



OKTAVIANE

UX, UI AND FRONT-END DESIGNER

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🌐 www.oktaviane.nl

🇬🇧 English - C1

🇳🇱 Dutch - B1

🇮🇩 Indonesian - Native

🇪🇺 Free to work in The Netherlands, work permit not required.

ABOUT ME

UX/UI Product Designer focused on making complex digital products easier to use. Experienced in end-to-end design, design systems, and front-end development with HTML, CSS, and JavaScript. I work closely with developers and use AI to support prototyping and build useful internal tools.

WORK EXPERIENCE

2021 - present
5 years

Author-e (Eindhoven, The Netherlands)

Jul 2023–Present **Medior Product Designer**

Jan 2022–Jul 2023 **Interaction Designer · Part-time**

Aug 2021–Jan 2022 **UX and Front-end Designer · Internship**

- Lead UX/UI design for Author-e's learning management system (LMS), from research and requirements analysis to high-fidelity designs, prototypes, usability testing, and implementation reviews.
- Redesigned complex workflows so users can complete tasks within the LMS, making their work easier and helping reduce support calls.
- Plan and run user testing sessions, using the findings to improve designs.
- Build and maintain a shared design system to keep interfaces consistent and make design and development easier. Adapt the system for AI tools so the team can create mockups using our existing styles and components.
- Work closely with developers throughout implementation, keeping accessibility in mind and checking usability and visual consistency before release.
- Design and build interactive web applications and course players using HTML, CSS, and JavaScript.
- Built internal tools with AI to make day-to-day work easier for the team.
- Create visual assets and marketing materials with the marketing team.
- Manage priorities across projects independently and take initiative to improve how the team works.

2023
6 months

CGI (Eindhoven, The Netherlands)

UX/UI designer and front-end developer intern

- Collaborated with cross-functional teams (designers, developers, and product managers) during the design and development of the application.
- Conducted user research through interviews, surveys, and usability tests to gather actionable insights and identify user pain points.
- Created wireframes, user flows, and interactive prototypes to visualize design concepts and enhance user journeys.
- Participated in daily stand-ups and sprint planning sessions within an Agile development environment.
- Ensured design consistency and accessibility throughout the application.

PROFESSIONAL SKILLS

UX DESIGN

- UX Research
- wireframing
- Prototyping
- Testing
- Design thinking

UI DESIGN

- Responsive design
- Design system
- Visual materials
- Adobe illustartor
- Adobe photoshop

FRONT-END DEV

- HTML, CSS and JavaScript
- Bootstrap and tailwind
- knowledge of react and angular
- knowledge of ionic
- git
- TypeScript

OTHERS

- web accessibility
- WCAG 2.1
- EAA

TOOLS

PROTOTYPING TOOLS

- Figma
- Adobe XD
- Sketch
- Claude Design
- Google Stitch

TESTING TOOLS

- Google analytics
- Useberry
- Google lighthouse

DEV TOOLS

- Visual studio
- Jira
- git
- Fork
- Claude Code

OTHERS

- Microsoft (Word, Excel and Power Point)
- Notion
- Miro

PERSONAL SKILLS

- Time management
- Team work

- Self motivation
- Problem solving

- Punctuality
- Analytical thinking

- Creativity

EDUCATION

2019 - 2023

Fontys

Bachelor of ICT and Media Design

Graduated with cum laude

2007 - 2009

Taylor's college Malaysia

Higher diploma of Hotel management

Graduated with Les Palmes du Directeur Award, having the highest mention of "Very Honourable Pass with Congratulations from the Jury" in the Brevet de Technicien Supérieur Hotellerie.