

SABITA KHANSA DEWI

Informatics Engineering Student

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SUMMARY

Informatics Engineering student at Universitas Brawijaya with a passion for UI/UX design and front-end development. I enjoy creating user-centered and visually engaging interfaces that blend creativity with technology to enhance digital experiences. I'm passionate about exploring new challenges and opportunities, as they allow me to continuously learn, grow, and expand my skills.

EXPERIENCE

Staff Creative Division of Jambore Jazz Campus

Mar 2025 - Present

- Supported Jambore Jazz Kampus, a charity jazz concert event, as part of the Creative Division.
- Edited Instagram feed content to enhance the event's online presence and audience engagement.
- Designed event merchandise aligned with the event's branding and musical theme.
- Applied and improved visual design and digital content creation skills through creative collaboration.

Volunteer Staff as UI/UX Designer in Bakti BCA Program

Jun 2025 - Jun 2025

- Served as UI/UX Designer in the DDM (Design, Documentation, dan Multimedia) team.
- Designed and developed the official website for Desa Ketindan — ceritaketindan.vercel.app
- Created user-centered website layouts and interfaces to enhance accessibility and visual appeal.
- Documented the Bakti BCA program through photography and multimedia production.
- Captured and curated event highlights to support storytelling and digital publication.

Internship as UI/UX Designer in RAION Community

Feb 2025 - Mar 2025

- Completed a one-month internship at Raion Community as a UI/UX Designer.
- Contributed to the development of SIGMA (Siaga Malang) — a mobile app for emergency calls and real-time disaster updates in the Malang area.
- Designed user interfaces and optimized user experience flows to improve accessibility during emergency situations.
- Collaborated with a cross-functional team of six members in a fast-paced project environment.
- Strengthened design thinking, communication, and teamwork skills through iterative design and feedback sessions.

Vice Chief Officer of Merchandise FILKOM

Feb 2024 - Jan 2025

- Served as Vice Project Lead for the FILKOM 2024 Merchandise Program.
- Co-led the planning and execution of the merchandise sales initiative from concept to delivery.
- Developed product concepts by determining merchandise types, styles, and branding alignment with FILKOM's identity.
- Contributed to the visual design process to ensure cohesive and appealing product aesthetics.
- Collaborated with the sales and creative teams to design effective marketing and sales strategies.
- Strengthened creative direction, product branding, visual design, and team collaboration skills in a real-world project environment.

- Staff Design, Documentation, and Multimedia of SCHOTIVAL****Mar 2024 - Sep 2024**
- Edited Instagram feed content to support event promotion and enhance online engagement.
 - Designed committee ID cards consistent with the event’s branding and visual identity.
 - Documented event moments through photography and multimedia coverage during the festival.

- Staff Design, Documentation, and Multimedia of INTRIVIA****Jun 2024 - Nov 2024**
- Served as Design, Documentation, and Multimedia (DDM) Staff for INTRIVIA 2024, the department’s student orientation program.
 - Designed Instagram feed content for pre-event promotions to increase online engagement and visibility.
 - Captured event moments through photography and multimedia documentation during the orientation program.
 - Developed visual design, content creation, and event documentation skills in a collaborative creative team environment.

- Guest Speaker for Club Multimedia 2****October 20, 2024**
- Invited as a Guest Speaker for Club Multimedia 2, organized by the Nutrition and Health Student Organization (ORMAGIKA), Faculty of Health Sciences, Universitas Brawijaya.
 - Delivered a workshop on Figma fundamentals, teaching participants graphic design principles and practical applications.
 - Strengthened public speaking, instructional design, and creative communication skills through hands-on teaching experience.

- Volunteer Staff Design, Documentation, and Multimedia of FILAFEST****Oct 2023 - Nov 2023**
- Designing promotional materials such as template of Instagram live report posters and template strip photo.
 - Capturing event moments through photography.
 - Collaborating with other teams to ensure event visuals matched the overall concept

ORGANIZATION

- Badan Eksekutif Mahasiswa Fakultas Ilmu Komputer, Universitas Brawijaya****Jan 2024 - Jan 2025**
- Expert Staff in the Ministry of Creative Economy
- Acted as Vice Coordinator for the Merchandise Project, overseeing planning and execution.
 - Conceptualized merchandise themes, product types, and design direction aligned with organizational branding.
 - Designed visual materials and contributed to developing sales and marketing strategies to enhance product appeal.
 - Strengthened creative planning, design, marketing, and team collaboration skills in an organizational environment.

SKILLS

- Language**HTML, CSS, Javascript, Kotlin
- Tools**Figma, Visual Studio Code, Android Studio
- Soft Skills**Collaboration, Communication, Problem Solving, Adaptability, Attention to Detail

EDUCATION

Undergraduate of Informatics Engineering
Universitas Brawijaya

Jul 2023 - Present

SMA Negeri 20 Batam
Science

Jul 2020 - Mar 2023

ACHIEVEMENTS

- **1st Place – ICT Business Development National Competition, HOLOGY 8.0 2025**
- **Top 20 Finalist - ICT Business Development National Competition, GEMASTIK XVIII 2025**
- **4th Place - Business Model Canvas National Competition, HI-FESTA 2025**
- **Top 10 Finalist - UI/UX Designer National Competition, Universitas Islam Sultan Agung 2025**
- **Top 10 Finalist - IT Business Competition, 4C National Competition 2024**
- **Semifinalist -TDC Business Plan Competition,TDC Summit Fest 2024**