

MUHAMMAD WAHYU NALENDRA

+62 813-2873-2245 | mwahyunalendra@gmail.com | [linkedin.com/in/muhammadwahyunalendra](https://www.linkedin.com/in/muhammadwahyunalendra) | nalendra.work | West Jakarta, Jakarta

PROFILE SUMMARY

Product Designer and Developer with a background in UI/UX design and software development, experienced in turning user needs and product requirements into thoughtful digital experiences and functional solutions. Skilled across the product lifecycle, from user research and product planning to interface design, prototyping, development, and testing, with a strong focus on usability, technical feasibility, and creating products that solve real user and business needs.

EDUCATION

Mercu Buana University — Bachelor's in Computer Science | Jakarta, Indonesia | 2020–2024 | GPA 3.67/4.00
Thesis: Classification and Regression Approaches in Two-Stage Modeling for Analyzing Light Pollution Trends in Jakarta

SKILLS & CERTIFICATIONS

Design & UX: UX Research, Wireframing & Prototyping, User Flow & Journey Mapping, Design Systems, Usability Testing, Information Architecture (Figma)	PM & Analysis: Trello, Jira, Agile/Scrum, Use Case/Activity/Sequence/Class Diagrams, ERD
Technical: HTML/CSS/JS, Python, PHP, Next.js, React.js, React Native, MySQL, MongoDB, PostgreSQL	Certifications: Front End Dev Libraries & Responsive Web Design & JS Algorithms (FreeCodeCamp, 2024), Junior Web Developer (BNSP), UI/UX for Beginners (Great Learning, 2024)

WORK EXPERIENCE

Software Engineer — Freelance	Oct 2025 – Apr 2026
Part of the Technical Expert Team — Pusat Informasi Pelabuhan dan Perikanan (PIPP), Ministry of Marine Affairs and Fisheries (KKP)	
- Designed and developed digital systems for Pusat Informasi Pelabuhan dan Perikanan, including a unified SSO authentication system and a redesigned data entry platform. - Led UX research, wireframing, and interface design to transform fragmented and error prone government workflows into unified, scalable digital experiences, working directly with ministry stakeholders to define requirements and scope. - Collaborated with developers throughout the SDLC, contributing to architecture discussions, implementation, testing, and design validation from planning through delivery.	
Project Support — AssistX Enterprise	Oct 2024 – Dec 2025
- Assisted users throughout the Garuda ID registration process, identifying recurring pain points, usability issues, and friction through direct user interactions and feedback. - Analyzed recurring registration and technical issues to identify common problems and areas for improvement, resolving user issues directly and escalating complex cases to relevant teams. - Communicated user reported issues and feedback to the technical team to support process improvements, while monitoring registration workflows and maintaining service quality under high request volume.	
UI/UX Designer IT Staff Intern — PT Adhimix Precast Indonesia	Feb – Jul 2024
- Conducted user research to understand user needs and behaviors, creating personas and user journeys to translate requirements into intuitive, mobile first experiences and iterating designs based on user feedback and usability considerations. - Translated requirements into user flows, wireframes, and interactive prototypes focused on simple navigation and seamless mobile experiences, while establishing reusable UI patterns and components for a consistent and scalable design system. - Evaluated usability through testing and feedback, using insights from existing workflows and product requirements to inform practical interface improvements.	
Web Designer Intern — SEAMEO QITEP in Language	Aug – Dec 2023
- Redesigned the organization's main website in Figma, developing intuitive page structures, navigation, and interface layouts based on user needs and organizational objectives. - Conducted usability testing and gathered user feedback to iteratively refine the experience, collaborating with the team to translate designs into functional web interfaces. - Designed and contributed to developing a full stack attendance system, focusing on an efficient, easy to use interface alongside its technical implementation.	

ACHIEVEMENTS & ACTIVITIES

Winner, Most Favorite App, FASILKOM Student Exhibition (2023) | Public Relations Division, HIMTI, Mercu Buana University (2022–2023) | Moderator, Sumpah Pemuda Day Webinar, SEAMEO QITEP (2023)