

Matthew Wijaya

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PROFILE

Computer Science student at Universitas Indonesia focused on product and UI/UX design, with hands-on experience across UX research, prototyping, visual systems, and web/mobile implementation. Experienced in translating complex information into clear digital experiences and coordinating design work across student organizations and product teams.

EDUCATION

Universitas Indonesia | *Bachelor of Computer Science*

2024 - present

GPA: 3.69 / 4.00

EXPERIENCES

PPMB KMBUI 2026

2026 - Present

Co-Head of IT Developer Division, UI/UX Lead | [Website](#)

- Own the UI/UX design of the freshman admissions and onboarding website, shaping information architecture, user flows, responsive layouts, and interface consistency.

Faculty of Computer Science Universitas Indonesia

2025-2026

Teaching Assistant for Introduction to Computer Organization (2026) and Calculus 1 (2025).

COMPFEST 18

Jun 2026

VPIC of Data Science Academy

- Supported program concept, curriculum planning, execution strategy, staff coordination, and technical readiness for the Data Science Academy.

COMPFEST 17

Jan 2025 - Dec 2025

Expert Staff of Visual Design Team

- Produced mascot variations, booklets, presentation decks, and social assets within an established design system, improving hierarchy and readability across event materials.

PPMB KMBUI 2025

May 2025 - Sep 2025

Head of Design and Documentation Team

- Led a 4-person design team delivering event branding, Instagram content, and live-report materials while maintaining consistent visual execution across the program.

PMVBB

May 2024 - Jun 2026

Head of Social Media Division

- Led weekly social-media production and coordinated a 4-person team across planning, captions, reels, scheduling, and publishing; selected content surpassed 1,000 views.

PROJECTS

BurhanFinance - Fintech Product Design Case Study

2026 | *UX Research & Product Design* | [Case Study](#)

- Conducted problem discovery and user interviews to identify user needs and define the product direction.
- Synthesized research findings into interaction designs and a high-fidelity Figma prototype.

ASKMO - Sports Booking Web & Mobile Platform

2025 | *Full-Stack Product* | | [Web](#) | [Mobile](#)

- Built a connected platform for discovering, booking, and reviewing sports facilities, coaches, and events.
- Contributed to product workflows spanning authentication, search, booking, reviews, events, and user profiles across web and mobile.

Tunas - Student Opportunity Mobile Product

Runner-up, *RISTEK Fasilkom UI* | 2025 | [Prototype](#) | [Case Study](#)

- Designed a mobile product connecting students seeking experience with UMKM hiring needs.
- Translated problem insights into personas, user flows, interface designs, and low- to high-fidelity Figma prototypes for core journeys.

SKILLS & LANGUAGES

- Technical Skills : Python, JavaScript, Java, HTML, CSS, Tailwind, SQL, TypeScript, Springboot, Django, Mobile Development, Web Development, User Research.
- Tools : Microsoft Office, PowerPoint, Word, Canva, Figma, Apache Maven, Android Studio.
- Languages: English (Advanced), Bahasa Indonesia (Native)