

ALIF PRAMANA PUTRA

UI/UX DESIGNER

Jakarta, Indonesia

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alifpramp.pages.dev

UI/UX Designer with **5 years of experience** designing digital products end-to-end — sitemap, wireframe, to hi-fi mockup & prototype — across **HR system, government, education, and fintech** sectors. Proficient in **Figma and Adobe XD** with a **user-centered design** approach to deliver intuitive experiences aligned with business objectives. Background as a **Project Manager** and **front-end development skills (HTML, CSS, JavaScript)** enable more effective collaboration with engineering teams and stakeholders from concept through delivery.

Professional Experiences

PT Infobit Unixa Komputasi, Remote, Full-time

AUGUST 2024 – MARCH 2026

UI/UX Designer & Project Manager

- **Prima Super App – V2** — Led continued design (sitemap → wireframe → mockup) with addition of patrol, claim, and white label features, as well as enhancements to time off, attendance, and offline mode. Managed requirement alignment with stakeholders, sprint planning, and development team progress tracking.
- **Prima Super App – V3** — Designed UI/UX for strategic development: (a) Reliever — assignment, task completion, performance evaluation, and external PGS restrictions; (b) Overtime — enhancement of the automatic overtime attendance system; (c) Attendance — enhancement of the flexible shift system; (d) Time Off — employee time off restrictions; (e) Settings — delegate and access rights features; (f) All Module — state management with backend migration to Golang. Served as Project Manager & UI/UX Designer to ensure system transformation aligned with business needs.

PT Infobit Unixa Komputasi, Remote, Freelance

DECEMBER 2022 – JULY 2024

UI/UX Designer & Project Manager

- **Prima Super App – V1** — Designed end-to-end (sitemap → wireframe → hi-fi mockup) a mobile employee application for attendance, work activity recording, time off & overtime requests, and payslip receipt; along with a web admin for employee data settings, submission approvals, and activity monitoring. Served as Project Manager to lead the development team and ensure delivery aligned with business objectives.

PT Prima Avza Solusindo, Remote, Freelance

FEBRUARY 2023 – FEBRUARY 2024

UI/UX Designer & Project Manager

- **Arsipku – Document Management System** — Designed all artifacts (sitemap, wireframe, responsive mockup) for a web-based file/folder management application with AI search technology and a backoffice for client management & due date monitoring; while leading the project end-to-end: requirement gathering, scoping, developer team coordination, and delivery.
- **Executive Information System – Ministry of Home Affairs (Kemendagri)** — Led design and end-to-end development of a data presentation application for analytical results supporting executive decision-making: requirement alignment with stakeholders, cross-functional team coordination (design, development, QA), and quality assurance through testing (unit, integration, system, acceptance testing) and documentation.
- **E-Database Kemendagri** — Designed and led development of a Kemendagri data warehouse application for database management and approval of data requests from internal components & the public. Responsible for

planning, team coordination, progress monitoring, and end-to-end quality assurance.

- **Ziswaf** — Designed UI/UX (sitemap, wireframe, mockup) and led development of a ZISWAF fund management application (mobile for volunteers + backoffice for administrators) for program creation, volunteer & muzaki monitoring, and transaction approvals. Handled requirement gathering, project planning, and developer team coordination.

PT ITHO Indostock, Onsite, Full-time

JUNE 2021 – AUGUST 2024

Lead UI/UX Designer

- **Smart E School App** — A school digitalization Super App digitizing all aspects of the school environment, from learning, exams, and school management to monitoring students' learning progress by parents. Led end-to-end design from sitemap, wireframe, to hi-fi mockup.
- **Landing Page Smart E School** — A product information website for Smart E School App (features, pricing, events, articles). Built the sitemap, wireframe, and responsive mockup.
- **GoSports** — An event organizer application for sports tournaments. Built the sitemap, wireframe, and responsive mockup.
- **E-Hotel SMKN 7 Surakarta** — An online room booking web application implemented at SMKN 7 Surakarta. Built the sitemap, wireframe, and responsive mockup.
- **Literasi Digital Smart E School** — A digital literacy competition application (student mobile + teacher backoffice + national ranking web). Built the sitemap, wireframe, and responsive mockup.
- **Rapor Kurikulum Merdeka Smart E School** — A web application for creating digital report cards in accordance with Merdeka Curriculum standards. Built the sitemap, wireframe, and responsive mockup.
- **IASPEM Vote** — A voting application for the chairperson election of the SMKN 26 Jakarta alumni association (mobile voting + backoffice monitoring & approval). Built the sitemap, wireframe, and app mockup.
- **KantinPay** — A web-based e-wallet application for top-up and withdrawal integrated with KantinGo. Built the sitemap, wireframe, and responsive mockup.
- **Bank Mini** — A digital banking application (mobile transaction history + web top-up, withdrawal, user approval). Built the sitemap, wireframe, and responsive mockup.
- **PerpusGo** — A web-based digital library application (visitor log + backoffice for managing books, borrowing, and visits). Built the sitemap, wireframe, and responsive mockup.

PT ITHO Indostock, Onsite, Internship

OCTOBER 2020 – MAY 2021

UI/UX Designer & Front End Web Developer Intern

- Worked on end-to-end web design projects (sitemap, wireframe, mockup) for landing pages, company profiles, e-commerce, and school management systems.
- Converted UI designs into production websites using NextJS, Bootstrap, HTML, and CSS — a dual-role designer × developer understanding that produces efficient, developer-friendly designs.

Freelance – Graphic Designer & Front End Web Developer

2020 – PRESENT

Freelance Professional

- Worked on UI/UX design, logo, branding, and social media design projects for various clients across industries.
- Converted designs into production websites using HTML, CSS, JavaScript, and Bootstrap.

Speaker & Judge – Game Development

- Trusted as a speaker and judge in Game Development after winning the Southeast Asia Creative Camp (SEACC) — Game Development Batch 3.
- Delivered material on the role of a Game Artist, scope of work, and career paths for national-level competition participants.

Technical Skills

UI/UX Design: User-centered Design, Sitemap, Wireframing, Prototyping, Mockup Design, Design System, Responsive Design, Usability Principles, Information Architecture, User Flow

Design Tools: Figma, FigJam, Adobe XD, Adobe Photoshop, Adobe Illustrator

Front-End: HTML, CSS, JavaScript, Bootstrap, Next.js, Visual Studio Code

Project Management: Agile/Scrum, Sprint Planning, Stakeholder Management, Requirement Analysis, Cross-functional Team Leadership

Product & Operations: Product Strategy, Workflow Design, SOP Development, Process Improvement, Vendor Management

Soft Skills: Attention to Detail, Creative Problem Solving, Cross-functional Collaboration, Communication, Stakeholder Management

Languages: Bahasa Indonesia (Native), English (Intermediate)

Achievements & Certifications

- 1st Place — Southeast Asia Creative Camp (SEACC) Game Development (2019)
- 1st Place — Kamp Kreatif SMK Indonesia (KCSI) — Smart School (2019)
- 1st Place — Permata YouthPreneur 2020 (2020)
- Dicoding Competency Certificate — Introduction to Web Programming (2020 – 2023)

Education

Universitas Terbuka

2024 – PRESENT

Information Systems

SMK Negeri 26 Jakarta, Indonesia

2017 – 2021

Network and Application Informatics System (SIJA)