

# TINARA NATHANIA

## UI/UX Designer and Front-End Developer

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### LINKS

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[Website](#), [LinkedIn](#), [Instagram](#), [Github](#), [UI/UX Design Portfolio](#), [Journal](#)

### EDUCATION

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#### CIPUTRA UNIVERSITY

Bachelor of Information Technology

Major in Informatics

Cumulative GPA: 3.95/4.0

Surabaya, East Java

Sep 2019 - Oct 2023

#### BINA BANGSA INTERNATIONAL SCHOOL

Cambridge AS and A Level

Malang, East Java

Jul 2013 - Jul 2018

### WORK EXPERIENCE

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#### APPLE CATALYST PROGRAM

Hexcape Game Illustrator

Hybrid, Tangerang, Banten

Mar 2023 - Aug 2023

- Enhanced Hexcape Game through 3 iterative design cycles, incorporating user feedback and introducing a tutorial story that boosted user engagement
- Established a social media presence on 4 platforms for Hexcape Game and initiated a Kickstarter campaign

#### APPLE DEVELOPER ACADEMY

iOS Developer Intern (UI/UX Designer, iOS Developer, and Illustrator)

Surabaya, East Java

Feb 2022 - Dec 2022

- Collaborated with a cross-functional team of over 5 individuals as both an iOS Developer and illustrator, contributing to the creation of iOS and iPadOS applications
- Successfully published 3 applications (Fergie, Vixel, and Hexcape Game) on the App Store

#### MANGGA PETROKIMIA GRESIK

UI/UX Designer and Front-End Developer

Remote, Surabaya, East Java

Oct 2021 - Feb 2022

- Crafted the UI/UX design for both the website and app in Figma
- Developed the front-end of the mobile app using Flutter and Dart with 2 other back-end developers

#### FUSIONS VISUAL

Front-End Developer

Remote, Surabaya, East Java

May 2021 - Jul 2021

- Built the admin website using Vue.js and MongoDB to manage guardians of autistic individuals, volunteers, and support agencies with 1 other back-end developer

#### CIPUTRA UNIVERSITY

Lecturer and Research Assistant

Surabaya, East Java

Jan 2021 - Jan 2023

- Assisted in 3 subjects: Algorithm and Programming, Programming Technique, and Web Programming
- Guided more than 60 students per subject in creating Java projects, Android applications, and fully functional websites
- Prepared computer laboratory materials and graded students' homework using Netbeans and Excel
- Created and organised more than 5 documentation materials for each research project

### RECENT PROJECTS

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#### LAHV

An iOS app assisting breastfeeding mothers in managing post-pregnancy calorie intake for a balanced diet and healthy weight maintenance

#### HEXCAPE GAME

A story-based riddle game that blends physical cards and technology to create a unique gaming experience through your phone

## **KARTU TAHU**

An engaging app for Android and iOS, offering diverse themed quiz questions suitable for play with friends, family, and co-workers

## **VIXEL**

An iPadOS app allowing illustrators to view mockups using 3D and Augmented Reality (AR)

## **FERGIE**

An iOS app supporting young adults with ADHD in task management, facilitating improved time management, productivity, and goal achievement

## **UC INTERNSHIP (UCI)**

A mobile application and website facilitating Ciputra University students in meeting internship deadlines for scholarship eligibility

## **BEA(U)TIFY**

An android app empowering makeup enthusiasts to efficiently organise their products, receive expiration date reminders, and manage budget calculations for future purchases

## **ACTIVITIES**

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### **8th NATIONAL LOGIC PROGRAMMING COMPETITION**

Surabaya, East Java

Publication and Documentation Department Coordinator

Oct 2020 – Feb 2021

- Led the design of assets for the competition website and game using Adobe Illustrator, utilised by 50 junior college teams
- Trained and managed a team of 6 individuals in designing visual assets for Instagram

### **INFORMATICS STUDENT UNION**

Surabaya, East Java

Treasurer

Jun 2020 – May 2021

- Managed financial transactions and funds for 4 significant events, ensuring accurate accounting and financial compliance

### **CIPUTRA UNIVERSITY ORIENTATION WEEK**

Surabaya, East Java

Publication and Documentation Department Committee Member

Jun 2020 – Sep 2020

- Collaboratively designed the website concept with 4 team members
- Innovated the desktop website in 2 months using HTML, CSS, JavaScript, and Wordpress

## **ADDITIONAL**

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**Technical Skills:** HTML & CSS, JavaScript, MySQL, Laravel, UIKit, SwiftUI, Dart, Java, Firebase, VueJS, NextJS, React, Artificial Intelligence, Machine Learning, Deep Learning, Python, Langchain, Pinecone, User Flows, Wireframes, Mockups, User testing, Figma, Adobe Illustrator, Adobe Photoshop, Design Systems

**Soft Skills:** Problem Solving, Critical Thinking, Creativity, Attention to Detail, Communication, Adaptability, Flexibility, Empathy

**Languages:** Fluent in English and Indonesian; Conversational Proficiency in Chinese

**Certifications:** Certificate of Competence (Programmer), English Dynamic Placement Test (C1 CEFR Level)

### **Awards:**

- Best Academic Odd/Even IMT 2019 – 2020 (Informatics)
- 2nd Place Asian Team Innovation Challenge by the National University of Singapore (Kartu Tahu)
- 1st Place InaRisk Creative Week - UI/UX Design Competition by BNPB (InaRISK)
- 3rd Place LO Kreatif - UI/UX Design Competition (DermLab)
- 1st Place LO Kreatif - Web/Mobile Application (Kartu Tahu)
- 1st Place Digital Content Technology Innovation - Web/Mobile Application (Hexcape Game)
- 3rd Place Digital Content Technology Innovation- Web/Mobile Application (Kartu Tahu)