Restu Indrawan

UX/UI Designer & Software Engineer

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Summary

Computer Science graduate working where software engineering meets human-centered design. I design and build design systems, prototypes, and web and desktop apps, from the first flows to shipped code.

Experience

Core UI/UX Designer, Product Team
Native Productions | 2022 – Present
- Lead UI/UX across multiple digital products, from research to high-fidelity prototypes.
- Build and maintain a scalable design system using Atomic Design in Figma.

UX/UI Research & Design Talent
Binar Academy | 2022
- Selected as 1 of 3,000 applicants for an intensive UX/UI program.
- Ran user interviews, usability tests, and iterative design sprints.

Flutter Developer Intern
Bandung Institute of Technology (ITB) | 2021
- Built Firebase sign-in and GetX app structure for Smotel, a team of nine's smart-hotel app.
- Wrote the project's documentation site.

Education

Community Member
UXiD Bali Community | 2025 – Present
Volunteer and event moderator

Bachelor of Computer Science
Telkom Institute of Technology Purwokerto | 2019 – 2023
Best Graduate in Academics 2023, GPA 3.78

Skills

Design: Design Thinking, Information Architecture, User Research, Design Systems, Prototyping, Figma
Development: Flutter, TypeScript, React / Next.js, Tailwind CSS
Strategy: Technopreneurship, Feature-Driven Development, SDGs Ideation

Publications

- AI-Based Knowledge Management System for Balinese Woodcarving, Undergraduate Thesis, 2023
- Integrated Rice Quality Control Application using the FDD Method, JATISI, 2022

Awards

- 2nd Runner Up, Social Goods, Garuda Hack 3.0
- 2nd Place, SDGs 5: Gender Equality, ProjectFest 1.0
- Best Graduate in Academics 2023, Telkom Institute of Technology