Muhammad Randy Irawan

Product Designer & UI/UX Designer

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UI/UX Designer with 3+ years of experience specializing in B2B SaaS and enterprise platforms. Proven track record in translating complex business requirements into intuitive user experiences (UX) and visually appealing interfaces (UI). Skilled in end-to-end design processes, from conducting UX research and wireframing to delivering scalable design systems and high-fidelity mockups for engineering teams.

EXPERIENCE

Thinkoguru – *Remote* January 2026 – March 2026
Volunteer UI/UX Designer

- Led the end-to-end UI/UX design for a gamified English learning platform, applying the complete Design Thinking process (Empathize, Define, Ideate, Prototype, Test) to drive user engagement.
- Conducted comprehensive UX research to analyze learner behaviors, translating findings into structured Information Architecture and intuitive user journeys.
- Designed and iterated high-fidelity mockups and interactive prototypes in Figma, strategically integrating gamification elements to enhance learning retention.

PT Humanika Amanah Indonesia – *Remote*
UI/UX Designer January 2025 – December 2025

- Established end-to-end UI/UX workflows, transforming unstructured business requirements into clear design roadmaps that significantly reduced developer handoff time.
- Applied Design Thinking and conducted UX research to analyze user needs for B2B platforms, creating intuitive user journeys and high-fidelity mockups.
- Built and managed a scalable Design System with reusable components, ensuring visual consistency and smooth cross-functional collaboration between Business and Engineering teams.
- Performed usability testing to validate design concepts and technical feasibility, minimizing development friction and accelerating feature releases.

Freelance UI/UX Designer September 2023 – December 2024

- Applied Design Thinking methodology to conduct preliminary research, presenting findings and redesign proposals to the Project Manager and IT team for strategic approval.
- Executed high-fidelity interface redesigns only after validating concepts with stakeholders, ensuring visual improvements aligned with technical feasibility.
- Conducted design validation and testing on the approved designs to ensure usability and functionality standards were met before the final release.
- Collaborated closely with the IT team throughout the process to ensure the final implementation matched the agreed design specifications.

Digitalkeun Creative – *Garut* June 2022 – November 2025
UI/UX Designer

- Led UI/UX design projects for 20+ clients across diverse industries, delivering responsive web and mobile interfaces aligned with unique brand identities.
- Championed a User-Centered Design (UCD) approach, creating interactive prototypes and iterating designs based on client feedback to achieve high satisfaction rates.
- Delivered production-ready visual assets and detailed wireframes to ensure 100% design fidelity during the developer implementation phase.
- Created modular visual guidelines to help clients maintain consistent branding across digital touchpoints.

Nara Cipta Solusi – *Bandung* January 2024 – April 2024
System Analyst & UI/UX Designer (Project Based)

- Orchestrated the product definition phase by translating business requirements into technical specifications (SRS) and functional user flows.
- Designed data-driven interfaces strictly aligned with system logic, ensuring technical feasibility without compromising the user experience.
- Produced comprehensive Information Architecture and wireframes that ensured project delivery ahead of schedule.
- Acted as the technical bridge, validating system constraints early to prevent costly pivots during the development phase.

Chill Builder – *Remote* August 2023 – October 2023
Volunteer UI/UX Designer for E-Wallet Project (Project Based)

- Spearheaded the UI/UX design for a Fintech E-Wallet application, converting complex financial features into seamless and secure transaction flows.
- Constructed a solid Information Architecture and converted conceptual mind maps into intuitive user journeys to reduce cognitive load
- Developed a scalable Mobile Design System in Figma, utilizing advanced components and Auto Layout to accelerate the prototyping phase for new features.
- Facilitated agile collaboration with developers via Discord/ClickUp to ensure pixel-perfect implementation and rapid iteration based on internal feedback.

Kumpulin Apps – *Garut* November 2022 – March 2023
Volunteer UI/UX Designer

- Redesigned the existing application interface by structuring visual assets into a reusable component-based design library, significantly accelerating the iteration process.
- Developed interactive prototypes in Figma to conduct early-stage concept validation and integrated stakeholder feedback to refine the final UI solutions.
- Collaborated with the engineering team by delivering well-documented design assets and basic handoff specifications for a seamless implementation phase.

PT Metanouva Informatika – *Cimahi* July 2022 – August 2022
UI/UX Designer Intern

- Executed interface redesigns for existing application prototypes.
- Translated client and stakeholder feedback into improved UI solutions.
- Collaborated with developers and project managers during application development.
- Assisted in preparing design assets for implementation and review.
- Ensured alignment between design outcomes and project requirements.

EDUCATION

Institut Teknologi Garut – *Garut* 2019 – 2023
Bachelor's Degree in Informatics Engineering

- GPA: 3.8/4.00
- Active in campus entrepreneurship programs
- Thesis: User Experience Implementation Using Design Thinking Method on KostHub Application

SYNRGY ACADEMY Batch 5 September 2022 – February 2023
UI/UX Researcher & Designer
- Overall Score: 89.9/100
- The Best Team in the Final Project

ACHIEVEMENTS

- **Best Team in The Final Project of Synrgy Academy Bootcamp** 2023
- **Top 30 Startup4industry 2022** 2022

RELATED SKILLS

- **UX/Research:** Design Thinking, User-Centered Design (UCD), User Research, Usability Testing, Information Architecture, User Journeys, User Flows, Site Maps.
- **UI/Design:** High-Fidelity UI, Interactive Prototyping, Visual Hierarchy, Typography, Color Theory, Layout & Spacing.
- **Figma Mastery:** Auto Layout, Scalable Design Systems, Components & Variants, Responsive Rules & Behaviors.
- **Workflow:** Developer Handoff Documentation, Cross-Functional Collaboration, Stakeholder Management, Agile/Scrum.
- **Soft Skills:** Leadership & Ownership, Cross-Functional Collaboration, Stakeholder Management, Critical Thinking, Problem Solving, Adaptability, Remote Team Management.
- **Tools:** Figma (Advanced), FigJam, Adobe XD, Sketch, Adobe Creative Suite (Photoshop, Illustrator, Premiere Pro), Jira/ClickUp, Balsamiq, Whimsical.
- **Language:** Indonesian, English.