



# Aldian Dwi Iswara

Product Designer, UI/UX Designer

aldian.d.iswara@gmail.com  
+62 812-3299-0654  
Surabaya, Indonesia  
Portofolio: [aldiandwiiswara.com](https://aldiandwiiswara.com)

## EDUCATION

### Institut Teknologi Sepuluh

**Nopember** (2017-2022)

Business Management

Thesis Title: *Integration of Material Requirement Planning (MRP) and Just in Time for Material Requirements Planning and Production Scheduling*

GPA: 3,11/4,00

### SMAN 20 Surabaya

(2014-2017)

## SKILL

- User Experience Design
- User Experience Research
- User Interface Design
- Wireframe & Prototyping

## TOOLS

- Figma (Advance)
- Whimsical (Intermediate)
- Maze (Intermediate)
- Adobe Illustrator (Intermediate)
- Photoshop (Intermediate)
- InDesign (Basic)
- XD (Basic)

## WORK EXPERIENCE

### UI/UX Designer Intern (January 2023–Present)

Techarea Indonesia

- Making landing page designs and mobile versions with the direction of the manager

### Marketing Intelligent Intern (October 2021–March 2022)

PT. Semen Indonesia

- Conduct directions/instructions to the team prior to conducting a survey, directives such as how many consumers to call, what questions to ask, and division of areas for each team member
- Conducting telephone surveys with consumers with a target of 10 consumers in a day, the area of the call is throughout Indonesia.
- Perform data processing using excel from the results of a telephone survey, which later the results of this data will be given to superiors (managers)

## ORGANIZATION EXPERIENCE

### Manager of Branding (February 2020–December 2020)

Business Management Student Association

- Create a design SOP that will be used on the department's social media account, create a design that is in accordance with the department's branding and easy to use by a member of each division
- Conducting briefings to members of the association, each division will make its own design according to what they need.
- Ensure that the designs made by division members are in accordance with the SOPs provided, and have design authority whether they can be uploaded to social media or not

### Deputy Head of Manager Media Relations (January 2019– December 2019)

BEM Faculty of Business and Technology Management

- Assist managers in making faculty design SOPs for use on faculty social media in accordance with faculty branding
- Helping managers provide direction to 6 members in each division to design according to the SOP that has been made.

### Staff of Media Relations (February 2018–December 2018)

BEM Faculty of Business and Technology Management

- Make a design according to the given SOP, and provide a better design recommendation to the manager and then replace the previous design according to my recommendation

## TRAINING & COMMITTEE

### Head of Design (February 2019–November 2019)

Manajemen Bisnis Festival (Manifest): GoStartup

- Make a design SOP that will be used by Manifest according to the theme that has been determined.
- Create design documents (logo, colors, icons, illustrations, 3D art, fonts, etc) needed to brand high school students for competitions and the public for closing events (concerts)
- Attracted more than ±3000 spectators at the concert and ±200 teams to take part in the competition

### Staff of Marketing (May 2018–November 2018)

Manajemen Bisnis Festival (Manifest): Technoculture

- Make a design according to the SOP that has been given with the aim of attracting high school students to the competition and also the public for the closing event (Talkshow)
- Helping the Manager to provide design recommendations that should be used and not

## CERTIFICATE

### UI/UX Design

Purwadhika Digital Technology School (Mei 2022- Oct 2022)

6 months UI/UX Design course by completing 5 modules and 4 projects case study

- Redesign Halodoc Apps
- Redesign Disney+ hotstars
- MVP–Create a queuing app for hospitals
- Product Requirement Document–Shipping Apps

### User Experience Research: How to ask the right questions? by Nina Schacht

Udemy (15 Nov 2022)

- Learn how a user researcher before doing research, while doing research and after doing research
- Learn how to make the right questions according to the purpose of making a feature of the application
- Learn how to treat users who are willing to help in the project being worked on