

# JUAN AUGUSTO

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UI/UX Designer graduated from BINUS University majoring in Mobile Application and Technology (Computer Science) with 1.5+ years of experience. Skilled in designing mobile and website applications with project management abilities. Building digital products and user experiences through research, prototyping, and testing.

## PROFESIONAL EXPERIENCE

**UI/UX Designer Intern** [↗](#) Feb 2024 – Jul 2024  
PhinCon [↗](#) | Jakarta, Indonesia 6 months

- Designed 3 client-based CRM and internal applications.
- Identified and enhanced the product requirements, features, and designs.
- Organized and managed 4 distinct styles of design systems.
- Work closely with other designers, BAs, and developers.

**UI/UX Designer Intern** [↗](#) Sep 2022 – Jun 2023  
Desty [↗](#) | Jakarta, Indonesia 9 months

- Discovered problems, analyzed, tested, and resolved 30+ designs & features for Desty Menu.
- Conduct research and design improvements by exploring similar products.
- Improved product quality in any aspects like design, user experience, copywriting, conversion, etc.
- Monitored product performance and business metrics.
- Working with designers, PMs, and developers from 2 different countries.

**Web E-Commerce Creative Solution Intern** [↗](#) Feb 2022 – Jul 2022  
Telkomsel [↗](#) | Jakarta, Indonesia 5 months

- Create and analyze 3 marketing solutions for Telkomsel.com e-commerce website.
- Conduct web Usability Testing to evaluate and create new features.
- Successfully proposed and implemented A/B testing for a new feature.
- Contributed 500+ web-sourced sales transactions with revamped menus based on research results.
- Collaborated with other teams to accompany their projects.

## EDUCATION

**Mobile Application and Technology** [↗](#) Sep 2019 – Sep 2023  
Bina Nusantara University [↗](#) | Jakarta, Indonesia 4 years

- Bachelor's degree in computer science (BSc).
- Learned about mobile application management and development.
- Practiced system/technology design, application design, team management, application/website development, testing, and release.
- Graduated with a 3.2/4.0 GPA.

## SKILLS

### Skills:

User Research – User Interface (UI) Design – User Experience (UX) Design – User Experience Design (UED) – Wireframing – Copywriting – Prototyping – Testing – HTML – CSS – JavaScript – Business Analysis – Scrum – Agile – Design Thinking – Leading – Teamwork – Project Management – Presentation

### Languages:

Bahasa Indonesia (Native) – English (Professional Working Proficiency)

### Tools:

Figma – Figjam – AdobeXD – Balsamiq – Miro – Jira – Google Workspace

## ACHIEVEMENTS & AWARDS

### Finalist of Creative Software Idea Competition 2K21 [↗](#)

- Designed an application idea named "Lecycle" to raise awareness about recycling activities and how-to tutorials in one application.

### 1st Place Winner of MTC Ideathon 2019 [↗](#)

- Competing with other 15+ teams with application idea "Kostku" that helps management of "rumah kost" or boarding houses easier and more efficient.

## OTHERS

### Certifications:

HMS Foundation Course Exam [↗](#) (Huawei, 2022) – Mastering Collaboration Work Together for the Best Results [↗](#) (Udemy, 2022)

### Interest:

UI UX Designer – UX Researcher – Product Researcher – Product Owner – Product Manager – Product Designer – Product Tester – Business Analyst