

I MADE ANDRE SANJAYA

UI/UX DESIGNER

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SUMMARY

UI/UX Designer with around three years of experience designing complex web and mobile products for public services, healthcare, and internal operations. Translates stakeholder and operational requirements into clear user flows, responsive interfaces, interactive prototypes, and reusable design patterns. Experienced collaborating with business analysts, product teams, developers, implementors, clients, and end users.

EXPERIENCE

UI/UX Designer

PT Sanata System (Full-time)

Bali, Indonesia

Sep 2023 – Present

- Contributed to 25+ product initiatives across web, mobile, tablet, kiosk, and Android TV for public services, healthcare, and internal operations.
- Designed multi-role workflows for citizens, field staff, clinical teams, and administrators, covering service requests, emergency coordination, clinical records, pharmacy inventory, and operational reporting.
- Translated requirements from business analysts, implementation teams, clients, and end users into user flows, information architecture, responsive interfaces, and interactive prototypes.
- Adapted and extended reusable components, working with product managers and developers to resolve interaction details and prepare Figma files for implementation.

Freelance UI/UX Designer

Project-based

Bali, Indonesia

Mar 2026 – Apr 2026

- Designed responsive web and mobile interfaces based on client briefs and project requirements.
- Worked directly with clients to clarify requirements and refine designs through feedback, delivering revisions within agreed deadlines.

UI/UX & Graphic Designer — UKM PROGRESS

Volunteer

Bali, Indonesia

May 2024 – Oct 2024

- Designed wireframes and high-fidelity prototypes for the INFINITY event website, including participant registration and navigation.
- Created Instagram campaign visuals and promotional layouts aligned with UKM PROGRESS's branding, coordinating with committee members to deliver assets on deadline.

System Implementor

PT Sanata System (Full-time)

Bali, Indonesia

Dec 2022 – Nov 2023

- Worked directly with hospital staff to understand workflows, investigate issues, and coordinate improvement requests with developers through testing and release.
- Coordinated user requests with developers through development, testing, and release while supporting implementation schedules across hospital modules.
- Presented system updates and trained hospital staff to use new and existing features.

Mobile Application Developer

Blue Lake Indonesia (Internship)

Bali, Indonesia

Jan 2021 – Mar 2021

- Built Android app screens from existing UI designs, ensuring accurate and consistent layouts.
- Collaborated with team members to clarify interactions and align the final implementation with the intended interface design.

SKILLS & TOOLS

- **Design:** UI & Interaction Design, Responsive Web & Mobile Design, Information Architecture, User Flows, Wireframing & Prototyping, Dashboard & Data Visualization, Design Systems & Reusable Components
 - **Reserach:** Heuristic Evaluation, Competitive Analysis, Workflow Analysis, User & Stakeholder Feedback
 - **Process:** Requirements Analysis, Stakeholder & Cross-functional Collaboration, Iterative Design, Design Handoff, Agile Delivery
 - **Tools:** Figma (Auto Layout, Variables, Dev Mode), Figma Make, FigJam, Miro, Jira, Notion, Framer, AI-assisted prototyping: Claude Code, Codex, Figma MCP, Stitch AI
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EDUCATION

Bachelor of Information Systems (S.Kom.) <i>Institut Teknologi dan Bisnis STIKOM Bali</i>	Bali, Indonesia 2022–2026
Software Engineering (Vocational High School) <i>SMKN 1 Denpasar</i>	Bali, Indonesia 2019–2022

CERTIFICATION

- Design Accessibility — Uxcel, 2024
- Common Design Patterns — Uxcel, 2024
- UX Design Foundations — Uxcel, 2024
- User Story and User Journey Mapping in UI/UX — MySkill, 2022
- Virtual Internship Completion Certicaltion - UI Designer Virtual Internship Program — Niagahoster, 2022