

BIRHASANI RAKA ABIANSYAH

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Jalan Gebang Kidul No 40A, Gebang Putih, Sukolilo, Surabaya

Informatics fresh graduate from Institut Teknologi Sepuluh Nopember with 2+ years of experience designing and shipping digital products across nonprofit, AI, retail, and public-service platforms. Led a production launch one month ahead of schedule, delivered 108 implemented screens at Widya Robotics, and led a five-member UI/UX team. Combines UX research, design systems, client communication, and front-end implementation.

Professional Experience

Telusur Mahija Parahita Nusantara - Surabaya, Indonesia

Apr 2026 - Aug 2026

UI/UX Designer & Project Lead (Freelance)

- Led a three-person delivery team as primary client liaison, owning UX/UI and front-end delivery of a production beneficiary management platform launched in August 2026, one month ahead of the original deadline.
- Consolidated a legacy individual-only website, spreadsheets, and Google Forms into 12 core modules spanning 80 responsive screens for 10+ programs and hundreds of beneficiary records.
- Researched and tested workflows with operations, administration, and management staff; created a reusable Figma design system and developed the front-end using Next.js, React, and TypeScript.

PT Widya Inovasi Indonesia (Widya Robotics) - Yogyakarta, Indonesia

Aug 2025 - Dec 2025

UI/UX Intern

- Analyzed Notulensi.id and Transkripsi.id behavior in PostHog, identifying 10+ usability issues and translating findings into 16 prioritized end-to-end redesign tasks.
- Delivered 108 desktop and mobile screens across key user flows, feedback states, icons, and illustrations; all designs were implemented in collaboration with two full-stack developers and the CTO.
- Created and documented 20+ reusable components and high-fidelity Figma prototypes with Rive animations, receiving positive stakeholder and developer feedback on clarity and visual consistency.

Institut Teknologi Sepuluh Nopember Website Team - Surabaya, Indonesia

Jan 2024 - Dec 2025

UI/UX Lead & WordPress Developer

- Led design reviews for a five-member UI/UX division, delegated redesign work, and served as stakeholder liaison across a large scale university website ecosystem, delivering all assigned projects on schedule.
- Redesigned and implemented the PPID page to clarify fragmented information; post-launch dashboard comparisons showed approximately 30% more completed requests, while ITS Photo and ITS Alumni pages were also launched.

Avalon AI x Matahari Tunjungan Plaza - Surabaya, Indonesia

Feb 2025 - Apr 2025

UI/UX Designer

- Co-designed a 28-screen web and onsite-booth experience plus exhibition banner for an AI-powered virtual try-on and personal color-analysis product used during Matahari's Ramadan event.
- Worked directly with the client and conducted usability testing with 10 booth visitors, receiving positive qualitative feedback from both the client and users.

BECATUR - Surabaya, Indonesia

Oct 2024 - Mar 2025

UI/UX Designer (Freelance)

- Co-led end-to-end UX research with one design partner, interviewing 35 travelers and 44 becak drivers across Surabaya and Yogyakarta.
- Co-designed 200+ screens and states across customer and driver mobile applications, a 45-screen web-based administrator dashboard, and a one-page product website.
- Ran two usability-testing iterations using SUS and SEQ, increasing SUS from 70.66 to 82.5 for travelers and from 67.75 to 81.25 for becak drivers.

Education

Institut Teknologi Sepuluh Nopember - Surabaya, Indonesia

Aug 2022 - Aug 2026

Bachelor of Informatics Engineering (Cumlaude), 3.67/4.00

- Undergraduate Thesis: "Mesh Optimization in Deep Learning-Based Single-View 3D Reconstruction Models for Balinese Mask Objects"
- Designed the UI/UX of an investment education app, achieving a SUS usability score of 8.5 and receiving positive feedback from testers during interviews.

Organisational Experience

Admin of Graphics, Interaction, Game and Analytics Informatics ITS Laboratory - Surabaya, Indonesia May 2024 - Aug 2026
UI/UX Designer

- Delivered 5+ bootcamps and workshops on UI/UX, game development, and interactive technology, including VR/AR programs for high-school students and Design Process training for Dili Institute of Technology.
- Served as a Computer Graphics Teaching Assistant for one semester and supported faculty-led practical learning, workshops, and technology-outreach programs.

Himpunan Teknik Computer-Informatika - Surabaya, Indonesia Feb 2025 - Jan 2026
Deputy Head of Website Bureau (UI/UX)

- Spearheading the design and development of an intuitive, user-centric interface for the HMTC website, ensuring seamless functionality and accessibility across departments. Leveraging UX research, prototyping, and iterative design to enhance user engagement and optimize workflow efficiency within the organization.

Skills, Achievements & Other Experience

- **Design Skills:** UX Research, User Interviews, Usability Testing, Information Architecture, User Flows, Wireframing, Interaction Design, Responsive Design, Design Systems, High-Fidelity Prototyping
- **Tools:** Figma, FigJam, PostHog, Rive, Maze, WordPress, Notion, GitHub Projects
- **Soft Skills** (2024): Problem solving , Adaptability, Emphatizing, Initiative, Responsible, Time management
- **Language** (2024): English (advance), Indonesian (Native)
- **Achievements** (2023): Recipient of Entrepreneurship Proposal Funding by Diktristek Kemendikbud
- **Achievements** (2025): Awarded Best Paper and Silver Medal in the ENTRE Business Plan Competition 6