Muhammad Sulthon Mufti

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SUMMARY

Informatics graduate with 2 years of experience as a Frontend Developer and UI/UX Designer. Proficient in PHP, JavaScript, and Figma, with a proven track record of delivering high-usability digital products.

EXPERIENCE

Geographic Information System Development | Full Stack Developer and UI/UX Designer

Dinas Pariwisata Kabupaten Magelang (Magelang Regency Tourism Office)　　　　**February 2025 – September 2025, Magelang, Central Java**

· Engineered a high-performance GIS platform that mapped over 150+ tourism destinations.
· Designed and prototyped 20+ interactive UI screens in Figma, resulting in a 25% improvement in user navigation efficiency during usability testing.
· Integrated a dynamic geospatial layering system that allows real-time filtering of 5+ categories (e.g., nature, culinary, culture), enhancing information discovery for users.
· Validated the platform's user experience through standardized usability testing, achieving a usability score of 80.42 (Grade A) to deliver a highly intuitive and user-friendly interface for diverse visitors.

Software Product Development Internship | UI/UX Designer

PT. KAWAN KERJA INDONESIA　　　　**July 2024 – November 2024, Bandung, West Java**

· Conducted design processes for 5 major software development projects.
· Successfully developed software from start to finish, reaching over 1,000 downloads.
· Collaborate with 3 – 5 roles in application development.
· Successfully produced website and mobile designs as reference materials during the application development process. Refined user interface components for both web and mobile platforms by integrating user feedback and usability testing outcomes, elevating product appeal and usability across multiple projects.

Information Technology Project Management | Frontend Developer and UI/UX Designer

Ahmad Dahlan University　　　　**March 2024 – June 2024, Yogyakarta**

· Developed a full-scale food delivery system with 10+ core features using PHP and JavaScript, ensuring 100% alignment with client business objectives.
· Optimized user checkout flow by 50% through high-fidelity Figma prototyping and responsive frontend engineering across all device platforms.
· Facilitated client consultations to translate complex requirements into seamless, production-ready digital solutions.

Introduction Project Management and Principles

Ahmad Dahlan University　　　　**September 2023 – January 2024, Yogyakarta**

· Defined 15+ critical functional and non-functional requirements to create a validated product roadmap, successfully reducing potential scope changes by 30% during the execution phase.
· Engineered a comprehensive design system and 18+ interactive UI screens in Figma, achieving 100% client approval on the first presentation cycle through high alignment with user personas.
· Translated abstract business needs into actionable technical blueprints and project milestones, ensuring a seamless transition from initial planning to full-scale system development.

Project on Human-Computer Interaction | UI/UX Designer

Ahmad Dahlan University　　　　**March 2023 – July 2023, Yogyakarta**

· Design and develop a highly detailed interface for a book warehouse management system, applying advanced typography and color theory to enhance visual appeal.
· Formulated a user-centered design framework by conducting user research and persona mapping, which optimized interaction flows for 8+ potential user scenarios.
· Translated complex user requirements into 10+ wireframes and interactive prototypes in Figma, facilitating seamless communication between stakeholders and technical teams.

EDUCATION

Bachelor of Informatics Engineering

Ahmad Dahlan University · Yogyakarta, Indonesia · 2025 · 3.62 GPA
· Skills: HTML, CSS, JavaScript, PHP (programming language), MySQL, Figma, Visual Design, team management.

CERTIFICATIONS

International Bootcamp Data Analyst "Mastering SQL Fundamental: From Concept to Application"
SmartPath · 2024

Web Developer Series 7.0 – Frontend
dibimbing.id · 2024

Internship participant as UI/UX Designer from PT. Kawan Kerja Indonesia
PT. Kawan Kerja Indonesia · 2024

BSF 33 – UI/UX Design
dibimbing.id · 2024

Intro to Data Analytics
RevoU · 2023

SKILLS

HTML, CSS, JavaScript, PHP (programming language), MySQL, VSCode (web developer tool), Figma (graphic design tool), Visual Design, Prototyping, UX Writer, Wireframing, communication, teamwork, presentation, systems analyst