ARIK NAUFAL

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PROFESSIONAL SUMMARY

UI/UX Designer with experience in creating user-centered digital products for agencies, freelance clients, and educational platforms. Skilled in Figma, Adobe XD, and front-end technologies including HTML, Tailwind CSS, and React JS and Next JS for front end development. Delivered impactful projects such as the Mechanikos corporate website revamp, interactive learning games for the Ministry of Education, and mobile apps for international clients. Strong IT support and front-end development background provide a holistic view of both technical and user needs. Known for combining functionality, accessibility, and aesthetics to enhance usability and engagement. Dedicated to delivering design solutions that align with business goals and improve user experience.

SKILLS

- **Tools**: Figma, Adobe Xd, Trello, Visual Studio Code, XAMPP.
- **Hard Skill** : UI/UX Design, HTML, Tailwind CSS, React JS, MySQL.
- **Soft Skills**: Empathy & User-Centered Thinking, Time Management, Project Management, Collaboration, Critical Thinking, Analytics.
- **Certifications:** Samsung Tech Institute, BNSP Certificate of Competence Computer & Engineering Sector, UI Design & UX Research Method, SanberCode Bootcamp React Js and Next.Js Cerfitificate. Sanbercode Golang Certificate.
- Language : English, Malay

WORKING EXPERIENCE

Mechanikos – UI/UX Design, Cyberjaya - Malaysia   January 2025 – July 2025
Internship
- Spearheaded the UI/UX redesign of the corporate website agency, delivering high-fidelity mockups and interactive prototypes in Figma for 6+ core pages, resulting in **30% faster client onboarding** and improved navigation flow.
- Designed user-centric features for multiple platforms, creating low-fidelity and high-fidelity mockups for the My Sihat mobile app's fitness tracker, compelling thumbnails for Delimaflix and independently drafted a brand book for the platform to build brand consistency, designed a pre-login portal for Digital Educational Learning Initiative Malaysia (Delima) with distinct interfaces for three user roles.
- Developed interactive educational materials for the Ministry of Education (MOE), including **digital comics and slides adopted by 6+ subjects**, which increased student engagement and design 3 unit digital interactive game for special student.

Fiverr – Freelance UI/UX Design, Remote   Sept 2024 – Present
Freelancer
- Designed a Fast Culture mobile app for event management (ticketing, schedules, live updates), creating streamlined user flows and intuitive interfaces that improved usability and engagement.
- Designed a SaraKu mobile freelancer app with project discovery, task tracking, and collaboration features, enhancing workflow efficiency and overall user experience.

Telkomsat - UI/UX Developer, Bogor - Indonesia   Jul 2023 – August 2023
Internship

- Designed a clean, intuitive admin portal interface that aligned with Telkomsat's brand guidelines, enhancing usability for internal teams.
- Developed and integrated a filter feature for the StarlinkDraft segment, improving data sorting 40% and enhancing operational efficiency.

Project

Mechanikos Website Revamp – Corporate Agency Website (Mechanikos)

- Spearheaded the full UI/UX redesign of the agency's corporate website.
- Delivered high-fidelity mockups and interactive prototypes for 6+ core pages in Figma.
- Improved navigation flow, resulting in 30% faster client onboarding and enhanced usability.

Interactive Digital Learning Game – Ministry of Education (Mechanikos)

- Created **3 prototype game units** as part of a larger project (25-unit series) aimed at supporting MBPK students under KPM (Ministry of Education).
- Designed **accessible interfaces** with clear navigation, bright visuals, and engaging characters to enhance usability.
- Built interactive mechanics such as:
  - Sequencing tasks (arranging objects in the correct order).
  - Emotion recognition (matching expressions to emotions).
  - Drag-and-drop activities (hands-on learning through play).
- Focused on **inclusivity and curriculum relevance**, ensuring designs support both teachers and students in classroom settings.

FastCulture – Mobile Event App (Freelance, Fiverr)

- Designed an end-to-end mobile event management app (ticketing, schedules, live updates).
- Created intuitive user flows and interfaces that improved event engagement and usability.

SaraKu – Freelancer Mobile App (Freelance, Fiverr)

- Designed a mobile-first freelancer management platform with project discovery, task tracking, and collaboration features.
- Improved workflow efficiency and delivered a consistent, user-friendly interface.
- Improved navigation flow, resulting in 30% faster client onboarding and enhanced usability.

Telkomsat Admin Portal Redesign and Developed StarlinkDraft (Internship, Bogor)

- Designed a clean, intuitive admin interface aligned with Telkomsat's brand guidelines.
- Developed code and integrated a filter feature for the StarlinkDraft segment, boosting data sorting speed by 40%.

Education

Asia e University (AeU), Malaysia   Aug 2021 – October 2025 (Expected)

Bachelor of Information Communication And Technology

GPA 3.6 of 4.00

Final Project Thesis:

- Website Development and programming for Digi Online Course Website.

Continuing Education Program–Center for Computing and Information Technology (CCIT) Faculty Engineering University of Indonesia   Aug 2021 – Aug 2023

Professional Certificate in Information Technology

GPA 3.39 of 4.00