# Anindito Rahardyaksa

## Skills

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|---|---|---|---|---|---|---|
| Inkscape | ■ | ■ | ■ | ■ | ■ | □ |
| Photoshop | ■ | ■ | ■ | □ | □ | □ |
| HTML | ■ | ■ | ■ | □ | □ | □ |
| CSS | ■ | ■ | ■ | □ | □ | □ |

## Bio :

Full name : Anindito Rahardyaksa
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Srengseng Kebon Jeruk, Jakarta Barat

## Profile :

Personality : A fun loving youngster.
I am an assertive person that responds accordingly depends on the situation. Agressive and passive at times, I am a well balanced person.

One of the good things about me is I can keep remain calm even in the most stressing situation.

I am pretty honest and sometimes can hurt a person's feelings without realizing it.

Hobby : Drawing, reading, playing games, traveling

Interests : UI and UX Design
(especially mobile apps and websites), Package design, 2D Game Art

## Education :

Formal :

Currently pursuing a Bachelor Degree in Computer Science at University of Indonesia

Non-formal :

1. LIA (2004-2007)
2. First Batch of XL Future Leader's programme (2011-now)

## Certifications :

1. Nokia Mobile Apps Developer Program
2. FUKI FAIR 3 Android Developer Program
3. Best Wanna Be BEM UI 2011
4. Outstanding at LIA

## Experiences :

In organizations :

1. Media division at BK MWA UI UM 2013
As a web admin and director of BK MWA UI UM 2013's opening video.

2. Relation Manager at IslamICT Fair 2014
Managing 4 divisions in IslamICT Fair:
Public relation, Sponsorship, Media partner, and Multimedia.

As designer :

1. UI Designer for the 13th ICMSS FEUI's website
+ ICMSS is an annual international event from the management major at Faculty of Economy, University of Indonesia.
+ This website at that time was used for event registration and e-ticketing.
+ I was in charge of designing and implementing UI for the web

2. Game Artist for Gear! in Game Competition at Pekan Ristek Fasilkom UI
+ Gear! is an action fast-paced game that have the goal to blow gears that appears in the screen as many as you can. The gears have various speed and abilities.
+ I was in charge of character design and backgrounds for the game.

3. Collaborated in designing web for Dreamdelion Community Empowerment
+ Dreamdelion is a social enterprise about community empowerment
+ The website was used for company profile, e-commerce and crowdfunding
+ I was in charge of UI Design

4. UI/UX Designer for Traffic Prediction app, an application developed at internship at MIC UI
+ Traffic Prediction is an application that can predict the traffic condition from several routes and calculate how long you can get to your destination
+ I was in charge of UI/UX Design

5. UI/UX Designer for CLOSURE website, a web that was developed when I was taking a software development course
+ CLOSURE is a web for reviewing lecturers and courses held in Faculty of Computer Science, University of Indonesia.
+ I was in charge of UI/UX Design.

## Portofolio

Check out my portofolio at http://kreavi.com/ditorahard