ALI **ROZIKIN**

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I am a bachelor of informatic engineering, science and technology faculty, university of technology Yogyakarta. Currently pursuing into product design, especially UI / UX design. Looking forward into bigger experience in position of UI/UX an product design. Have several proven skills in using design software tools and UX research. I'm experienced being UI/UX designer and ready to strive Fore into future UI/UX design in order to give best experience for user and increase selling. I am a hardworker who always willing to learn, adaptive, and proactive.

EXPERIENCE

UI/UX DESIGNER, PT. MERAPI TANI INSTRUMEN
JUNI 2023 – PRESENT
- Doing Conduct research on products developed by Mertani.
- Creating a dashboard for monitoring that is in sync with IoT devices.
- Creating dashboards for admins, users, and business and define workflows
- Redesigning the mobile application for real-time monitoring and connected to the Mertani IoT device.
- Validating the results of research that has been carried out for digital product development.
- Creating sitemap, wireflow, and wireframes for the purposes of making the basic framework of websites application.
- Creating a design system for more consistent design guidance needs.
- Creating icons for visual needs to make them more attractive.
- Testing the product before it is processed to the programming and launch stage.
- Collaborating with front-end, back-end, firmware and business teams to meet needs in displaying real-time monitoring data and ongoing business processes.
- Responsible for creating the appearance and experience on HMI displays for hardware

ASSISTANT INSTRUCTOR, RUANG GURU
APR 2023 – PRESENT (FREELANCE)
- Assistant instructor in designing software and applications for software designers (UX Designers) at Skill Academy by Platform Ruang Guru.
- Assist the main instructor in providing hands-on training to participants, replace the main instructor if unable to attend.
- Responsible for organizing and managing software and applications used in UX design training.
- Assist lead instructors in evaluating participant performance and provide constructive feedback regarding UX design projects they are working on.
- Supports lead instructors in administrative and coordinating duties regarding UX design training.

UI/UX DESIGNER & GRAPHIC DESIGNER, FYNENZ
JAN 2022 – PRESENT (FREELANCE)
- Doing research for products that are being developed by Fynenz in the form of mobile applications and websites
- Validating the results of research that has been carried out for digital product development
- Creating wireframes for the purposes of making the basic framework of websites and applications
- Creating mobile app designs or web-based designs
- Testing the product before it is processed to the programming and launch stage

UI/UX DESIGNER, BRAGA TECHNOLOGIES
SEPT 2022 – MAR 2023
- Participating in UI product designing (high fidelity, visual design, prototyping)
- Participating in UX product designing (user flow/sitemap, low fidelity, UX writing)
- Coordinating with the parties involved regarding all the needs of the client and the design progress
- Preparing and presenting design results or other needs (pitch deck)

UI/UX DESIGNER, ALAN CREATIVE
JAN – MEI 2022 (INTERNSHIP)
- Doing user persona research before UX view is created
- Creating wireframes and prototypes and add UX Writer to mobile apps and websites
- Creating an application display design or UX design for a company or client
- Work individually or in a team when there is a client project

GRAPHIC DESIGNER, PORTOFOLIO INDONESIA (2021)
INTERNSHIP
- Designing Instagram content starting from feeds, ads, and stories
- Creating corporate poster designs for marketing needs and information facilities

GRAPHIC DESIGNER, TURNKEY INDONESIA (2021)
INTERNSHIP
- Realizing attractive visual communication so that all messages can be easily accepted
- Designing Instagram content starting from feeds, ads, and stories
- Designing interactive webinars and online activities to support brand awareness

E-VOTING FIELD TECHNICAL TEAM, COMMUNITY AND VILLAGE EMPOWERMENT SERVICE (2020-2021)
- Setting up an e-voting tool for technical team training purposes a total of 1200 devices
- Providing training to school teachers who are selected to be the technical team for the electronic election of PILKADES Sleman Regency
- Repairing problems with devices or systems during training or when elections are held

GRAPHIC DESIGNER, KAINNESIA (2021)
INTERNSHIP
- Designing Instagram content starting from feeds, stories, and carousels around education
- Analyze and collaborate with the creative team for content purposes

- Creating marketing and educational designs through banners, backdrops, etc.

PRACTICAL WORK, YOGYAKARTA AGRICULTURAL TECHNOLOGY STUDY CENTER (2021)

- Designing a constraint system for crop and food data collection purposes
- Creating a constituency data collection system database
- Make a data collection web application for constrained food crops

LECTURE ASSISTANT, UNIVERSITY OF TECHNOLOGY YOGYAKARTA (2018-2021)

- Assisting lecturers design interprofessional learning programs which when experienced by students solve real health problems by spreading and analyzing health risk factors in the community.
- Assisting lecturers in teaching programming practicum courses according to courses. Correcting student assignments & exam results.
- Assisting classes and annual dissemination programs to monitor and evaluate learning outcomes

EDUCATION

BACHELOR OF COMPUTER SCIENCE, UNIVERSITY OF TECHNOLOGY YOGYAKARTA (2021)

- GPA 3.42
- Activities and community: Robotics UTY, Robotics Workshop. Active in several competitions ranging from scientific work, business, robotics, design, etc.

ORGANIZATION EXPERIENCES

CHAIRPERSON OF UNIT KEGIATAN MAHASISWA ROBOTIKA, UTY (2019-2020)

- Leading active committees to run internal, regional, national, and international programs
- Designing organizational structure and working culture to support member development in performing and sharpening both of their hard and soft skills
- Growing organization into supportive student space which contributes to inclusive internal growth and positive surrounding impacts

PUBLIC RELATIONS OF UNIT KEGIATAN MAHASISWA ROBOTIKA, UTY (2018-2019)

- Heaving and maintain relationships, information and communication with organizations and or individuals, both internal and external to the organization
- Introducing Robotics UKM through socialization and collaboration
- Running out several activities as a means of refreshing from the routine

ACHIEVEMENTS

- Grant Recipient of two on PKM-KC Student Creativity Program 2020 – KEMENDIKBUD RISTEK (2020)
- Finalis National Scientific Writing – Universitas Jendral Soedirman (2020)

- Finalis National Business Plan Competition – Universitas Muhammadiyah Yogyakarta (2020)
- Grant Receipent on Indonesian Student Business Competition – KEMENRISTEKDIKTI (2019)
- 4nd Winner of Remotely Operated Underwater Vehicle competition –TECHNOGINE (2019)

CERTIFICATIONS

- UI/UX Designer on the academy's professional program – Digitalent KOMINFO (2022)
- UI/UX Design Mastery (Gold) – Skilvul (2022)
- Product Design: Hotjar to Validate Design & Business – BWA (2021)
- Database Programming with SQL – Oracle (2021)
- Mastered UI/UX Design – Sanbercode (2021)

SKILLS

- Graphic Design
- Product Design
- Database Programming with SQL
- UX Reasearch
- Prototyping
- Analytical and Problem Solving