Syah Reza Pahlevi

Business Analyst

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Skills

Product Design

Contexual Research

System Analysis

Requirement Documentation

Wireframing

Information Architecture

Rapid Prototyping

UIUX 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, 2024

• 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.