



## Sabrina Natasya Bilbina

UI/UX Designer

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[github.com/sabrintsya](https://github.com/sabrintsya) | [Portfolio](#) | West Karawang, Indonesia

UI/UX Designer with a proven track record in creating user-centered digital solutions. Strong background in user research, wireframing, prototyping, and visual design. Successfully delivered 3 major projects with measurable results in usability improvement and user satisfaction.

### EXPERIENCE

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#### UI/UX Designer & Team Lead | [K'PARKIR](#) Project

July 2025 – October 2025

*Ycab Foundation & Startup Campus*

- Led team of 4 designers in creating parking solution app
- Conducted competitive analysis of 3 parking apps, identifying 12 UX gaps
- Designed 15+ screens with interactive prototypes using Figma
- Executed usability testing with 10+ participants
- Results:
  - Won 1st Place in Final Project Showcase
  - Achieved 100% user relevance score in testing
  - Improved user flow efficiency by 25%
  - Received 6.3/7 visual appeal score from users

#### UI/UX Designer Scholar | Youth Employment Program

July 2025 – November 2025

*YCAB Foundation & Startup Campus*

- Completed intensive 4-month UI/UX design bootcamp
- Selected as one of 25 scholars for the Youth Employment Program (YEP), a fully funded bootcamp and career acceleration program in collaboration with YCAB Foundation and Startup Campus.
- Mastered end-to-end design process from research to handoff
- Developed 4 mini-portfolios and final capstone project
- Results:
  - Received Best Task Award for Ideation (91/100 score)
  - Scored 94.25/100 in UX Research assignment
  - Completed 100% of assignments on time
  - Improved design quality by 30% through mentor feedback

#### UI/UX Designer Internship | [BeautyPreneur](#) Project

July 2025 - October 2025

*Markoding (Perempuan Inovasi 2024)*

- Designed responsive platform for beauty entrepreneurs
- Collaborated in 4-person cross-functional team
- Conducted user research and usability testing
- Results:
  - Achieved 3rd Place National with score of 92.8/100
  - Presented at national Demo Day to 200+ attendees

### SKILLS & TOOLS

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- Design Tools: Figma, Adobe XD, Sketch, Adobe Photoshop, Illustrator
- UX Methods: User Research, Competitive Analysis, User Personas, Journey Mapping, Usability Testing
- UI Design: Wireframing, Prototyping, Visual Design, Design Systems, Responsive Design
- Technical: HTML5, CSS3, JavaScript Basics, GitHub