

Herman Prakoso



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About Me

A Bachelor of Information Systems graduate (GPA 3.92) with comprehensive expertise in information systems and web application development, encompassing System Analysis, UI/UX Design, and Web Programming. Experienced in designing robust database architectures, visualizing digital solutions through high-fidelity prototypes in Figma, and implementing them into full-stack web systems using modern technologies such as Laravel and Tailwind CSS. Combines a user-centered design approach with strong analytical thinking to create digital platforms that are not only aesthetically pleasing and intuitive, but also functional and purposeful. Ready to contribute to developing innovative digital solutions from research through development.

Education

- SMA Negeri 2 Temanggung | Science Program | Graduated 2022
- Universitas Teknologi Yogyakarta | Bachelor of Information Systems | Graduated 2026 | GPA: 3.92 | Thesis: Web-Based Car Rental Information System – PT AKA Mendunia Sejahtera

Professional Experience

UI/UX Designer & System Analyst Internship

PT. Gama Integra Informatika | January 2025 - June 2025

- Designed and developed website and application interfaces using Figma, focusing on user needs and overall user experience.
- Created wireframes, prototypes, and high-fidelity designs as the foundation for digital product development.
- Analyzed user requirements and applied user-centered design principles throughout the UI/UX design process.
- Collaborated with developers and relevant teams to ensure designs were implemented according to the proposed designs and system requirements.
- Conducted design evaluations and iterations based on feedback to improve usability, consistency, and overall user experience.

UI/UX Designer & System Analyst Internship

PT.Swevel Universal Media | September 2025 - January 2026

- Designed website and application interfaces using Figma, focusing on user needs, usability, and visual consistency.
- Created user flows, wireframes, prototypes, and high-fidelity designs to represent system features and workflows.
- Analyzed user and system requirements to translate business needs into functional and user-friendly digital solutions.

- Prepared system documentation and supporting documents, including Software Requirements Specification (SRS), Software Design Description (SDD), User Manual, and other project-related documentation.
- Collaborated with developers and relevant teams to ensure designs were implemented according to the proposed designs and system requirements.
- Conducted design evaluations and iterations based on feedback to improve usability, consistency, and overall user experience.

Programmer & System Analyst

PT.AKA Mendunia Sejahtera | Februari 2026 - Juni 2026

- Analyzed business and user requirements as the foundation for designing and developing a web-based car rental information system.
- Designed system workflows, database structures, and user interfaces using Figma based on business processes and system requirements.
- Developed a web-based system using Laravel and MySQL, including the implementation of five user roles with different access permissions according to system requirements.
- Integrated a payment gateway to support digital transaction payments.
- Implemented a real-time live chat feature using WebSocket to facilitate communication between users within the system.
- Prepared documentation and a final thesis report covering system requirements, design, development, and testing.
- Conducted system testing and evaluation to ensure features functioned according to the defined requirements and specifications.

Achievement

1st Place – UI/UX Design Competition | University Level | LIFE+

- Developed the concept for a health-focused super app.
- Conducted UX research from the initial stage using interviews and questionnaires with prospective users.
- Developed user-centered UI designs focused on user needs, usability, and intuitive interaction.

Selected Projects

Mobile Wheelchair Rental Application

- Designed the UI/UX of a mobile application to support the process of searching, selecting, and renting wheelchairs through a simple and intuitive user flow.

Research Archive and Progress Management System

- Designed the UI/UX of a web-based system to support structured and integrated management of research archives and progress monitoring.

Tender Monitoring Platform

- Designed the UI/UX of a website to help vendors monitor government tender information and processes through structured and easy-to-navigate data presentation.

Public Green Open Space Mapping Website

- Designed the UI/UX of a mapping website for public green open spaces, focusing on presenting location and spatial data in an intuitive and easy-to-understand manner.

LIFE+

- Conducted direct user research to understand user needs, problems, and behaviors as the foundation for UX design.
- Designed user flows, wireframes, prototypes, and high-fidelity designs using Figma based on research findings and user needs.
- Designed the UI/UX of a mobile application focused on promoting a healthy lifestyle, prioritizing usability and user experience.
- Achieved 1st Place in a University-Level UI/UX Design Competition through the LIFE+ project.

Web-Based Car Rental Information System

- Analyzed user needs and car rental business processes as the foundation for user experience and system requirements.
- Designed and developed a web-based car rental information system using Laravel and MySQL, covering reservations, fleet management, transactions, and user management.
- Implemented a role-based access control system with five user roles according to their respective responsibilities and system requirements.
- Integrated a payment gateway to support digital rental payments.
- Implemented a real-time live chat feature using WebSocket to facilitate communication between customers and drivers.
- Conducted system testing and evaluation to ensure features and workflows functioned according to user needs and defined system specifications.

Tools

- Figma
- Visual Studio Code
- Ms. Word
- Draw.io

Skills

UI/UX Design

- User Research
- User Flow
- Wireframing
- Prototyping
- High-Fidelity Design
- Responsive Design
- Usability
- User-Centered Design

Programming

- PHP
- Laravel
- JavaScript
- HTML
- CSS
- MySQL
- WebSocket
- Laravel Reverb

Soft Skill

- Problem Solving
 - Critical Thinking
 - Attention to Detail
 - Communication
 - Teamwork
 - Adaptability
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