Tangerang, Indonesia
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Tri Arvianto, Sr. UIUX Designer

Senior UI/UX Designer with over 5 years of experience in crafting solutions that prioritize user experience, business needs, and stakeholder interests. Strong problem-solving skills with a proven track record of leading cross-functional creative teams of 10+ members, including UI/UX specialists.

Experience

Sr. UIUX Designer, Kompit
August 2022 - Present

Led the complete visual and flow revamp of the Kompit App from the ground up. Collaborated closely with the product team and CEO to translate big ideas into an effective and seamless user journey, optimizing the app's overall experience.

Creative Lead, Pratama Game Visual
November 2020 - August 2022

Led and managed a multidisciplinary creative team at Pratama Game Visual, overseeing Digital Marketing, 3D Artists, UI/UX Designers, Graphic Designers, and Video Editors. Spearheaded cross-functional collaboration to drive innovative visual strategies, ensuring cohesive brand storytelling and impactful user experiences across digital platforms.

UIUX Designer, Pratama Game Visual
June 2020 - November 2020

I have significantly enhanced client products by refining user flows and optimizing design processes. I streamlined the UI/UX design team's workflow, ensuring seamless collaboration and delivering impactful, user-centric solutions for our clients' products.

UIUX Designer, Roomz
February 2019 - Mei 2020

Collaborated with Project Managers, engineers, and stakeholders to implement a human-centric design approach. Led research, prototyping, usability testing, and the design of mobile apps and websites while also handling various graphic design needs.

Education

Bachelor of Computer Science
Pamulang University

Soft Skill

Problem Solving | Interpersonal | Communication | Teamwork |
Team Leading | Presentation

Hard Skills

Sketching | Ideation | Wireframeing | UX Design | UI Design |
Prototyping | Graphic Design | Branding | Digital Marketing