

# Muhammad Ariwandono



moe.ariwandono@gmail.com



917-291 7972



github.com/sirbimon



bimonaretga

## Profile

UI/UX Designer, Digital Illustrator, and iOS Developer with 10 years of graphic design experience, highly skilled in designing and delivering engaging mobile experiences, creating high fidelity prototypes. experienced in working in an Agile team, with deep understanding of the mobile development stack.

## Work Experience

### UI/UX Designer, Outt, Long Island, NY — 2017 - Present

- Redesigned the whole user experience and user interface.
- Updated every icon in the application.
- Collaborated with the developers in delivering the product in an Agile team.
- Frequently conducted whiteboarding design sessions with the CEO to pinpoint the needs of the company and how to address it in UI and UX.
- Conducted user research to refine the user interface.
- Quick turnover from design ideas to high fidelity design and everything in between, with high transparency of the design process in every step of the way.
- Applied current design trends to keep the app feel current in the app market.
- Assisted the development team with technical insight to how to create animations and build the interfaces in code.
- Created interactive prototypes using Origami Studio to assist decision making.

### Field Engineer, Lematang Hidro, Cianjur, Indonesia — 2015-2016

- Responsible for daily communication between the field office and the main office.
- Supervised sub-contractors and held daily briefings with sub-contractors.
- held monthly briefings with the main office.

### Creative Lead, Weable, Bandung, Indonesia — 2014-2015

- Responsible for branding and creating various marketing material.
- amassed 2000+ followers on instagram and 100+ recurring costumers per month.

## Projects

### Pops: A Productivity Gamification App. iOS Developer, UI/UX Designer

- Designed and illustrated the characters and icons
- Delivered the application from design to the Appstore in 3 weeks.
- Developed the front-end code in Swift.
- Further developed native timer functionalities and created a new in app API to connect timer logic to the points system.

### Weeklyst: A Weekly To-Do List. iOS Developer, UI/UX Designer

- Designed the whole app.
- Designed the app architecture
- Delivered the app from design idea to the Appstore in 2 weeks.

## Education

- Bandung Institute of Technology, Ocean Engineering, 2009-2014
- Flatiron School, iOS Engineering, 2016

## Skills

Sketch, Figma, Adobe Illustrator, Xcode, Swift, HTML, CSS, Ruby, iOS Development, CocoaTouch.