

# Kurnia Ramadani

UI/UX Designer

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## Summary

I am a UI/UX designer with a strong vision of creating useful products, through employing technology which will help the society in many aspects of their lives. I am a reliable team player and I am a fast learning person. I started learning the UX Design since 2016, precisely when I was in university. Currently, I am working at an e-commerce as UI/UX Designer since 2018. Being in a circumstance that involves many teamwork projects, has made me become capable for working with a team, in order to solve problems with design as one form of the solution.

## Experience

<b>UI / UX Designer</b> Regopantes.com Apr 2018 - Present	RegoPantes is an e-commerce platform which provides and guarantees a direct transaction between consumer and farmer. I designed the user interfaces of the application and web of RegoPantes. The processes included researching, creating wireframe, and designing the hi-fi prototype.
<b>Motion Grapher</b> Kay Studio Apr 2016 - Dec 2018	I initiated a small studio, namely Kay Studio with two friends of mine. The studio was focusing on product branding including logo design, packaging design, advertisement video and more. I was responsible for becoming a motion graphic designer. My job was to make some short videos in accordance with a product advertisement. This job made me realize that every details in an advertisement video was important to promote the product to the consumer.
<b>Avatar</b> PODCORN Sep 2019 - Present	I started Podcorn with my fellow in RegoPantes. This podcast appeared due to the absence of media (podcast/TV) which provided an adequate information related to farming and the issues emerging in the area. As this podcast was managed by a small group of worker, I am in charge of several positions i.e. sound recorder, sound editor, dashboard administrator and graphic designer.

## Education

### Universitas Gadjah Mada

Undergraduate Degree in Computer Science

2013 - 2017 GPA : 3.26 /4.00

*Thesis "Designing High Fidelity Prototype of POLSIKITA using User-Centered Design Approach and Analytical Hierarchy Process Method"*

**Achievment** : Got a scholarship from UGM Residence

## Organization

<b>2018 - Present</b>	<b>Member of UX Indonesia (UXID)</b> UXID is a UX enthusiast community in Indonesia. In that community, we can share information, ask questions, and share events related to UI / UX Design.
<b>2014 - 2016</b>	<b>Head of IKASWARA - Yogyakarta Region</b> We held an event to introduce about the campus, faculties, and departments of several campuses in Jogjakarta to students, especially students of Way Jepara Senior High School.
<b>2014 - 2016</b>	<b>Head of Internal and External Division - HIMAKOM UGM</b> Organize Workshop events, Organize companies visit, and Organize talk shows with Computer Science lecturers

## Tools & Skill

Sketch	Adobe Photoshop	Invision
Figma	Adobe Illustrator	Zeplin
Adobe XD	Marvel App	
UX Research	Data Analytics	Critical Thinker
User Interface	Graphic Design	Creative Thinker
User Flow	Leadership	Team Player