



Product Designer | UI/UX Designer

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Professional Summary

Product & UI/UX Designer with 10+ years of experience in web and mobile app design with hands-on front-end development capabilities. I bridge user needs, business goals, and technical feasibility by building scalable design systems, intuitive user flows, and high-impact digital products seamlessly aligned with engineering teams.

Work Experiences

- 2011 - Present

Bandung, Indonesia

Co-Founder & Senior UI/UX Designer at PT. Inovasi Riset Indonesia

Co-founded and led end-to-end UI/UX operations for an IT software house, architecting complex B2B platforms, enterprise dashboards, and multi-tenant systems across fintech, IoT, and industrial domains. Partnered directly with enterprise clients and product stakeholders to simplify data-heavy workflows into intuitive interfaces, establishing scalable design systems and conducting rigorous front-end QA with engineering teams to ensure high-performance deployment.
- 2026 - Present

New York, US (Remote)

Product Designer at Meika-chan Studios LLC

Designed end-to-end community and social features for an anime fan application, translating niche fandom culture into vibrant, highly intuitive, and interactive digital experiences.
- 2026 - Present

Self-employed

Founder at Pikaboo Labs

Founded and developed a Pokémon TCG companion app, leading end-to-end UX/UI and AI-accelerated full-stack execution. Delivered core utility features, including automated card scanning, binder collection tracking, and real-time market analytics.
- 2014 - Present

Remote Work

Top Level Designer at 99designs

Delivered custom, high-converting web and mobile interfaces across 90+ global projects, maintaining top-tier designer status while winning 40+ competitive design contests through high-fidelity visual standards, strategic UX problem-solving, and seamless client collaboration.

2017 - 2018

Cologne, Germany (Remote)

UI Designer at Nameydo Designs GmbH

Crafted responsive web layouts and mobile app screens for European enterprise clients within fast-paced agency sprint cycles. Produced production-ready UI assets, modular UI kits, visual specifications, and interaction states, working closely with European art directors and front-end teams to guarantee visual precision and strict brand consistency.

2010 - 2011

Bandung, Indonesia

Internship, Frontend Dev, UI Designer at PT. Telekomunikasi Indonesia

Designed intuitive UI wireframes and implemented front-end web components, bridging the gap between interface aesthetics and technical execution.

Skills

UX DESIGN

- User Research
- Information Architecture
- Wireframing
- User Flow
- Interactive Prototyping
- Usability Testing
- Persona
- User Journey Map
- Gamification UX
- Inclusive Design

UI & VISUAL DESIGN

- Design Systems
- Visual Design
- Mobile & Web UI
- Responsive Design
- Typography
- High-Fidelity
- Component Libraries
- Micro-interactions
- Accessibility

Tech Stack

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Figma
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Sketch
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Photoshop
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Affinity
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Framer
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Canva
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Miro
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ChatGPT

Education

Institut Teknologi Nasional (ITENAS)

Graduated 2007

Bachelor of Information Technology