Rafif Aditya

Product Designer I Business Analyst

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PROFILE

Product designer and business analyst finishing a degree in Informatics Engineering at Institut Teknologi Sumatera. I work where design meets requirements: banking platforms, plantation operations, accounting systems and learning tools, turning tangled processes into interfaces people can trust.

SKILLS

Requirements Analysis · User Experience (UX) · User Research · Wireframing & Prototyping · Test Execution · Graphic Design · Video Editing · Android (Kotlin) · Figma · Photoshop · Illustrator · Kotlin

EXPERIENCE

UI/UX Designer, PT Bank Syariah Indonesia Tbk. Sep 2026 – Present

Digital Banking Wholesale Group. User research and interface design across three BEWIZE products: Cash Management, Value Chain and Trade Finance, turning complex corporate banking processes into clear digital flows.

Product Designer, Great Giant Foods Feb 2026 – Present

Product experiences for plantation operations.

- Drone AI: maps and analytics for 33,000 hectares, five plantation levels and seven crop-health parameters, with handoff docs for a China-based engineering team.
- SPKMobile: task-entry, reporting and payroll workflows for 200 system users and 100+ supervisors managing about 25,000 field workers.

UI/UX Designer, Université de Genève Jul – Oct 2025

A B2B summer-school management platform with an AI-powered LMS for managers, lecturers and students. Led requirements, journey mapping, prototyping and testing across 75 screens.

UI/UX Designer, PT Tata Data Global Feb – Jun 2025

Replaced spreadsheet-based accounting with a web system: General Ledger, Worksheet, Journal, Adjustment, Balance Sheet and Income Statement across five user roles.

UI/UX Engineer, SISTER-BKD, Kemdiktisaintek Aug – Dec 2024

A national lecturer-workload analytics dashboard: 15+ pages of filters, charts and interactive maps for 20–30 administrators, supported through UAT and handoff.

UI/UX of IT Ministry, Kabinet KM ITERA Jan – Nov 2024

Campus-platform modules: an e-commerce marketplace with QRIS payment, a podcast CMS and a student-organisation directory.

UI/UX Designer (project based), Kaizen Room May – Jul 2024

An AI-powered chatbot learning app with ML, data and Android engineers. Designed the flows and UI, then helped implement them in Kotlin.

Earlier and alongside

Creative Designer, Beeme Indonesia May – Sep 2026

Assistant Lecturer, Human-Computer Interaction, Institut Teknologi Sumatera Sep – Dec 2024

Graphic Designer, AI-NOVAC 2024, LPPM ITERA Aug – Oct 2024

Mobile Development Cohort, Bangkit Academy (Google, Tokopedia, Gojek, Traveloka) Feb – Jul 2024

Graphic Designer, Humas ITERA — Aug 2023 – Aug 2024
Graphic Designer, Siebook.id — Aug 2023 – Jan 2024
Media and Design Staff, Kontes Robot Terbang Indonesia 2023, Pusat Prestasi Nasional — Aug – Sep 2023
Laboratory Assistant (3 courses), Institut Teknologi Sumatera — Sep 2022 – Jun 2023
Graphic Designer, PT Tapis Menuju Dunia — Feb 2022 – Dec 2023
Video Editor, Executive Career Upgrades — Feb 2022 – Dec 2023

EDUCATION

Institut Teknologi Sumatera, Informatics Engineering — 2021 – 2026

HONORS & AWARDS

- 1st Winner, National Design Poster Competition
- 2nd Winner, National Design Poster Competition (×2)
- Finalist, National UI/UX Design Competition
- Finalist, National Infographic Design Poster Competition

CERTIFICATIONS

- Belajar Pengembangan Aplikasi Android Intermediate
- Belajar Penerapan Machine Learning untuk Android
- Belajar Fundamental Aplikasi Android
- Memulai Pemrograman dengan Kotlin