Muhammad Abyan Putra Wibowo

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Computer Science student at IPB University and UI/UX designer with two 1st-place competition wins, an internship, and freelance client work. Skilled in user research, usability testing, and turning complex workflows into prototypes, in close collaboration with developers and researchers.

Education

IPB University 2023 – Expected 2027
Bachelor of Computer Science *Bogor, Indonesia*

Projects

ORCA | ***AI Logistics Intelligence Platform*** 2026
Product Designer, 1st Place in Industry Sector & Best Innovation Award, AI Open Innovation Challenge 2026 (team of 5)

- Product Designer for an AI-powered logistics platform for Blibli that helps teams **anticipate delivery risks**, compare route options, monitor fleet operations, and track shipment-level carbon emissions.
- Designed the ORCA web platform with a more technical interface tailored to its operational users, including the Control Tower Dashboard that brings fleet status, shipment and SLA risks, and carbon emissions into one view, along with the ORCA identity and pitch deck.

Nginterview | ***Gamified Interview Practice App*** 2025
UI/UX Designer, 1st Place, AgriUXDesign Competition, Agriinformatics 2025 (team of 3)

- Ran the design thinking process (survey of students aged 19–21: **60%** nervous in interviews, **86%** wanted scoring; competitor analysis, personas) and designed the prototype, design system, and app flow for lessons, **AI interviews**, and partner interviews.
- Usability tested with the Single Ease Question (SEQ): **100% task success rate**, 0% drop-off; applied feedback in a second iteration.

KalaNusa | ***Cultural Preservation Mobile App*** 2025
UI/UX Designer, Garuda Hacks 6.0 (team of 3)

- Designed the mobile interface for an app featuring **Kala the Lutung**, an AI chatbot about Indonesian traditions, and an AI scripture scanner that feeds a community-curated digital library.
- Prepared the pitch deck and delivered the working app within hackathon time limits.

Experience

Tropical Biopharmaca Research Center Jul 2025 – Dec 2025
UI/UX Designer Intern *Bogor, Indonesia*

- Contributed to **iPrimeTarget**, a protein network analysis platform for precision medicine research.
- Translated user requirements and research workflows into user flows, wireframes, and prototypes, collaborating with researchers, developers, and QA testers.

Codepanda Feb 2025 – Present
Freelance UI/UX Designer *Remote, Indonesia*

- Translated client requirements into user flows, wireframes, and prototypes, iterating on client feedback.
- Collaborated with developers to align designs with project requirements and implementation.

IEEE SB IPB 2025 Jan 2025 – Dec 2025
Director of Media & Information *Bogor, Indonesia*

- Led and supervised a team of **11** in executing media and information initiatives, managing workflow and quality control to meet requirements and deadlines.

Skills & Achievements

Languages: Indonesian (Native), English (Conversational)
UI/UX Design: User Research, Usability Testing, User Flow, Wireframing, Prototyping, Interface Design, Design Systems
Tools: Figma, Canva, Notion, Jira, Google Workspace, GitHub
Technical: HTML, CSS, JavaScript, PHP, Python, SQL
AI Tools: Claude, Codex
Achievements:

- 1st Place, AgriUXDesign Competition, Agriinformatics 2025
- 1st Place & Best Innovation Award, AI Open Innovation Challenge 2026