for Global Payments' design system.

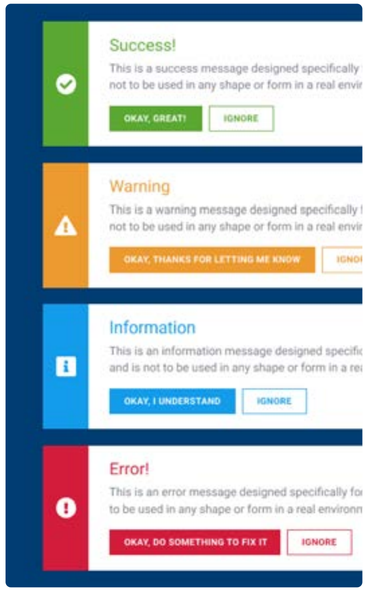
Contributing to the Design System

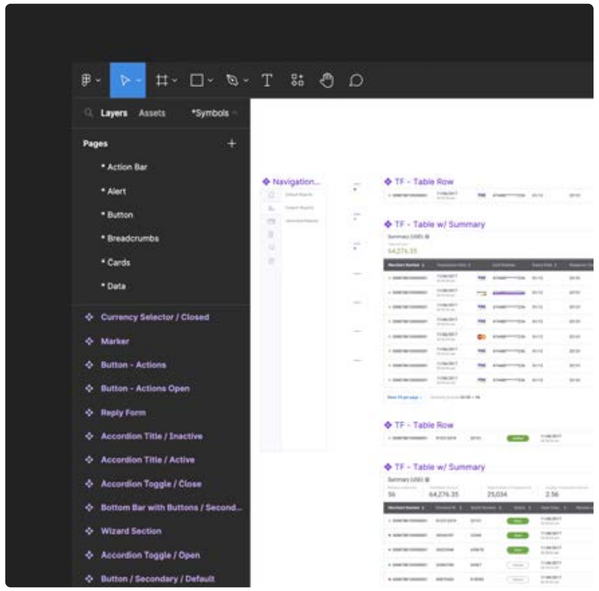
At Global Payments, I was heavily involved in the development of Index↗, Global Payments' engineering & product design system.

I did an initial audit of all the products within the Global Payments portfolio, identifying and exporting key patterns and elements which would later be hosted on an internal microsite that gives a high-level overview to further the development of the design system.









Defining the Problem

Going Through the Hoops

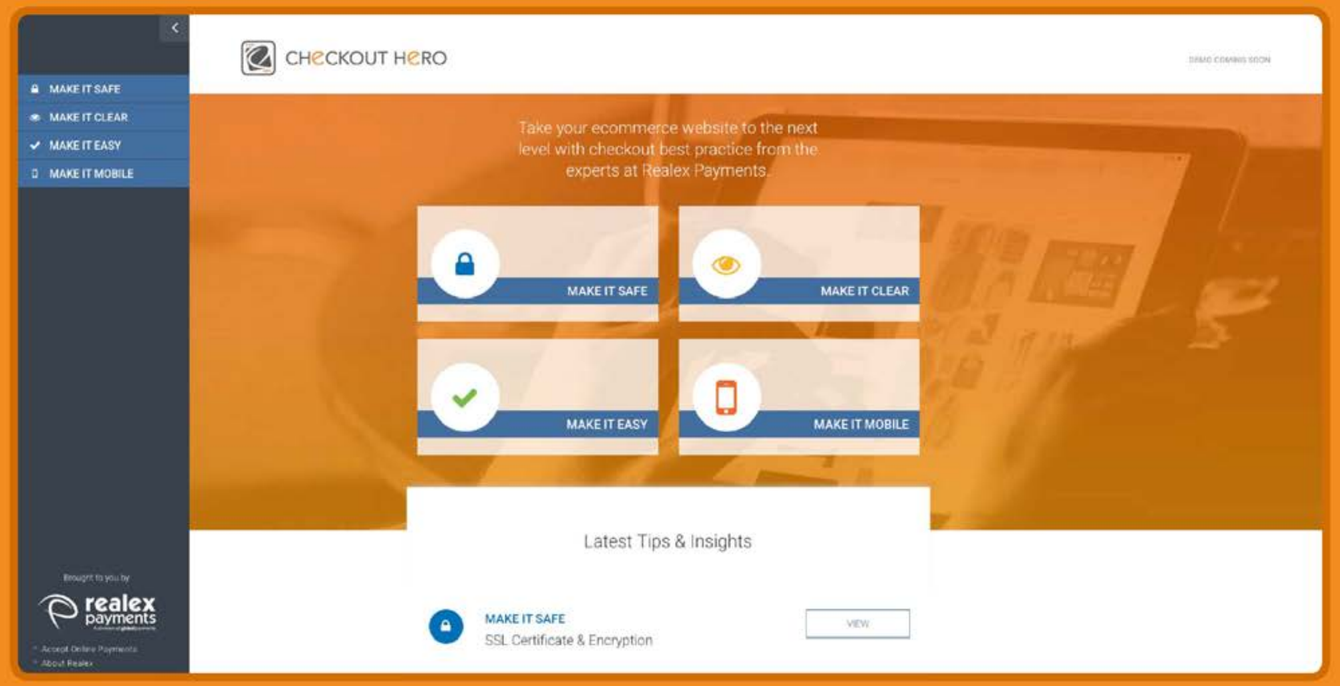
Though the product contains multiple articles, these are not separated into their own individual pages. Users would have to *go through the hoops* to get to the content their looking for.

Legacy Design

The website has not been redesigned since Global Payment's acquisition of Realex Payments, and currently does not follow the current brand guidelines.

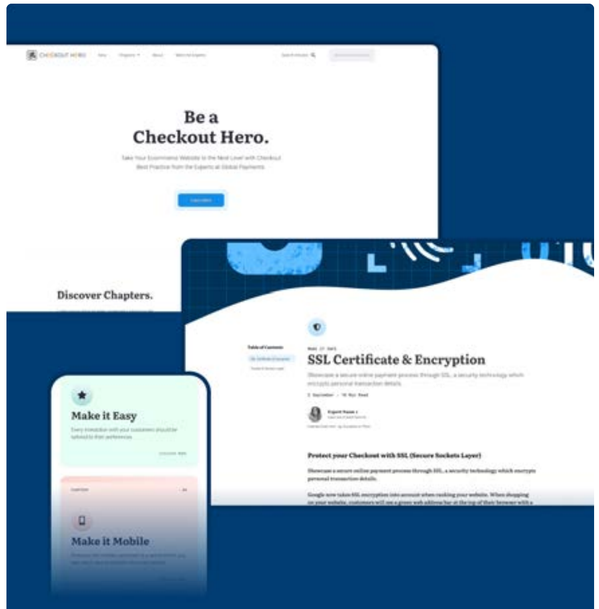
Where am I supposed to go?

The lack of an indexing system causes restrictions and requires users to take extra steps to get to the content most relevant to them.



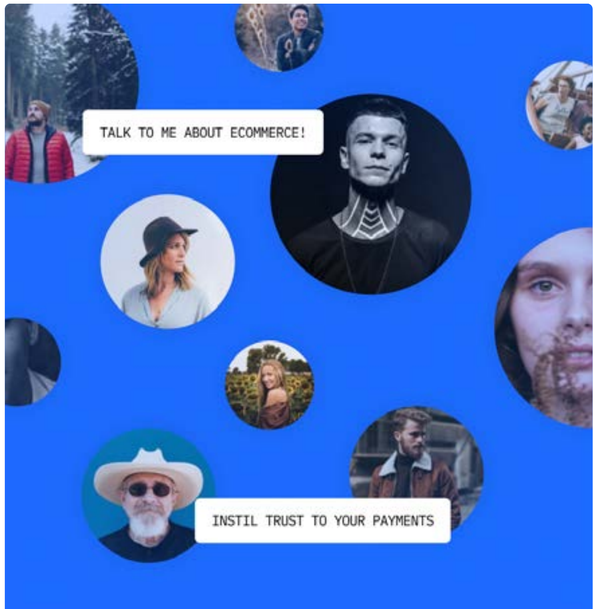
• CHECKOUT HERO LEGACY BUILD [2019]

Solutions



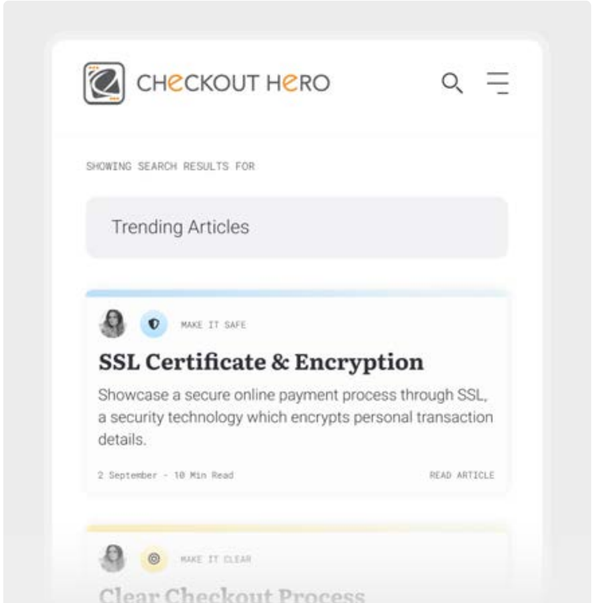
Fresh Coat of Paint, And a Whole Load of Work

With a brand-new look, Checkout Hero is visually overhauled with a responsive web design approach and variable typography.



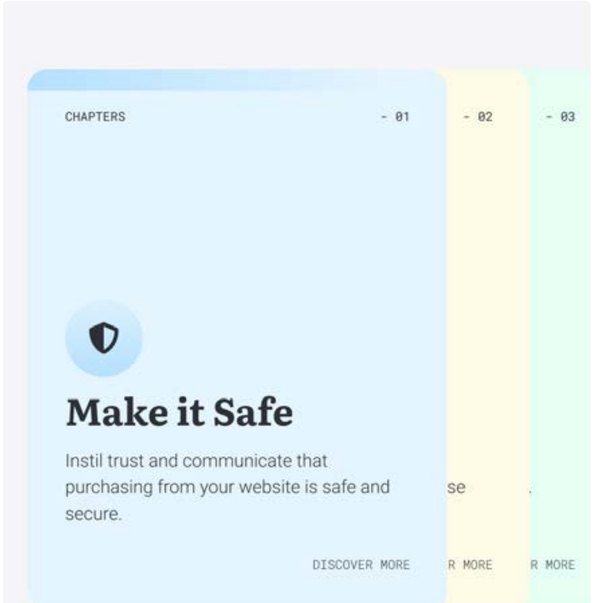
Putting Ourselves Front and Centre

We know payments, and we are here to take you along the journey to bring your business to the next level.



Putting Things in Context

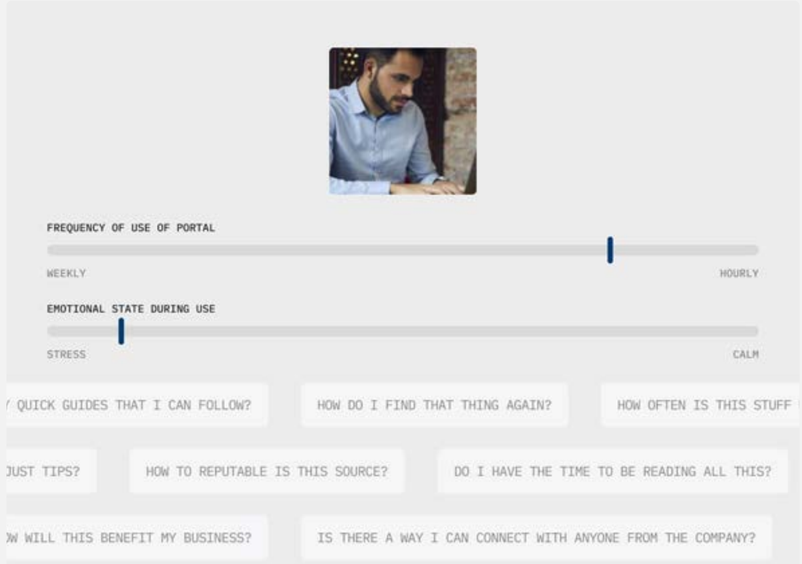
Revamped navigation and the implementation of a search, filter, tagging and recommendations system.



Introducing Chapters

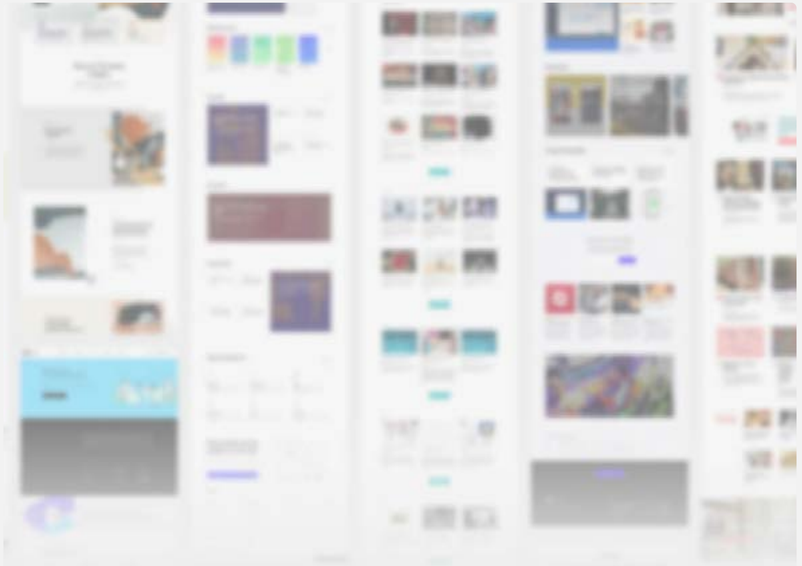
Chapters are our solution to categories. All your articles are now in their respective spaces.

Process



Persona Development and Analysis

We've identified and refined a persona on which we will shift focus on for our project. We put ourselves into their shoes and try to understand their needs, pain points, scenarios, and identifying the key goals of the users when using the product.



Competitive Benchmarking

Looking at similar products on the market highlighting their overall information architecture, navigation system, managing multiple mediums of information, use of multiple colours and typefaces, and its relationship to its parent if any.

Considerations & Recommendations

CONSIDERATIONS

Our Persona wants to make his business feel trustworthy & build credibility through association. At a glance, the content seems relevant to them, but they are still determining how this will benefit them in the long run.

RECOMMENDATIONS

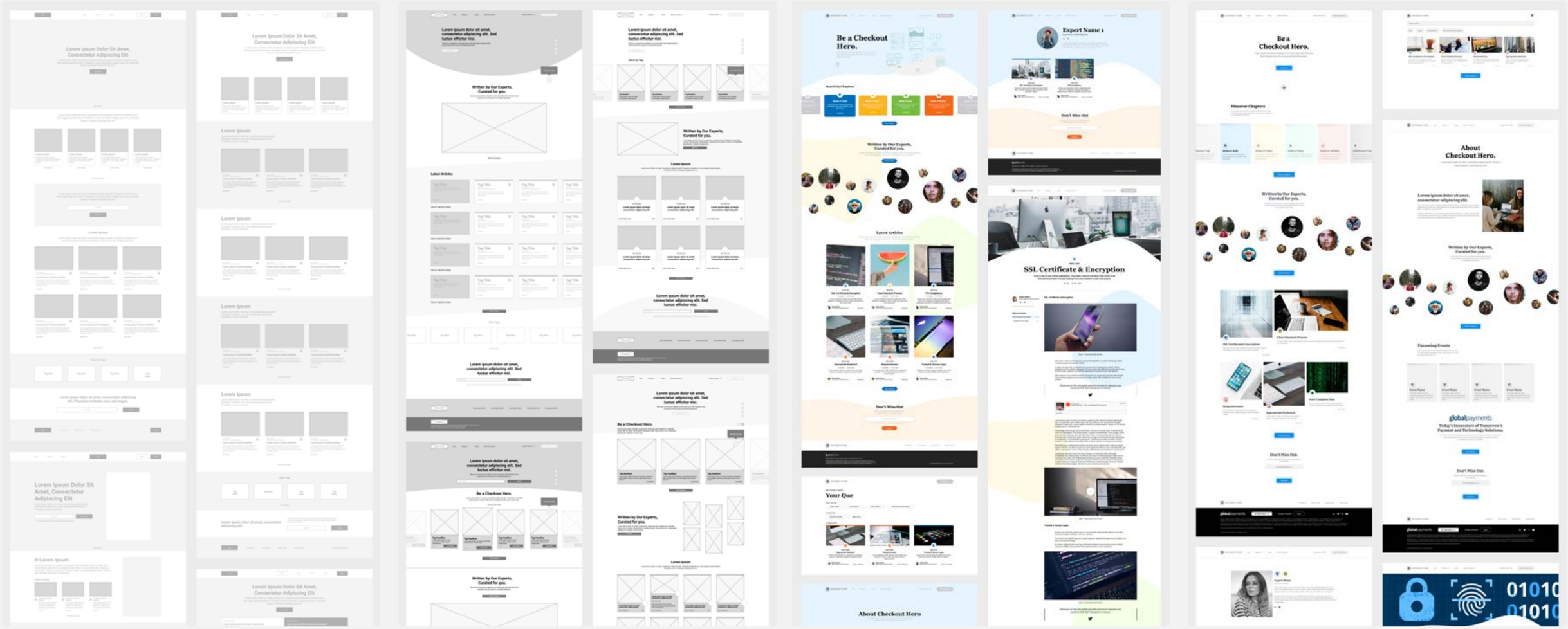
Have the product be visually aligned with the other products within the portfolio. Putting the most relevant content front and centre.

CONSIDERATIONS

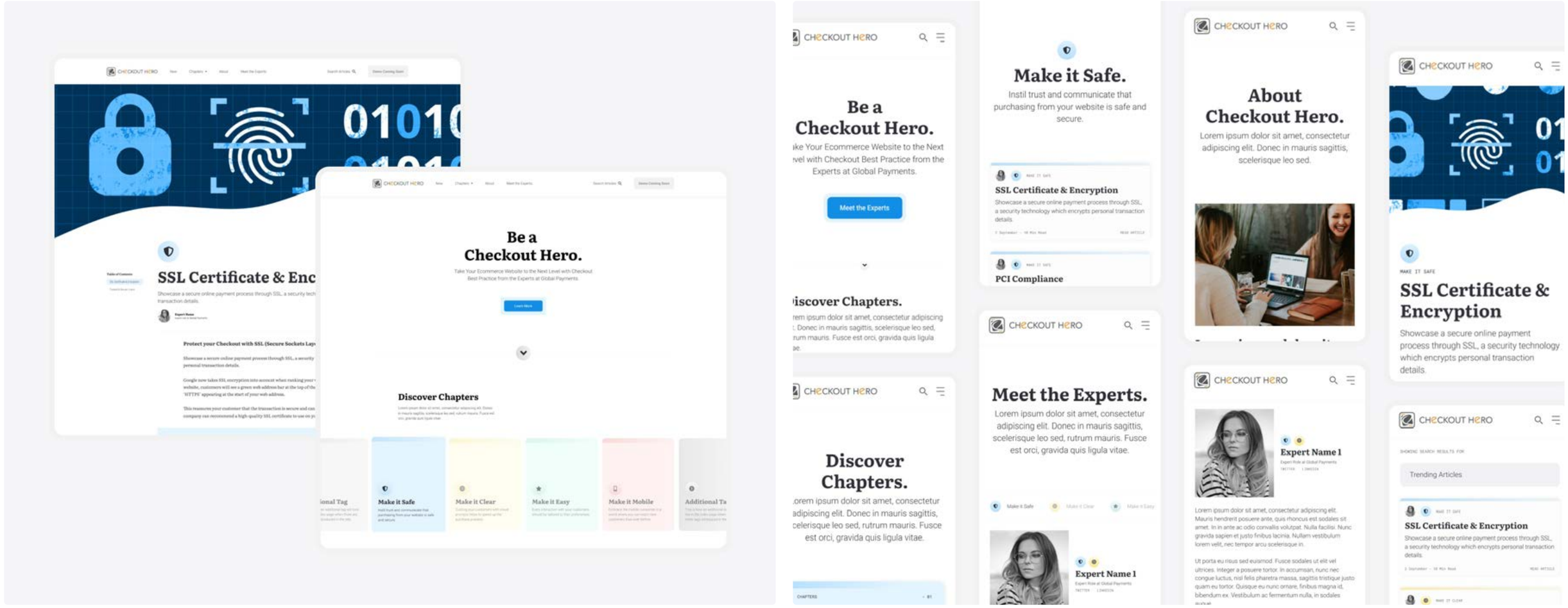
As a business owner, our Persona understands that trust is key to running a successful business. They are also very wary of things they see on the internet and feel much more comfortable if they can speak to someone on the topics they've read.

RECOMMENDATIONS

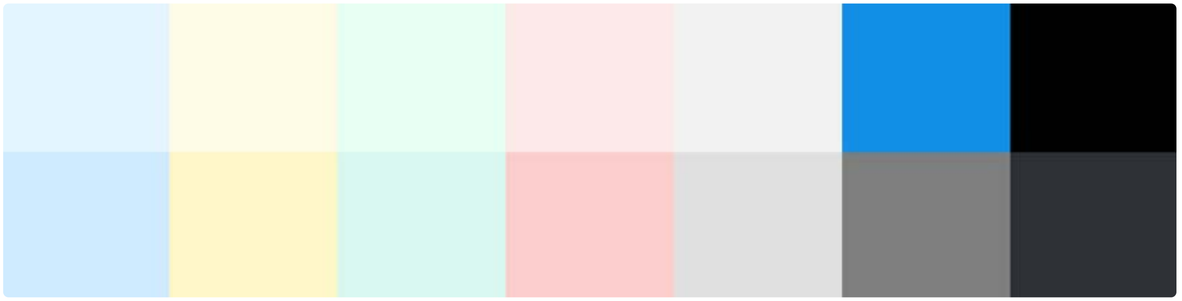
Allow users to connect with the experts through social media or email. Provide references and reading recommendations, similar to a dissertation.

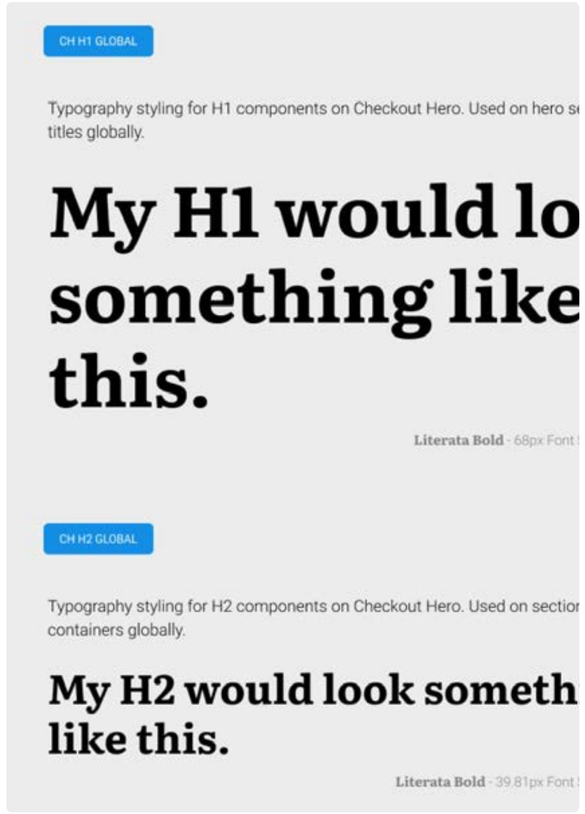


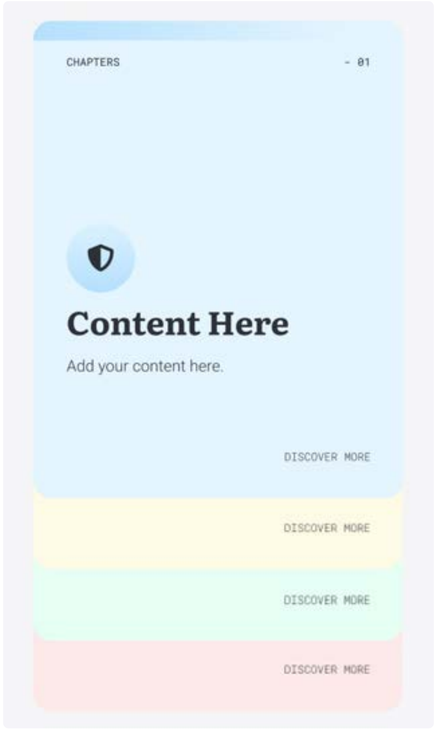
Design Iterations

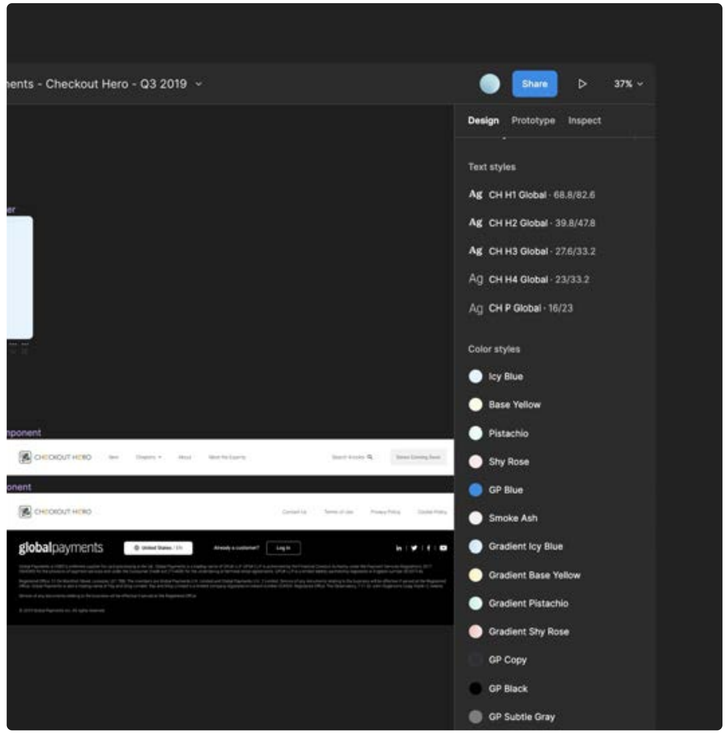


The newly redesigned Checkout Hero features an all-new colour palette from Index, with its subtle use of tints, and the introduction of Literata to the library.







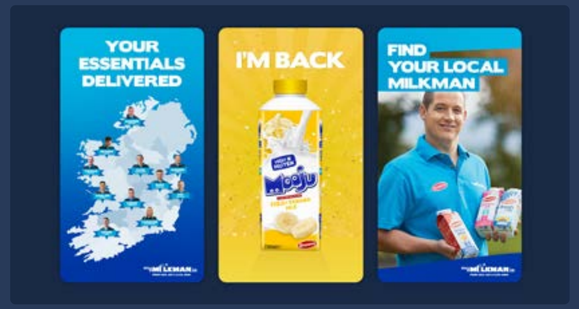


One For the Future.

This project does not end with me, however.

I've created various text styles, colour styles and components for repeating assets, ensuring a smooth handover to future collaborators of the project.

These are all customisable, and a supporting document is also provided for reference.



Glanbia

Working with the award-winning internal agency at Glanbia.

ROLE

Creative Associate & Developer

CREATIVE TOOLKIT

Adobe Creative Suite, Figma, HTML & CSS, Mural, Spark AR, Ceros, Google Web Designer

DISCIPLINE

Branding & Identity, Digital Design, Print Design, Campaign Development, Corporate Branding, Social Media Marketing, Motion Design, Email Marketing, Digital Display Advertising, UI Design, Front-End Development, & Extended Reality (XR)

Glanbia is a global nutrition company with a mission to help people lead healthy, active lives. With its products sold in over 130 countries worldwide, Glanbia is home to industry-leading brands and possesses a leading market position in sports nutrition, dairy and non-dairy ingredients, vitamins, and mineral premixes.

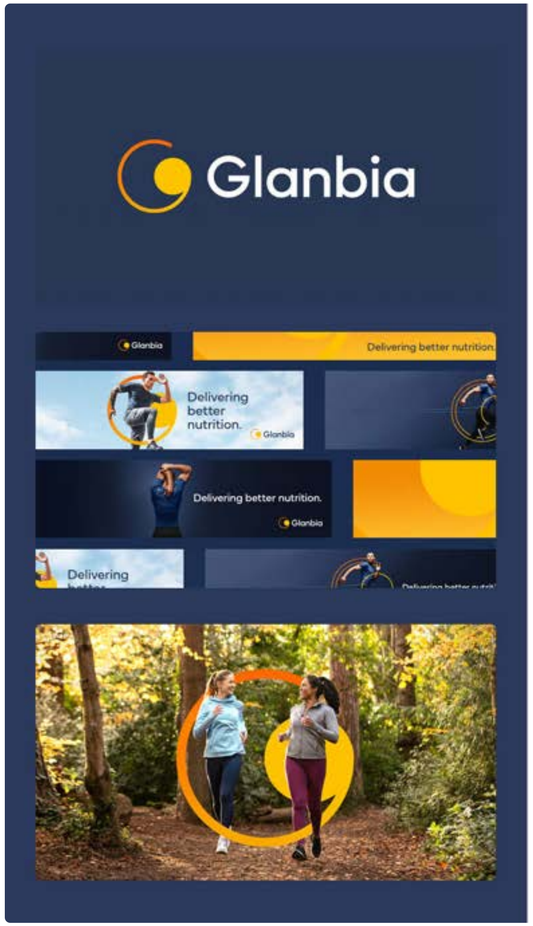
I work with the Digital+ team, the award-winning internal agency at Glanbia consisting of digital strategists and marketers, social media experts, creatives, videographers, UX experts, and web developers, all working on projects within the Glanbia brand portfolio.

As a Creative Associate & Developer, I worked on ideating and developing creatives and executing marketing campaigns for both B2B and B2C channels in various platforms while introducing new technologies and bringing key design collaterals development in-house.

Working with Globally Recognised Brands

I've enjoyed working with all the brands within the Glanbia portfolio for both B2B and B2C channels.

Whether it's digital, motion or print. Social, display, or email. All mediums. All platforms. From awareness, to conversion.



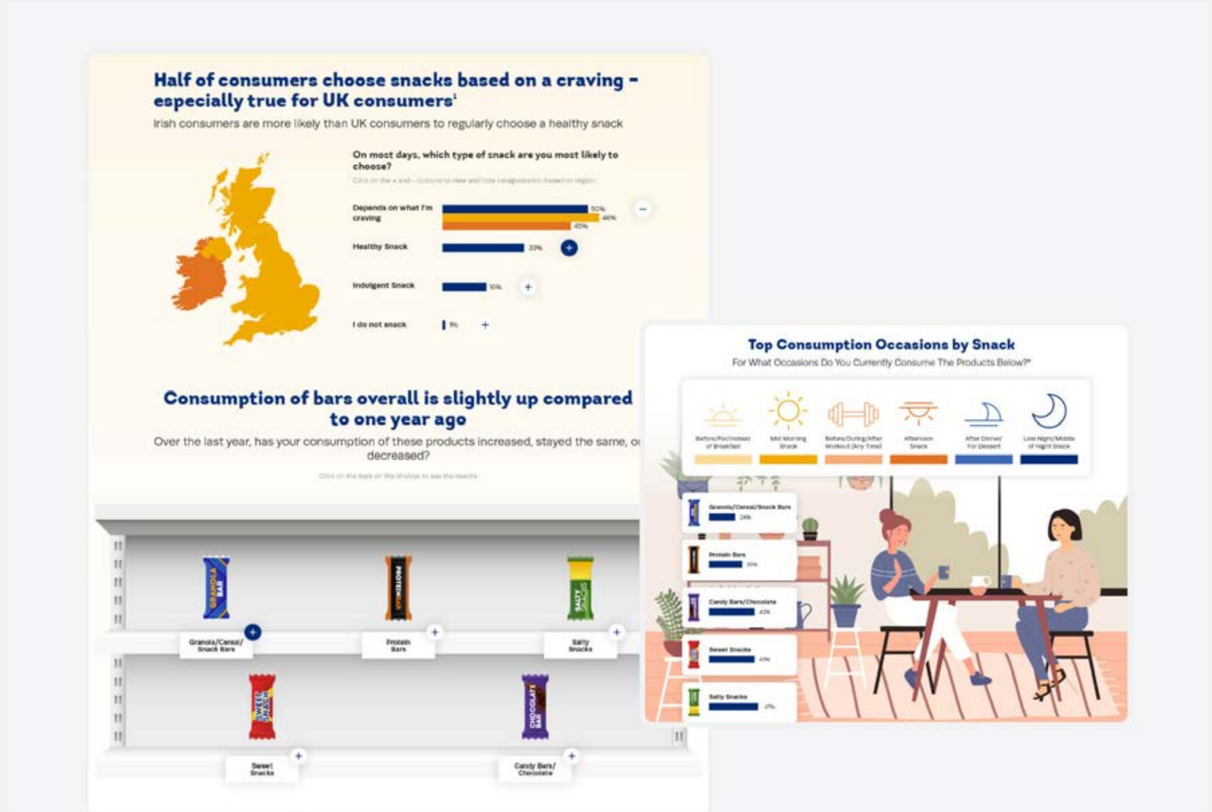
A New Look Towards the Future

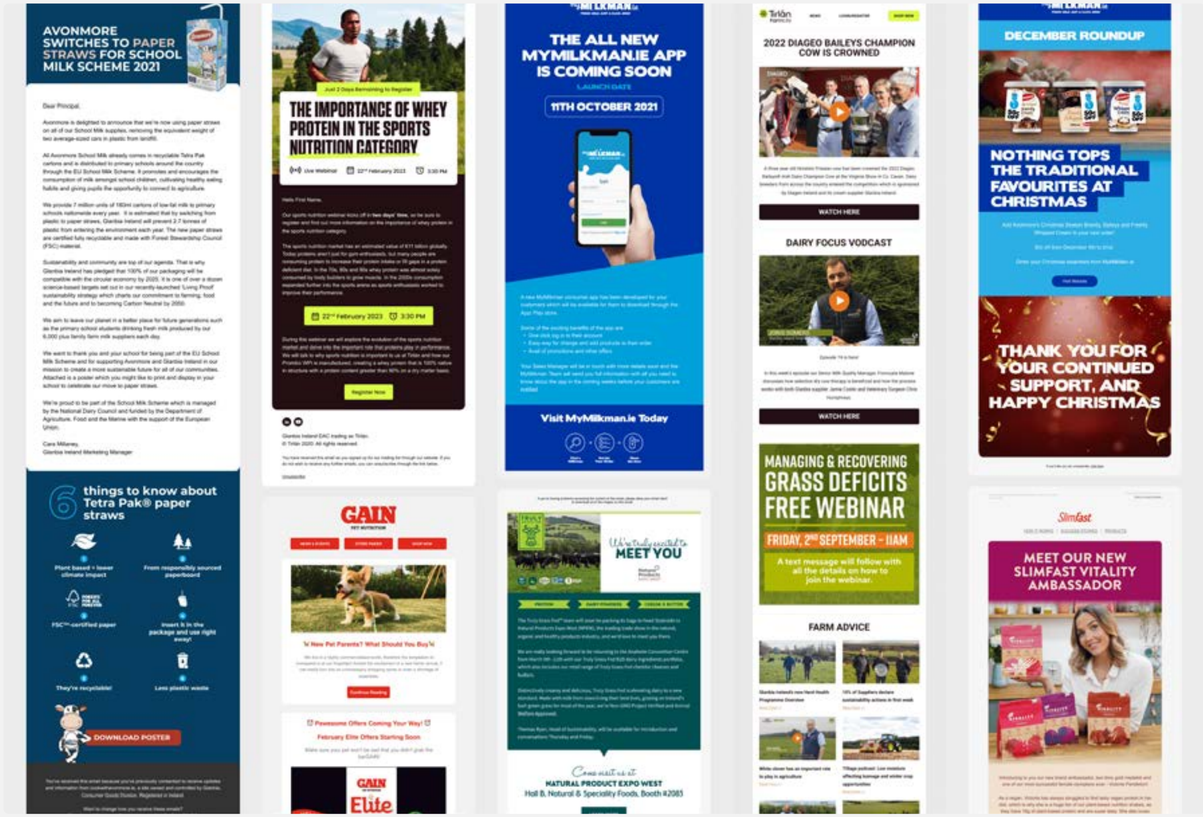
I've supported the rebranding of Glanbia, Glanbia Nutritionals, and Tirlán, dealing with various creative assets and collaterals, working in tandem with key stakeholders in-house and externally from development to launch.

Bringing Ideas and Pitches to Life

Involved throughout the campaign life-cycle from initial brainstorming to launch. Worked on the overall styling and composition, and developed static and motion assets for social and DOOH.

• AVONMORE PRO-OATS [2021 - 2022]





A New Look Towards the Future

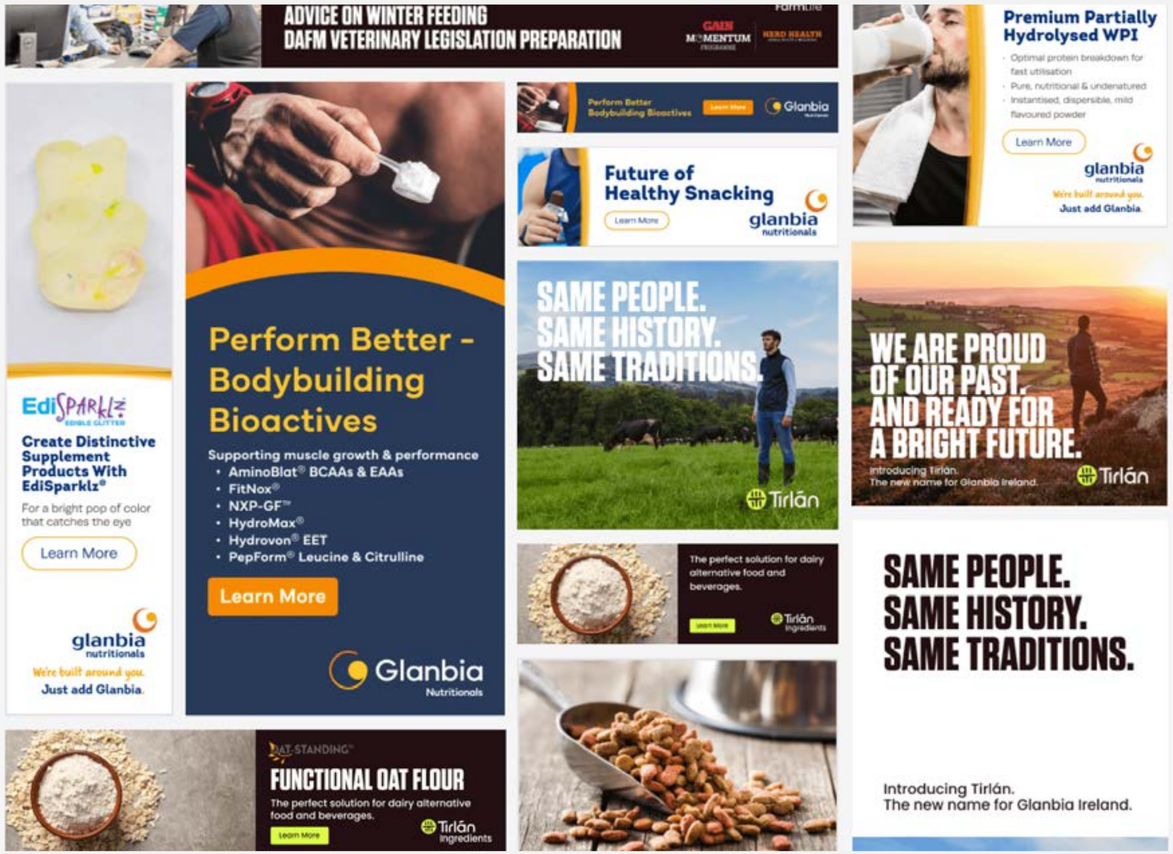
Sometimes, a little bit of interactivity is just what we needed.

I've designed and built static microsites and interactive web experiences using vanilla HTML & CSS and Ceros.

You've got Mail 📪

From `<div></div>` to `<table></table>`. From `<display:grid>` to `<td width=50%>`

I've designed and deployed responsive email marketing campaigns and templates with beautiful and formatted code using multiple marketing platforms tailored to the brand's needs.



A New Look Towards the Future

I've designed and developed digital display advertising banners through Google Web Designer (GWD) and successfully brought the production of digital display advertising in-house.

New Technologies, New Capabilities

With the rapid pace of standardisation in XR technologies, we've introduced AR capabilities through social for Kilmeaden and GAIN, opening a world of possibilities to the business.

BLNK

Investigation of the evolution of creative media, what it is today, and what it could develop in the future.

ROLE
Designer & Developer

PROJECT TIMELINE
12 Months

PROJECT TOOLKIT
Adobe Creative Suite, Lens Studio, HTML & CSS

PROJECT CONTRIBUTION
Research, Augmented Reality, Branding & Identity, Web Design & Development & Motion Design

COLLABORATOR

Fiachra O'Cuinneagain
Project Supervisor

Dearbhla Brodigan
Project Manager & Videographer

Faye Flynn
Digital Marketer & Researcher

Mary McKeever
Designer & Researcher

BLNKDISRUPTION is a research-led project investigating the evolution of creative media, what it is today, and what it could develop into in the future. The project also examines the potential reaction of the community to the progression of creative media from traditional to contemporary through augmented reality (AR).

BLNKDISRUPTION was exhibited and awarded the best project in show at the annual FÍS Graduate Exhibition at DkIT in 2019.

The Tea

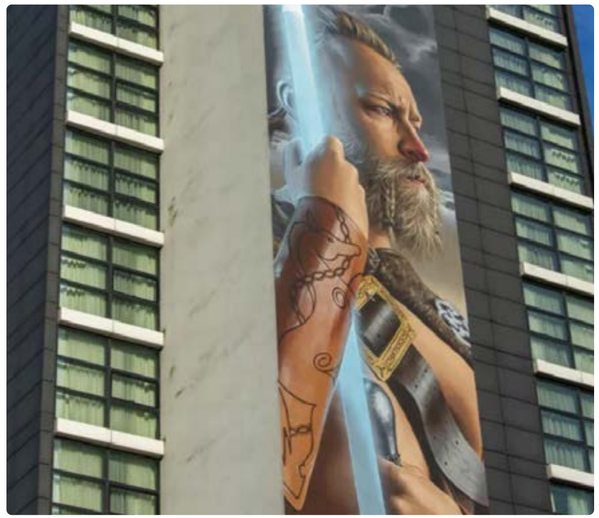
Inspired by adult colouring books, we've invited students and staff from Dundalk Institute of Technology (DkIT) to an interactive workshop where they partake in a collaborative artwork that would later be showcased through an experience powered by Snapchat Lens accompanied by a soundscape.

The team in BLNKDISRUPTION consists of 4 creative media graduates from DkIT tackling different disciplines and responsibilities throughout the project. I was delegated as one of the designers of the team, building design documents, collaterals, and the overall branding & identity with a combination of a developer role where I explored and applied the various extended reality (XR) technologies used in the project, and designing and building a microsite for the project.

BLNKDISRUPTION was exhibited and awarded the best project in show at the annual FÍS Graduate Exhibition at DkIT in 2019.

The project and the exhibition were also featured in the June issue of the Dundalk Democrat.

• THE DREAM TEAM - LEFT TO RIGHT - DEARBHLA BRODIGAN, RENNO RIYADI, FAYE FLYNN, MARY MCKEEVER



Developing Our Research Question

The project was initially formed through our mutual fascination with street art. Ireland is no stranger to street art and its effect on the gentrification of its cities - Dundalk itself has seen a resurgence in street art thanks to SEEK↗ in 2019.

The way we perceive street art has changed in general society. Art has become more prevalent in public spaces than ever before, with communities incorporating them being normalised and seen as a way of expressing ourselves.

As the project evolved throughout the year, so has the research question. The word ‘uplifting’ comes up a lot in our discussions. We’ve hypothesised that people will have an additional affinity towards the artwork if they are directly involved in its development.

The evolution of technology is not something to be ignored, with the standardisation of XR and its lower barrier of entry. We’ve decided to explore this route further by investigating the evolution of different art mediums and their impact on the community.

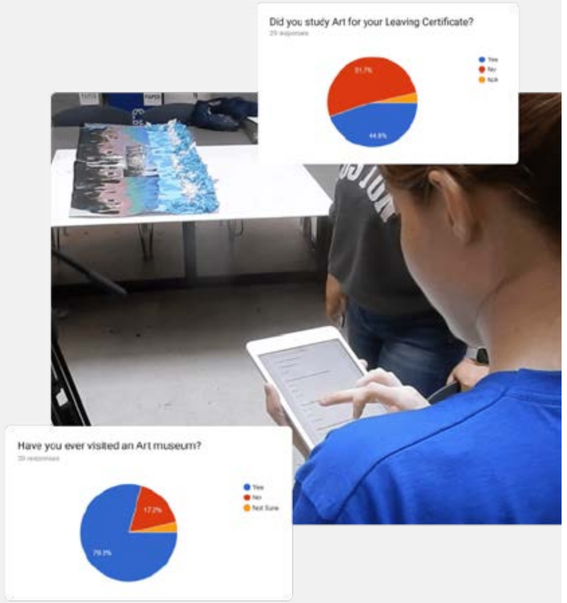
Exploring Audience Reactions to the Progression from Traditional to Contemporary Creative Media

Research

Creative media falls under several headings, including but not limited to advertising, film, publishing, TV, radio, and interactive media. A common denominator towards all of the above is its evolution and how it's driven by technology.

A key element to our project is the community and the impact of the technology on it. We invited students and staff throughout the institute to partake in an interactive workshop in which they are encouraged to paint and draw in an artwork our team has developed prior, which would then be brought up to life through AR.

Traditional to *contemporary*.



Online Surveys

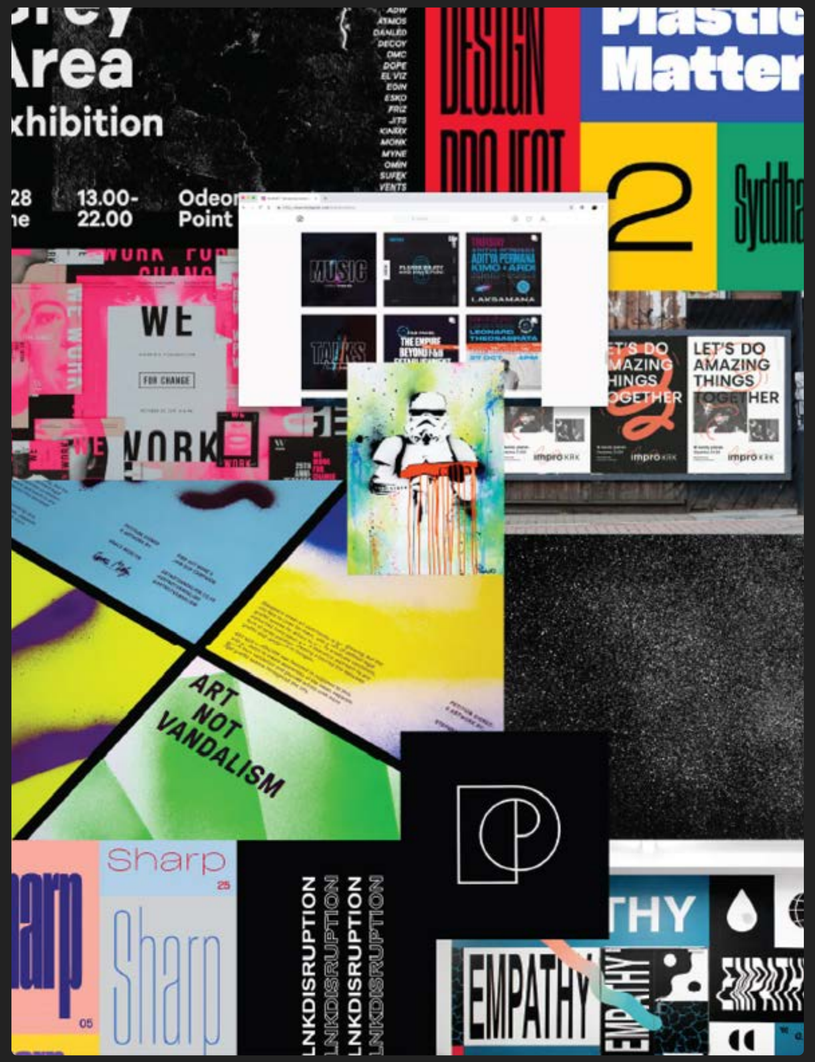
An initial survey is distributed campus-wide to gather quantitative data about their familiarity with the research question and interest in participating in the workshops.

Focus Groups

A group of participants is invited to partake in a focus group session post-workshop discussing the session and overall satisfaction.

User Interviews

Participants are also invited to be interviewed to gather qualitative data with the potential of developing the research question further and gathering deeper insights and opinions.



Type to Go

Typography is a huge to our brand as it serves as another medium to showcase art. The term typography itself is the creation of art using letterforms.

We've used an altered version Anderson Grotesk four our identity, and adopted a selection of colours audited through a semiotic analysis.

BLNK

To Demonstrate the Evolution of 'Creative Media' Mediums
And Its Ability to Uplift and Inspire a Community

Meet the Team

Dearbhla Brodigan - Project Manager and Videographer

Faye Flynn - Sound Designer and Researcher

Mary McKeever - Graphic Designer and Researcher

Renno Riyadi - Web Developer and Graphic Designer

Research Question

"Can the Evolution of Creative Media Mediums Inspire and Uplift a Community?"

We wanted to explore the ideology that community based art can inspire and uplift people whether it be a traditional or a modern piece of art.

We plan to test our research question by creating a creative collaborative workshop with a community using traditional and contemporary art that will hopefully evoke feelings of inspiration.

Research Question

Conduct primary research
Create a creative collaborative art piece with a community of people
Conduct our methodology strategies with our participants
Create a social media campaign
Create a mini documentary of our journey throughout the project
Create a website
Turn our traditional art piece into an augmented reality artwork
Display our final artwork at Fis

Project Research

Community Based Art

Adult Colouring Books

Powerful and Inspirational Art

Evolution of Creative Media Mediums

Augmented Reality

Research Methodology

We are using quantitative and qualitative research methods for our project.

We will be conducting surveys with the participants of the creative collaborative workshop after they complete their part and also after they see the finished art piece.

We will also be conducting brief interviews with a few selected participants to get more detailed responses to enable us to test our hypothesis.

Project Overview

Creative Collaborative Project with a community, incorporating both traditional and contemporary artistic elements.

Our aim is to create a powerful and uplifting art piece in both traditional and non traditional mediums with the contributions of a community of people.

Our traditional piece will be using paint and our contemporary piece will be Augmented Reality

Project Overview

After investigating and developing our research we planned to have a creative collaborative workshop with a group of students on the 21st of March 2019.

We planned our workshop by starting a social media campaign, finalising our design, painting our boards, projecting our design to sketch and booking out filming equipment.

User Journey

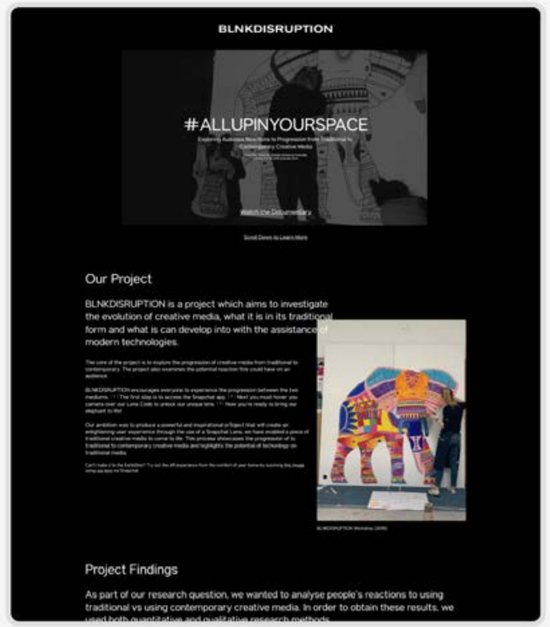
Creative Collaborative Workshop

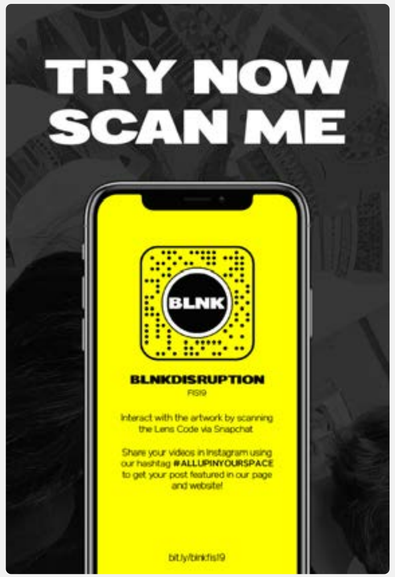
Documentary

Experimental Style

Content;Time Lapse

Social Media posts, Interviews





Home for Ellie 🐘

BLNKDISRUPTION's website acts as a central hub of information for the project, consisting of project context, research results, and any further collaterals that were predetermined in the project deliverables. Built with HTML & CSS, deployed via Github.

Setting the Scene Right

Can't make it to the exhibition? Download the Snapchat app and scan the QR code to try out the AR experience yourself from the comfort of your home, featuring a bespoke soundscape putting Ellie near you.

An Identity representing the future within the creative hub of Dundalk Institute of Technology.

ROLE	PROJECT TIMELINE	PROJECT TOOLKIT	PROJECT CONTRIBUTION
Sole Designer	12 Weeks	Adobe Creative Suite	Branding & Identity, Social Media Marketing & Print Design

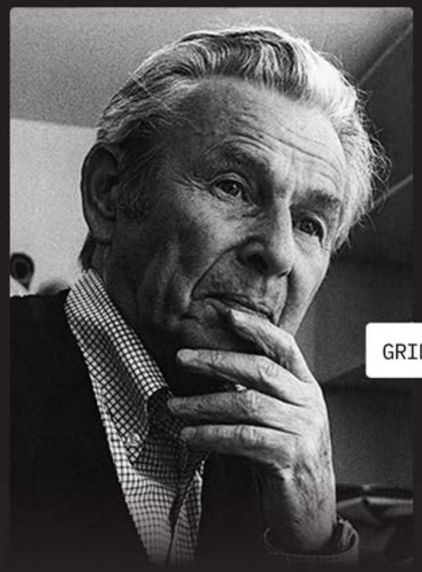
Derived from the word ‘vision’ in Irish.

FÍS (/fiːʃ/) is the annual graduate exhibition hosted by Dundalk Institute of Technology (DkIT) showcasing the work of students from BA (Hons) Communications in Creative Media, BA (Hons) Film and Television and Production, BA (Hons) Production of Music and Audio, and BA Media Arts and Technologies.

Design Rationale

Built on It's Foundations

The Caroll's building currently houses the School of Informatics and Creative Arts at DkIT. Previously built as a cigarette factory for PJ Caroll's, it's commonly recognised as one of Europe's best examples of modern industrial buildings designed in Miesian style.

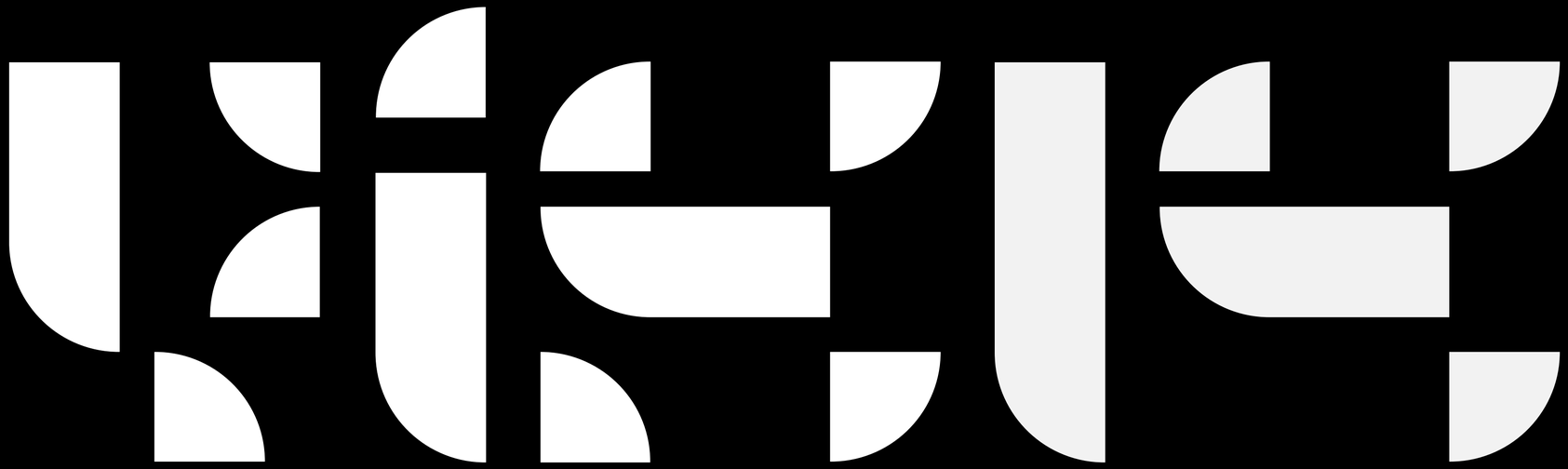


Bound by History

Built with strong notions tied to the institution's history, the new identity features a brutalism-led approach complemented by a tight grid system and strong typography inspired by the work of Swiss Style Josef Müller-Brockmann and the Swiss Style

Stand the Test of Time

Strict, but yet modular. The new identity system allows for varied applications while retaining consistency. Elements are made with the intention of future iterations and interpretations.


MAIN LOGO
YEAR

Dundalk Institute of Technology
Department of Creative Arts, Media and Music
06.06.2019 -
07.06.2019
18.00-
21.00
Thursday
12.00
-21.00
Friday
Graduate
Exhibition
FIS 2019 Exhibition
Dundalk Institute of Technology
Dublin Road
Dundalk, Co. Louth
DKIT

Graduate
Exhibition
06.06.2019 -
07.06.2019
18.00-
21.00
12.00
-21.00
DKIT

Head
This Way
Main Entrance

You are cordially invited to the launch of FIS 2019.
06.06.2019 - 07.06.2019
Dundalk Institute of Technology
Carroll's Building
18.00-21.00
12.00-21.00
Showcasing Works from the Final Year Students.
Programmes
BA (Hons) in Communications in Creative Media
BA (Hons) in Film and TV Production
BA (Hons) in Production of Music and Audio
BA in Media Arts and Technology
Graduate Exhibition
FIS 2019 Exhibition
Dundalk Institute of Technology
Dublin Road
Dundalk Co Louth
Facebook
Twitter
Instagram

This is Your Ticket.
This ticket is only valid for FIS 2019.
If found please return to -
Dundalk Institute of Technology
Dublin Road
Dundalk, Co. Louth
Graduate Exhibition
06.06.2019 -
07.06.2019
18.00-21.00
12.00-21.00

This is Your Invitation
Graduate Exhibition
You are cordially invited to the launch of FIS 2019.
06.06.2019 -
07.06.2019
18.00-21.00
12.00-21.00

What's Included
1X Invitation
1X Ticket
1X Poster
1X Business Card

Renno
BLNKDSRUPTION
Student
Communications in Creative Media

John Doe
Project Name Here
d00XXXXXX@student.dkit.ie
https://fis.comp.dkit.ie/
Student

Graduate
Exhibition
You are cordially invited to the
launch of FIS 2019.
06.06.2019 -
07.06.2019
18.00-
21.00
Thursday
12.00
-21.00
Friday
Dundalk Institute of Technology
Department of Creative Arts, Media and Music

Dundalk Institute of Technology
Department of Creative Arts, Media and Music
Graduate
Exhibtion

Graduate
Exhibition
Showcasing Works from the
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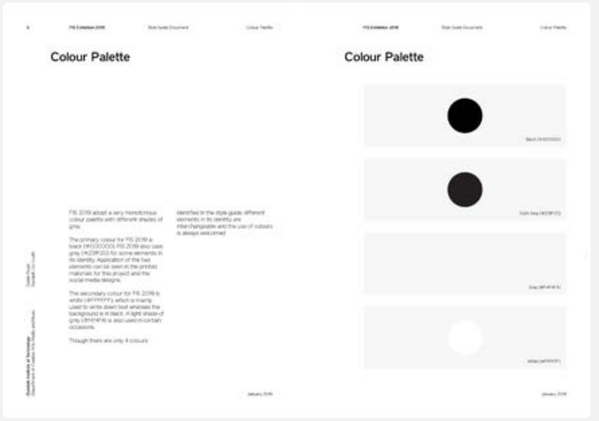
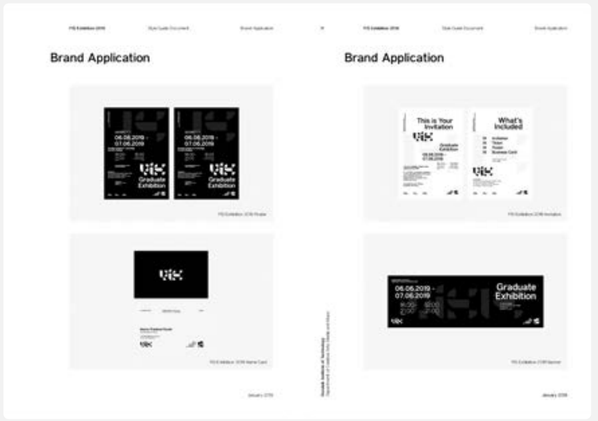
Dundalk Institute of Technology
Dublin Road
Dundalk, Co. Louth
Dundalk Institute of Technology
Department of Creative Arts, Media and Music





The developed brand guideline document provides visual cues, instructions and guidance to ensure consistency of usage within collaterals across all mediums.

Featured *Work*

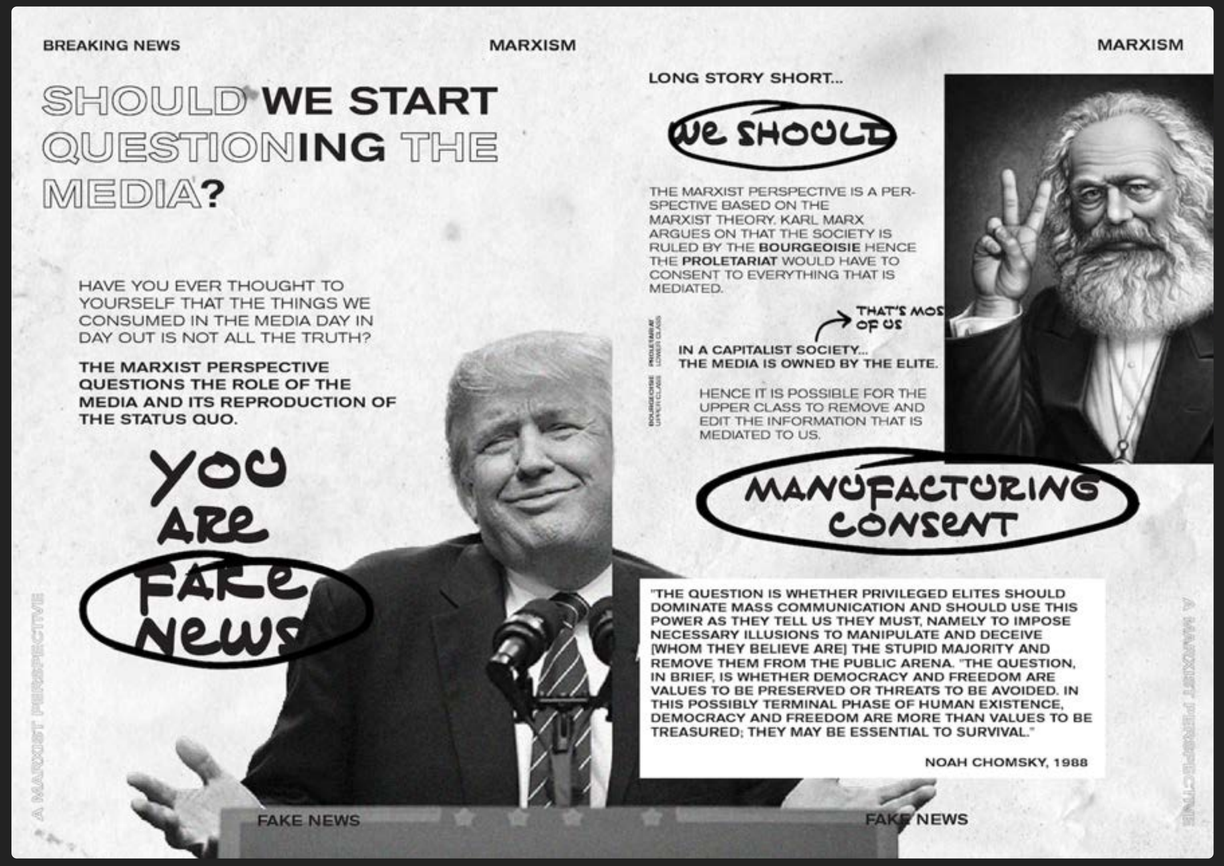
TAMAHEHANUSSA

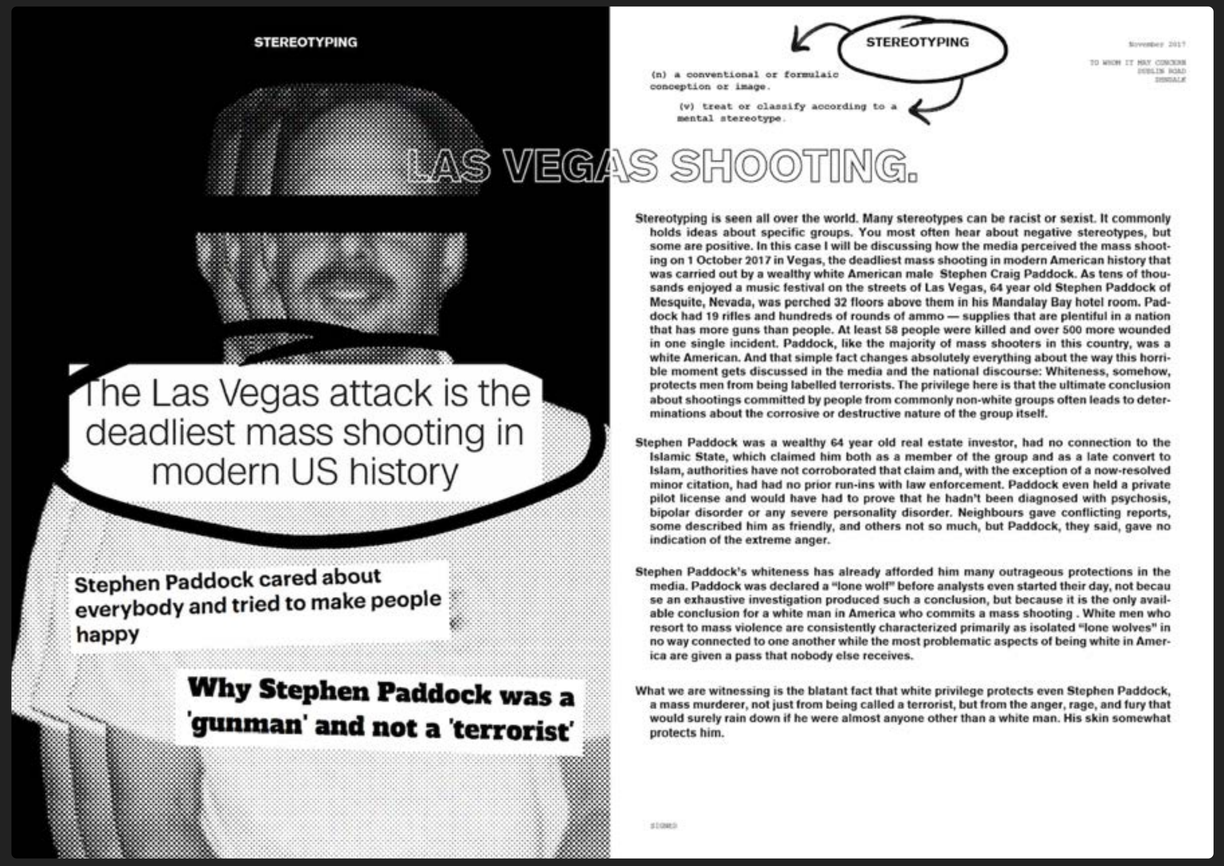
SOE
JAKARTA

DANGER
ZOMBIE
NEARBY
Scan the QR code on the poster to view the poster in Augmented Reality via Facebook.
Alternatively, open bit.ly/typesofdanger.

Swiss Style in Contemporary Web Design
Research Exhibition
History of Swiss Style
About Swiss Style
Print to Digital
Swiss
Style
In Contemporary
Web Design
1920 -
2019
Analysing How the Movement Has
Transitioned from Print to Digitial
Over 90 Years
in Design
Swiss Style became known for the design that emphasized objective clarity though the use of the compositional grid and sans-serif typography as its primary design material.
Swiss Style created a design style which combines cleanliness, readability and objectivity with the use of negative space, asymmetrical composition and photography.
Notable Figures
Ernst Keller
Armin Hoffman
Emil Ruder
Josef Müller-Brockman
The grid system is an aid, not a guarantee. It permits a number of possible uses and each designer can look for a solution appropriate to his personal style. But one must learn how to use the grid; it is an art that requires practice.
Josef Müller-Brockman, 1981
Typography has one plain duty: to convey information in writing. No argument can ignore this duty. A printed work which cannot be read becomes a product without purpose.
Emil Ruder, 1967
Dundalk Institute of Technology
Spring 2019
Help Centre
Privacy & Terms
Copyright 2019

Renno Pradana Riyadi
01 - 14
Creative
Advertising
8 March
8 April -
2019
Project
Showcase
Spring
Summer
Instagram
instagram.com/riyadirenno
LinkedIn
linkedin.com/in/riyadirenno
riyadirenno.com
Project Showcase
Goodfellas Movie Poster
Three Decades of Life in the Mafia.
GOODFELLAS
A Martin Scorcese Picture
creative commons
Project Showcase
Tom Misch - Movie Poster
05- 14
BLACK & WHITE
MOVIE
TOM
MISCH
06.04.2018
Geography
creative commons

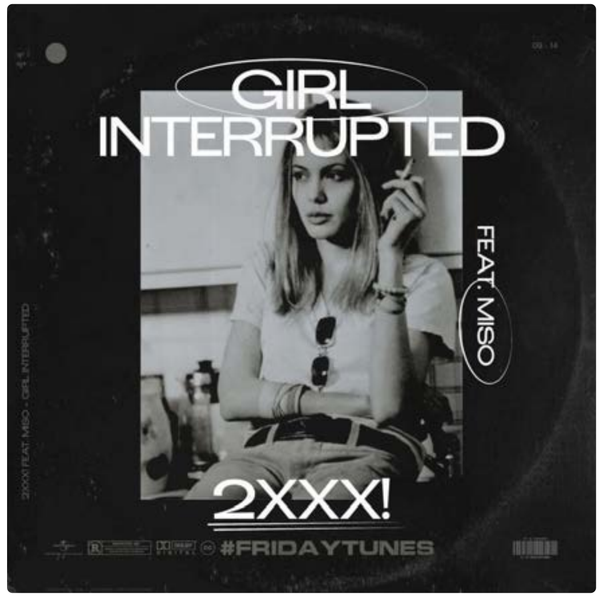




• FAKE NEWS ZINE [2018]

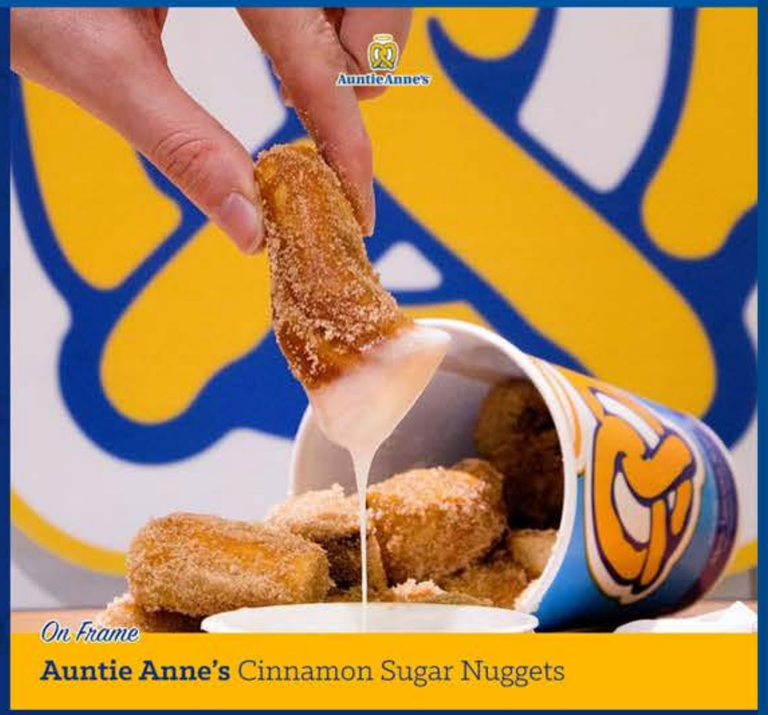
• HOME SH*T HOME - SIMON DOMINIC FT. JINBO

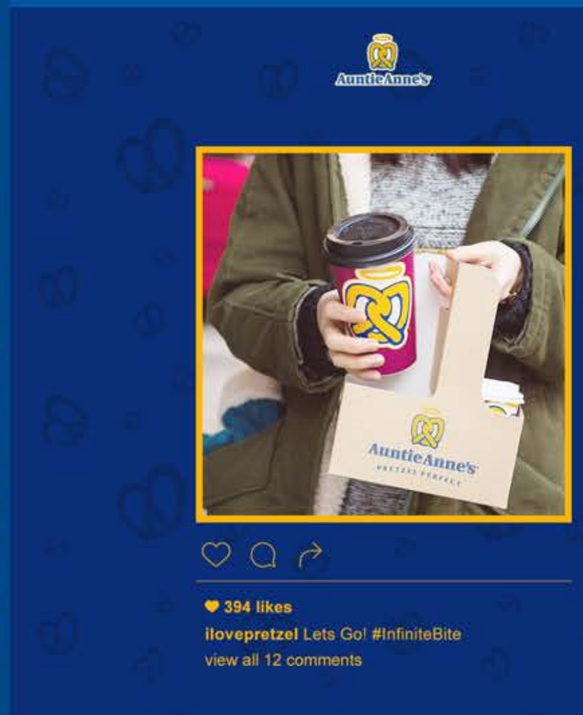
• SUNFLOWER - COLDE



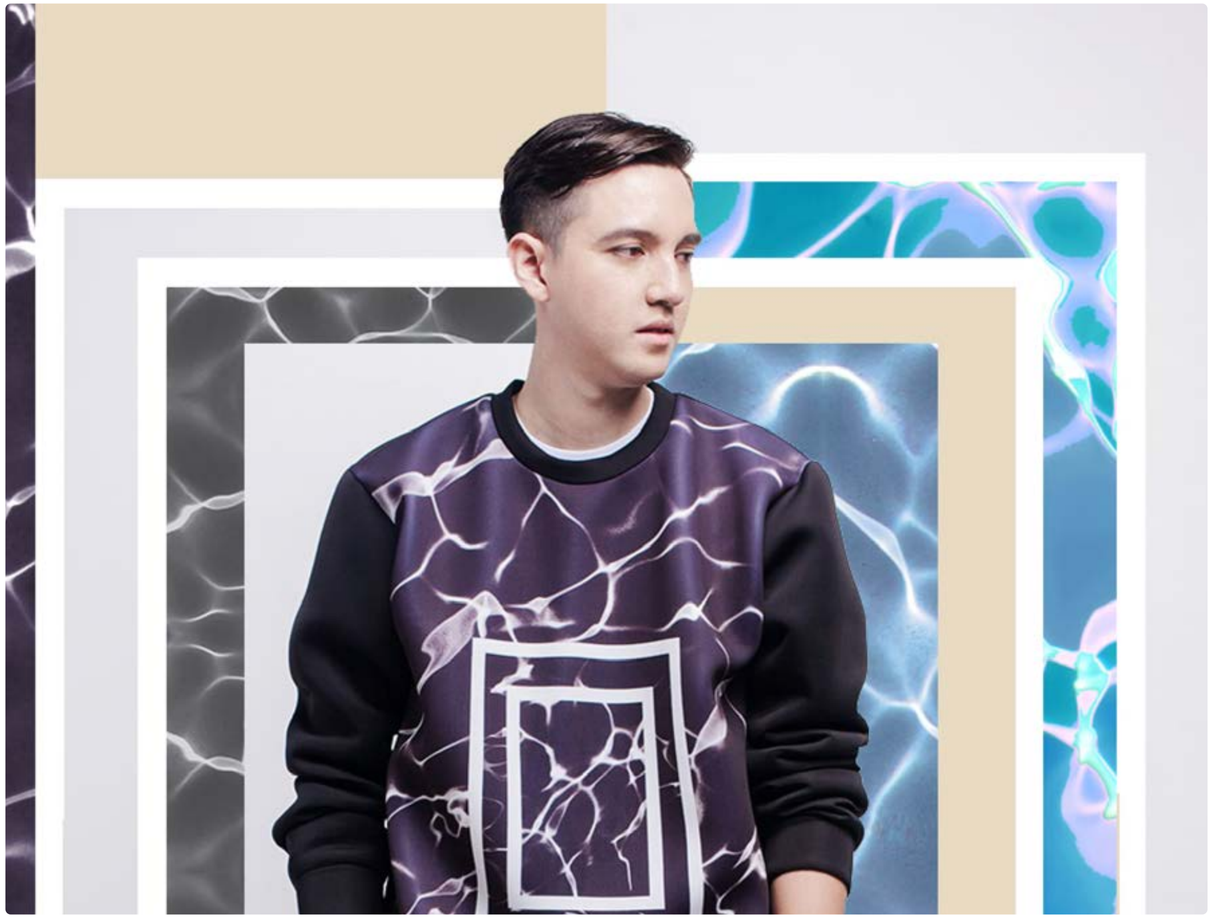
• GIRL INTERRUPTED - 2XXX! FT. MISO

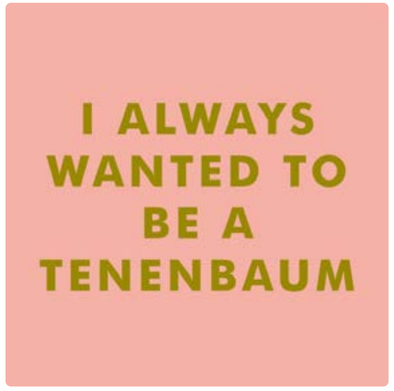
• JOHNNY - PRIMARY FT. DYNAMIC DUO





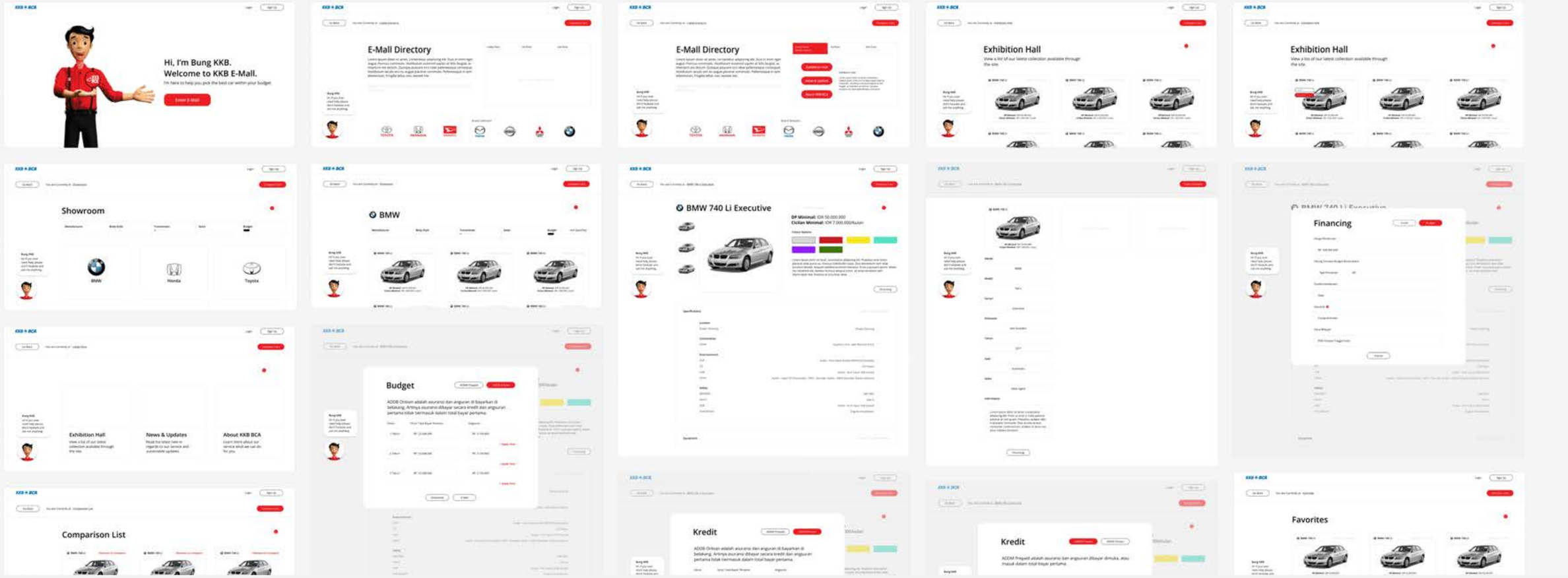
Social media designs for Auntie Anne's in collaboration with Studio Lèngua.





alex[a]lexa

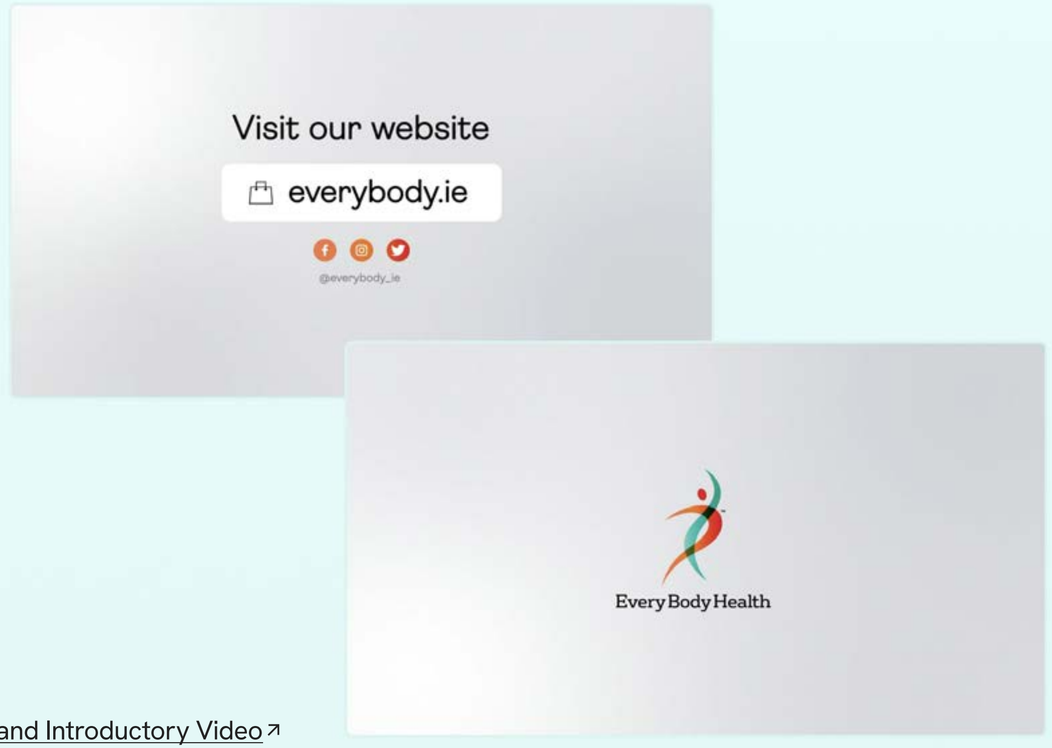
alex[a]lexa is a fashion label with an emphasis on creating urban wear with a playful twist through injecting a sense of whimsicality in the form of prints, applications and modern silhouettes. Developed a range of creative assets for the launch of their summer 2015 collection.



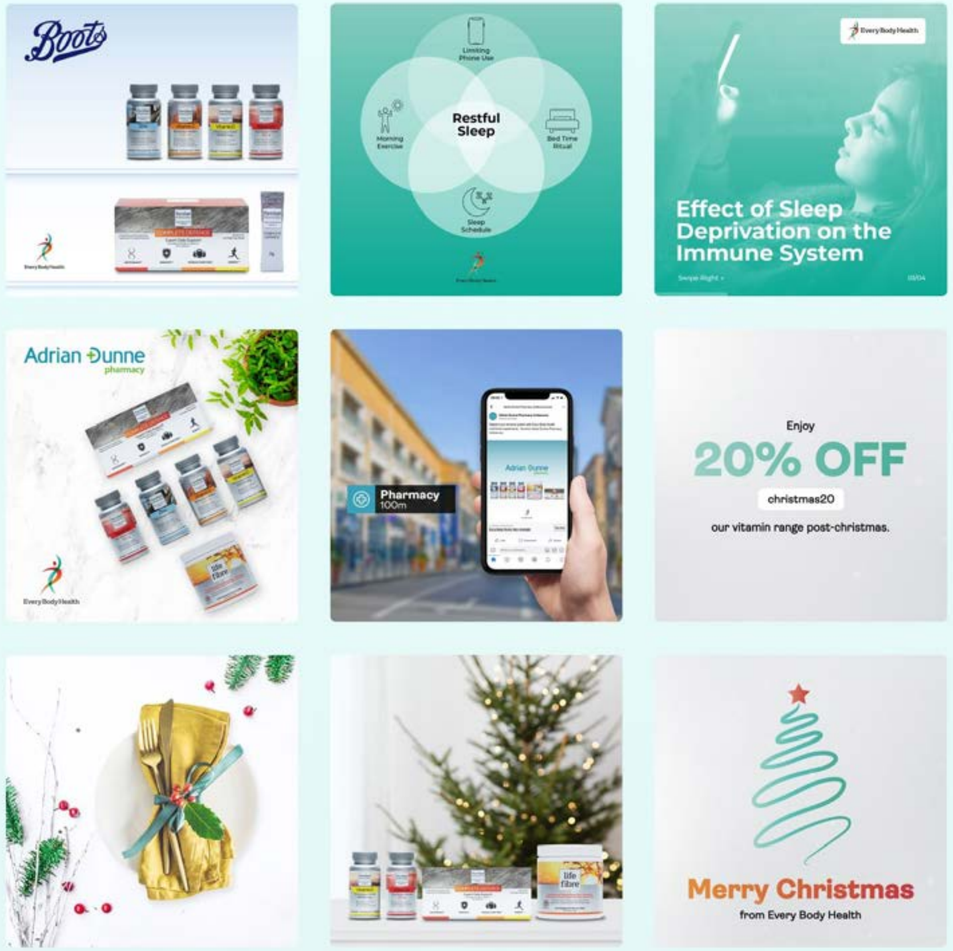
Bank Central Asia

Bank Central Asia (BCA) is the largest privately owned bank Indonesia. KKB BCA is the car financing services provided by the bank. I developed the initial and low-fidelity wireframes for KKB BCA, in collaboration with Studio Lèngua.

DUNDALK BAY BREWERY
ESTABLISHED 2017
BREWMASTER BEER
BREWED AND BOTTLED IN DUNDALK, CO. LOUTH
DUNDALK BAY BREWERY
ESTABLISHED 2017



Brand Introductory Video



Every Body Health

Every Body Health is an Irish, health & wellness company which brings a new range of unique, science backed, vitamin and mineral supplements to the market. Developed and produced various motion and static collaterals prior to the brand launch.

Ingin Punya Bisnis Sendiri, tapi Modal Belum Cukup?
buss

buss
We Build MDIT
Selamat
Perolehan medali Indonesia di Asian Games 2018
31 Gold Medals
24 Silver Medals
43 Bronze Medals

03
Asuransi jiwa tidak wajib

buss
We Build MDIT
FAKTA
atau
MITOS

buss
We Build MDIT
Mau punya Mobil Gratis?

buss
We Build MDIT
5 Penyakit Kritis dan Biaya Pengobatannya
(Januari - Juni 2014, Indonesia)

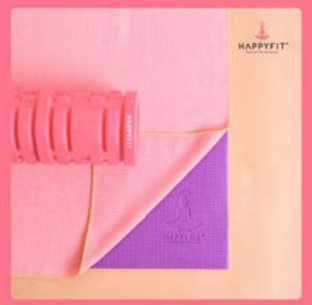
buss
We Build MDIT
01
Cari informasi sebanyak-banyaknya tentang investasi saham

buss
We Build MDIT
Dirgahayu Indonesia

Pariwisata Indonesia Diproyeksikan Dapat Menyumbang 15% Produk Domestik Bruto

HAPPYFIT

where to buy?
www.happyfit.co.id


HAPPYFIT

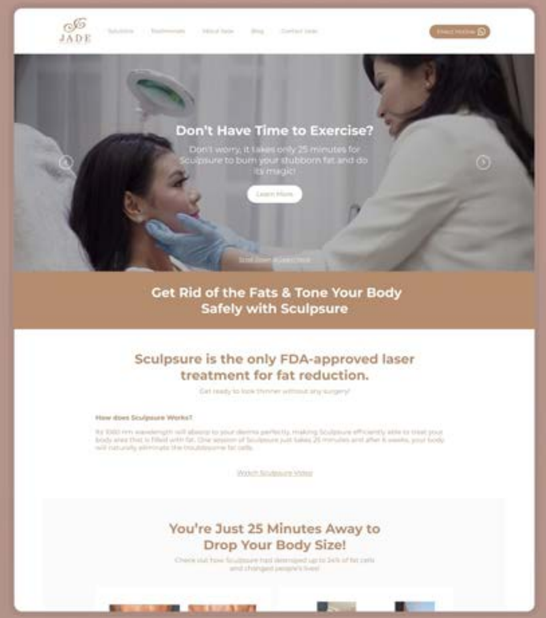
@ue.yoga

Yoga Challenge
HAPPYFIT

@yogi__bee

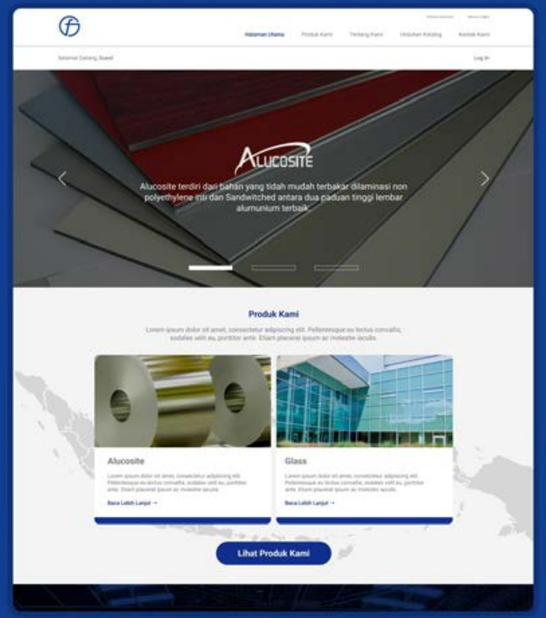
HAPPYFIT

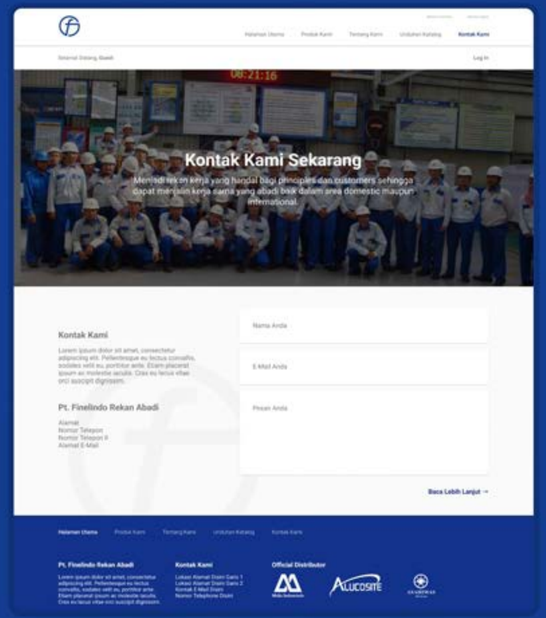
Selamat Menunaikan Ibadah Puasa
HAPPYFIT



Jade

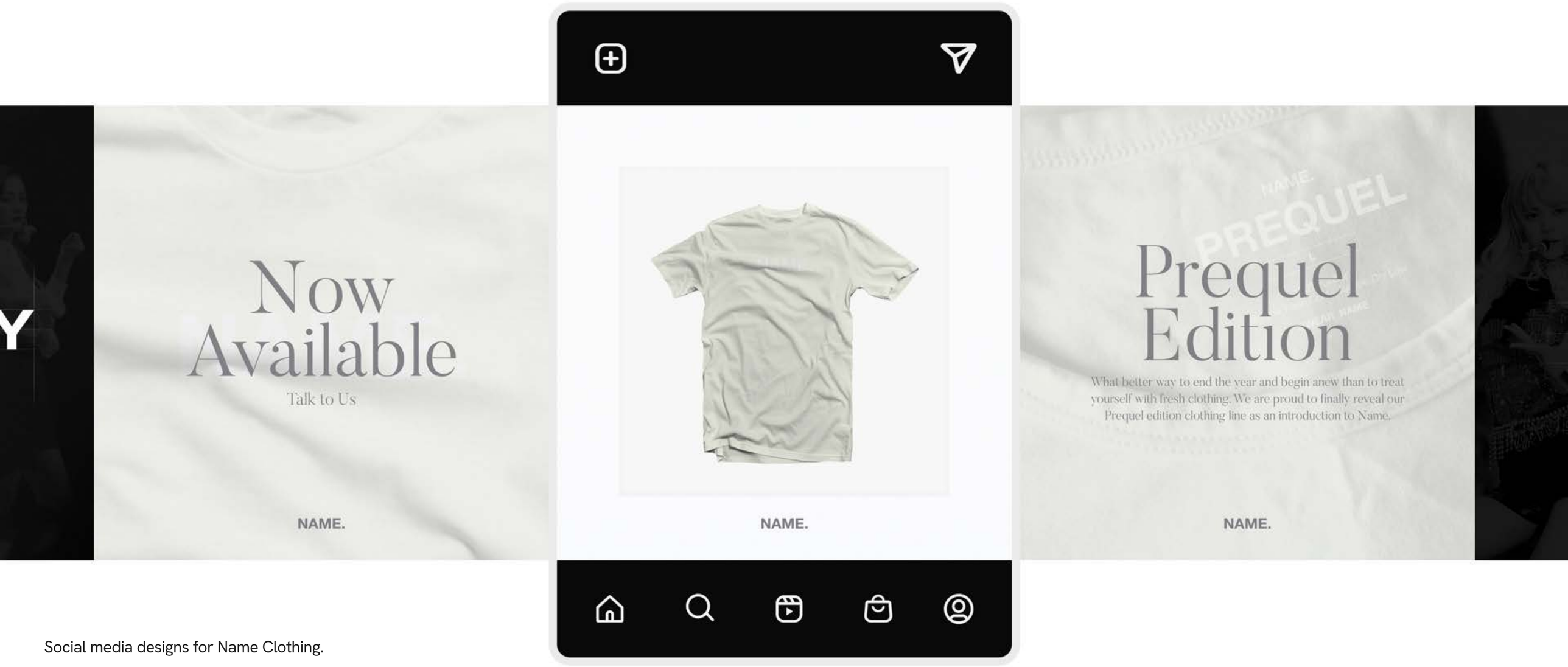
Jade is a premium aesthetic clinic based in Indonesia. I've designed multiple iterations of wireframes and facilitated the design handover to developers for build in collaboration with Studio Lèngua. Built and deployed via Wordpress.





Finelindo

Finelindo is a glass processor and distributor based in Indonesia. I've designed multiple iterations of wireframes and facilitated the design handover to developers for build in collaboration with Studio Lèngua. Built and deployed via Wordpress.



Social media designs for Name Clothing.

NLT Limo

NLT Limo

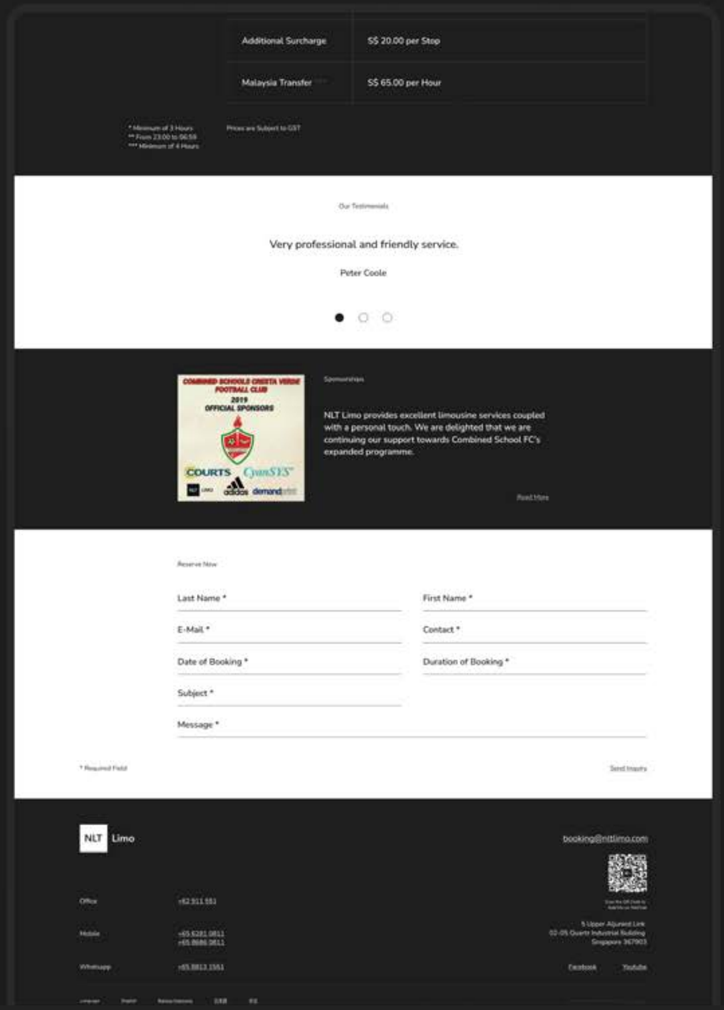
NLT Limo

NLT Limo

NLT Limo is a luxury chauffeur company based in Singapore that provides services throughout the country and beyond, including Malaysia.

In addition to redesigning the logo, I also designed and developed the website using HTML, CSS, and PHP.

The website is built with responsive design in mind, and is available in five different languages.



SAGACASE
7S
The perfect mobile companion.
Hard Shell Smartphone Case for the iPhone 7 and iPhone 7S.
For help and inquiries do not hesitate and contact us through our different social platforms.
@sagacase.id at LINE
instagram.com/sagacase.id
shopee.co.id/sagacase.id
SMARTPHONE CASE
INSTAGRAM.COM/SAGACASE.ID

THE PERFECT MOBILE COMPANION.
SAGACASE
MADE IN CHINA
For help and inquiries, do not hesitate and contact us through our different social platforms
@sagacase.id at Line
instagram.com/sagacase.id
shopee.co.id/sagacase .id
PLEASE MINIMIZE WASTE
RECYCLE
SAVE THE PLANET

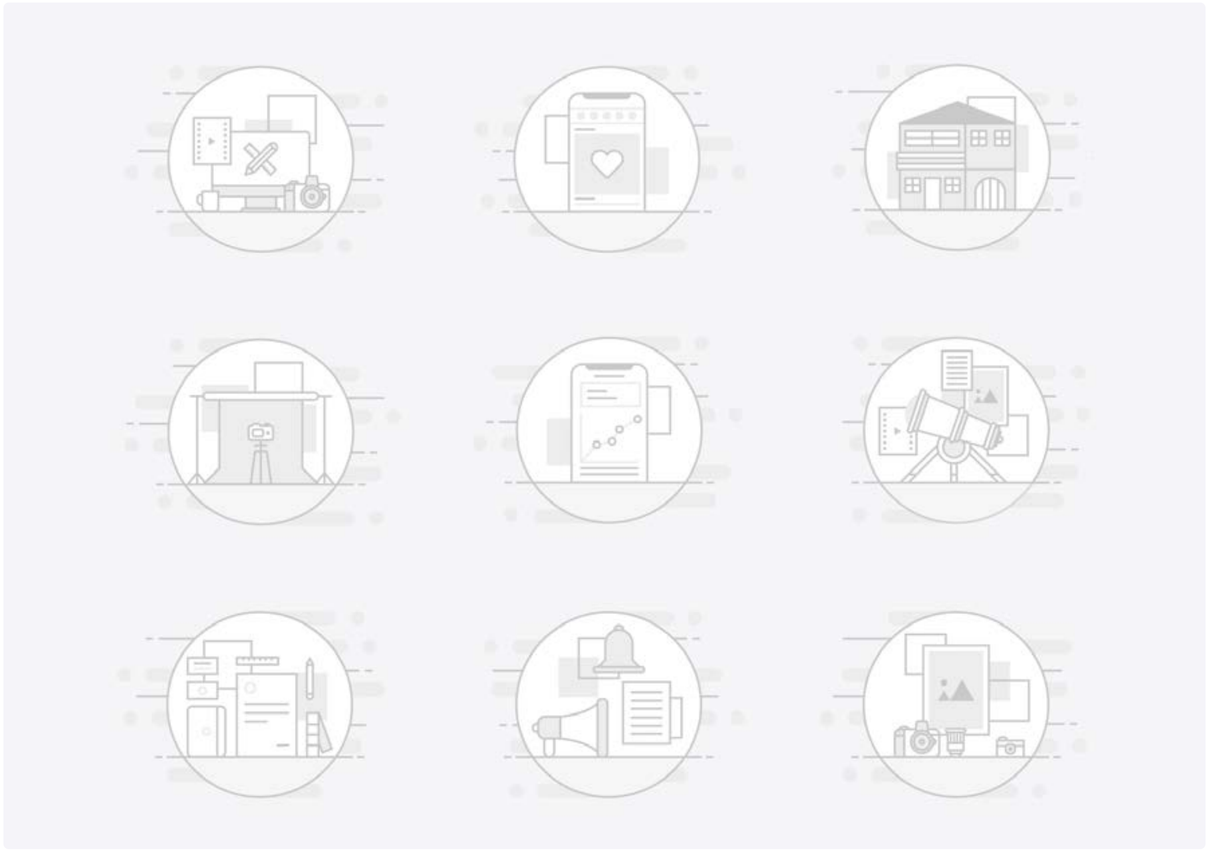
The perfect mobile companion.
7S
SAGACASE

THE PERFECT MOBILE COMPANION.
SAGACASE
MADE IN CHINA
For help and inquiries, do not hesitate and contact us through our different social platforms
@sagacase.id at Line
instagram.com/sagacase.id
shopee.co.id/sagacase .id

SOE Jakarta

SOE Jakarta is a sustainable clothing brand specialising in using traditional Indonesian handwoven textiles. As seen at Paris, Jakarta, Seoul and London Fashion Weeks. Developed the initial branding & identity and brand collaterals prior to the brand launch.

Studio Lèngua is a social media agency that bridges brands closer to ttheir customers with clients such as UNIQLO, Gilette, OCBC NISP, DBS and Bagus any many more.



#PejuangIndonesia 🇮🇩

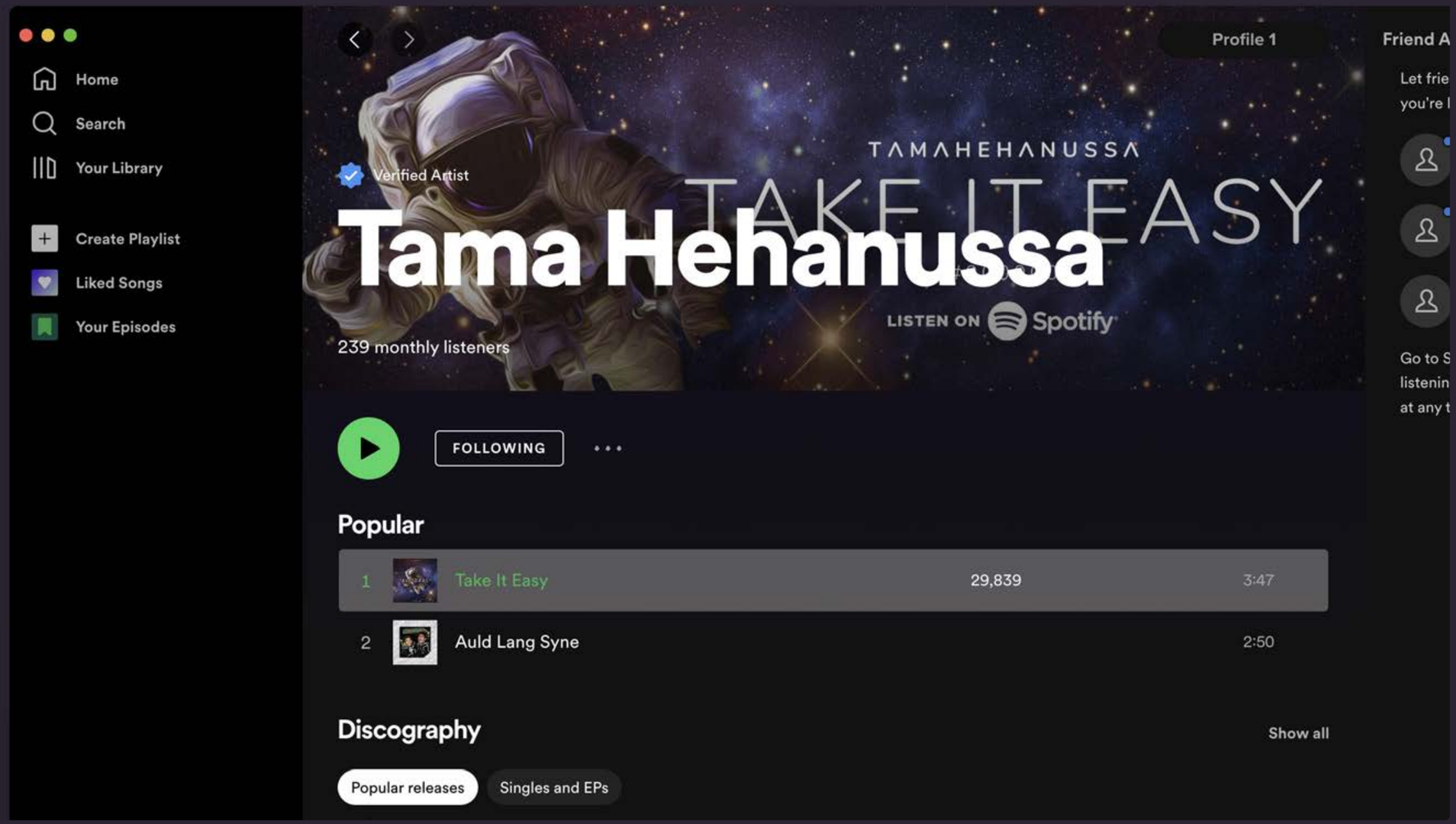
Designed and produced a range of assets in celebration of the 2018 Asian Games held in Indonesia. Every medal winner from the games is given a bespoke creative, which is shared all across social media.

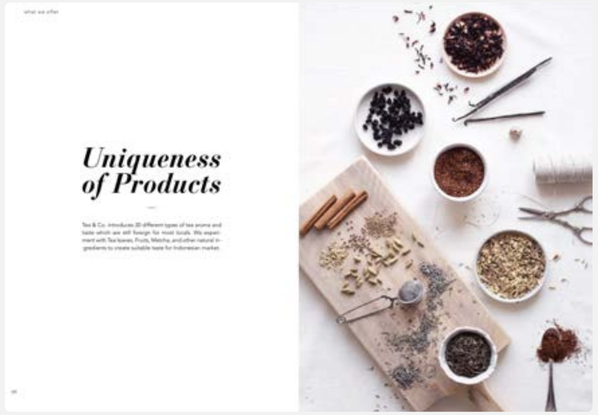
Sneak Peek to the Crew

Designed and developed a collection of bespoke icons and illustrations highlighting the different services offered by the agency, and a sneak peek to what life is like at Studio Lèngua.

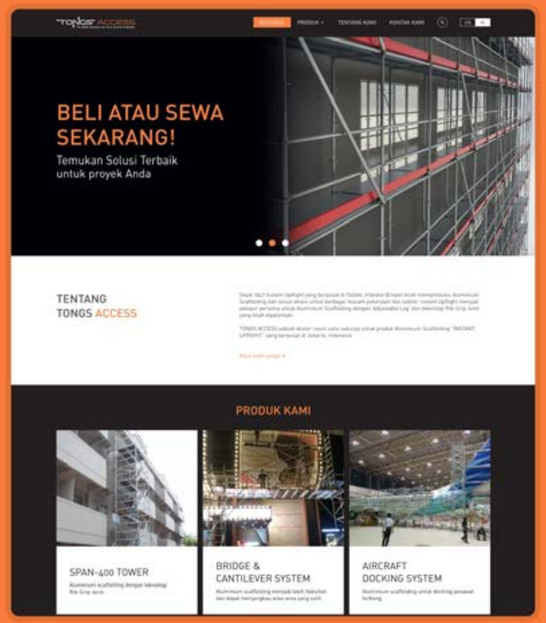
TAMAHEHANUSSA

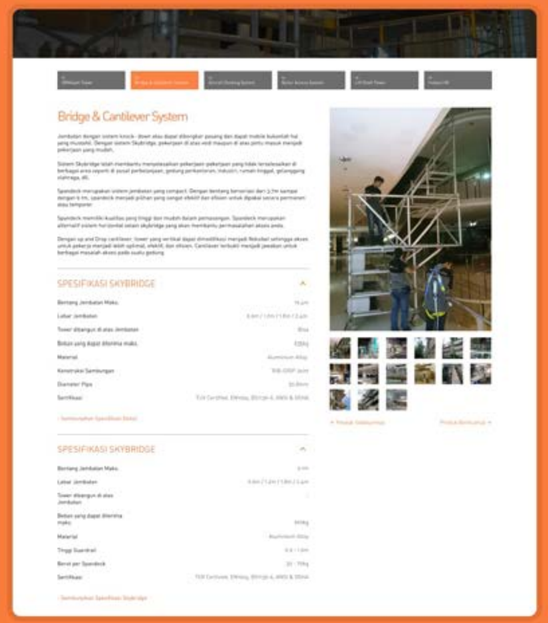
TAMAHEHANUSSA





Brand document development for Tea & Co. in collaboration with Studio Lèngua.





Tongs Access

Tongs Access is the sole official aluminium scaffolding dealer in Indonesia. I've designed high-fidelity wireframes and facilitated the design handover to developers for build in collaboration with Studio Lèngua. Built and deployed via Wordpress.

Warung Menteng

Warung Menteng is a restaurant specialising in Indonesian late-night staples based in Jakarta. I've designed various wall artworks which are showcased throughout the restaurant, in collaboration with Studio Lèngua.

Please forward any queries to
renno@riyadirenno.com

Looking to work together, talk about the latest on K-Pop, or just want to say hi? Get in touch by contacting me at renno@riyadirenno.com↗

Chat soon!