

Muhammad Syahrul Iman

UI/UX Designer

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Bintan, Indonesia

SUMMARY

I am a passionate UI/UX Designer with a focus on creating clean, user-friendly, and impactful digital experiences. Skilled in translating ideas into functional and visually appealing interfaces for websites, mobile apps, and digital platforms. Eager to keep learning and collaborating to build meaningful products that make life easier for users.

EXPERIENCE

03/2025 - 06/2025

UI/UX Designer

LMS (Learning Management System) Remaja PKBI ↗

- Developed Web LMS (Learning Management System) Remaja PKBI
- Created clear, accessible pages for home, profile, modules, articles, publications, and FAQ to support structured youth learning.
- Designed the user flows for registration, login, course access, and progress tracking, making it easy for youth to navigate learning stages.
- Developed interactive dashboards to show youth data, participation, and progress in leadership development phases.
- Ensured the platform design aligns with PKBI's mission to empower youth through clear visuals, inclusive layouts.
- Organized Figma files with complete frames and prototypes for smooth collaboration with developers and stakeholders.

03/2025 - 06/2025

UI/UX Designer

Website PKBI Kepulauan Riau ↗

- Redesign and Developed Website PKBI Kepulauan Riau
- Designed clear pages for home, about, programs, publications, articles, consultation, and FAQs.
- Created intuitive navigation and modern layout to highlight PKBI's vision and updates.
- Focused and ensuring accessibility and ease of use for diverse audiences, including youth and local communities.
- Organized Figma files with complete frames and prototypes for smooth collaboration with developers and stakeholders.

04/2024 - 09/2024

UI/UX Designer

Dimple (Delegation Simple) ↗

- Developed Mobile App Dimple (Delegation Simple)
- Created wireframes and mockups for registration, login, profile, delegation, verification, and dashboards.
- Designed task flows for sending, verifying, approving, and rejecting delegations to ensure usability.
- Applied user-centered design with consistent typography, colors, and visual hierarchy.
- Tested and refined the design based on user feedback.
- Organized Figma files and prototypes to support smooth development.

03/2024 - 08/2024

UI/UX Designer

Co-Working Space ↗

- Developed Web Saas Co-Working Space
- Created clean, clear pages for homepage, features, product & service listings, checkout, invoice, contact, and about pages.
- Designed an easy-to-use registration, login, and role selection flow for users and admins.
- Developed a clear admin interface for adding, editing, and managing products and services.
- Focused on consistency, accessibility, and clear call-to-action elements to promote PKBI's services.

EDUCATION

Present

Computer Science

Sekolah Tinggi Teknologi Indonesia

Bachelor's Degree.

- TTG Engineering Expo Competition, PII Tanjung Pinang City Consolation Prize IV (Juara Harapan IV) in the Appropriate Technology (TTG) Engineering Expo 2023 with a project titled "Utilization of Hydroponic Cultivation Using Wick System for Pakcoy, Integrated with IoT and Android".

11/2019 - 12/2020

Food & Beverage Product

Bintan Tourism Institute

Diploma 1

05/2016 - 08/2019

IPA

SMA Negeri 01 Bintan

High School

SKILLS

Figma

Adobe Illustrator

Framer

Adobe Photoshop

Jitter

Canva