



Syah Reza Pahlevi

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Skills

Product Design

Contextual Research
System Analysis
Requirement Documentation
Wireframing
Information Architecture
Rapid Prototyping
UI/UX Design
Usability Testing
Diagram Design

Software

Figma
Trello
Google Suite
Canva
CorelDraw
Maze
Draw.io
Whimsical
Enterprise Architecture
Katalon

Programming Languages

Python
Javascript
PHP
SQL

Languages

Indonesia — Native
English — Basic proficiency

Work Experience

GITS Indonesia — Business Analyst Intern

Bandung, Feb 2023 — Jun 2023

GITS Indonesia a software development company specializes in **digital transformation** and **innovative IT solutions**.

- Translated business requirements into user stories, wireframes, and acceptance criteria.
- Assisted in project estimation, timeline planning, and resource allocation.
- Contributed to project documentation and knowledge base enhancement.
- Designed and implemented a proof of concept for a product recommendation algorithm.

Binar Academy — Product Management Bootcamp

Online, Agt 2022 - Dec 2022

An intensive bootcamp for **mastering product management skills**, part of the MSIB program.

- Developed strategies for product design, market positioning, and pricing.
- Created and maintained product roadmaps and requirement documents.
- Conducted market research to identify customer needs and competitor offerings.
- Managed product development projects to ensure timely delivery.

Software Engineering Laboratory — Research Assistant

University of Jember, Agt 2021 - Agt 2023

Research facility for **Software Engineering** in Computer Science faculty.

- Applied user-centered design principles to develop innovative products.
- Used UX research methodologies to identify user needs and inform product designs.
- Developed wireframes, storyboards, prototypes, and user interface design elements.

Education

Bachelor of Informatics

2020 — 2024

University of Jember, GPA — **3.80** out of 4.00

- Relevant Coursework: Web Programming, Object-Oriented Programming, Software Development, Software Requirements Engineering, Information Systems Analysis and Design, Database Systems, Machine Learning, DSA.

Achievement

- Second Place ISIC ICT Business Development Division (2023)
- Finalist ISIC Software Development Division (2022)
- Finalist GEMASTIK Software Development Division (2021)
- Second Place IT Convert Software Development Division (2021)
- Third Place ISIC Software Development Division (2021)

Projects & Case Studies

Relazee Networking Platform

June, 2024

- Designed a platform aimed at connecting college students for collaborative partnerships in competitions.
- Facilitated seamless partner searching and collaboration to enhance team formation for various academic and extracurricular competitions.
- Ensured user-friendly interface design and intuitive navigation to foster effective collaboration.
- Received positive feedback from student users for improving team-building processes and competition participation outcomes.

SiResto Point Of Sales App

November, 2023

- Developed "SiResto," a Point of Sales (POS) application aimed at assisting UMKM (Micro, Small, and Medium Enterprises) in managing cash flow and calculating product taxes.
- Collaborated with the Government to ensure compliance with regulatory requirements.
- Played a key role as a System Analyst and UI/UX Designer, responsible for:
 - Conducting requirements gathering and analysis to understand UMKM needs.
 - Designing intuitive user interfaces and ensuring seamless user experience.
 - Integrating tax calculation features to automate product tax calculations.
 - Implementing feedback from stakeholders and conducting usability testing.

Lawtus LegalTech App

December, 2022

- Developed "Lawtus," a legaltech application aimed at assisting individuals with legal issues.
- Final project for Binar Product Management course, involving collaboration between Product Management and UI/UX students to design a real-world case project.
- Led as the Product Manager, responsible for:
 - Gathering extensive user feedback to understand pain points and user needs.
 - Analyzing market requirements and defining product features to address identified needs.
 - Collaborating closely with the UI/UX student to create a high-fidelity user interface and experience.
 - Coordinating with other stakeholders to ensure alignment with project goals and requirements.
 - Conducting usability testing and iterating on designs based on user feedback to optimize user experience.

Anvid - GEMASTIK Software Development Division

October, 2021

- Designed "Anvid," a COVID-19 diagnosis app aimed at helping users self-assess their symptoms and provide information about COVID-19.
- Collaborated with developers to integrate UI/UX designs into the functional app.
- Conducted usability tests and iterated on designs based on user feedback to optimize app usability.