MUHAMMAD RANGGA WIDYANTO

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I'm a UI/UX Designer and Webflow Developer with 2+ years of hands-on experience. I specialize in crafting user-centered designs and building functional digital products using tools like Figma, Webflow. etc. My focus is always on creating clean, accessible, and effective experiences that align with user needs and business goals.

Work Experiences

Paired - **California, USA**   Sep 2025 - Jan 2026

UI/UX and Webflow Developer - Part time

- Develop and maintain responsive websites using Figma and Webflow, ensuring pixel-perfect implementations of UI/UX designs and smooth interactions across different browsers and devices.
- Collaborate with Marketing and Operations teams to translate business goals into functional and engaging digital interfaces.

TapTalk - **Jakarta, Indonesia**   Sep 2023 - Jul 2025

Product Designer (UI/UX and Webflow Specialist)

- Successfully redesigned and rebuilt the TapTalk website (www.taptalk.io) from scratch using Figma and Webflow, aligning it with marketing and sales goals to improve user acquisition.
- Improved website performance from a GTmetrix score of E (29%) to A (95%) by optimizing layout, load time, and technical SEO, achieving faster load times and better Core Web Vitals.
- Collaborated with Marketing & Sales teams to develop targeted landing pages and responsive experiences across mobile & desktop.

Qwords - **Jakarta, Indonesia**   Jan 2023 - Feb 2023

UI/UX Designer - Virtual Internship

- Finishing various task related with the activity of UI/UX Designer from Qwords
- Learn such as Interaction Design, UX Research, Prototyping, Google Analytics
- Complete the final project redesign Login, Register and Forgot Password Page of Qwords

Niagahoster - **Yogyakarta, Indonesia**   Jun 2022 - Jul 2022

UI Designer - Virtual Internship

- Finishing various task related with the activity of UI/UX Designer and Create Component and High Fidelity Designs
- Learn such as Conduct Usability Testing to Multiple Users

Education Level

STMIK Bani Saleh - **Bekasi**   Sep 2017 - Feb 2022

Bachelor of Computer Science, 3.50/4.00

- Became a member of the Badan Eksekutif Mahasiswa (BEM) as a minister in the department of religion in 2017 - 2018
- Became a member of the Himpunan Mahasiswa Teknik Informatika (HMTI)

Bootcamp & Scholarship

Digital Talent Scholarship by Kominfo - Online   Mar 2023 - Apr 2023

UI/UX Designer

- Understand and implement Design Thinking and creating end-to-end digital product
- Learn how to planning and conducting User Research
- Understand and create User Persona, User Goals, User Journey, User Flow, Wireframe and Design System

Synrgy Academy Scholarship by BCA - Online   Jan 2022 - Jul 2022

UI/UX Designer

- Learn and practice about UI/UX and Product Management, and collaborate with developers to creating end-to-end digital products
- Get 3rd place in the mini project with the best product with a score of 81,6 and 3rd in the final project with a score 73,2
- Successfully got the System Usability Scale score of 70,28 for mini project product from 10 participant and got the System UsabilityScale score of 84,17 for the web app and 92,50 for the mobile app final project product

Skills & Tools

- **Hard Skills**: User Interface Design, No-code Development, User Research, Prototyping, Usability Testing, User Interview
- **Soft Skills**: Team Work, Collaboration, Communication, Problem Solving
- **Tools**: Figma, Webflow, Maze, Trello, Miro, Lovable, Whimsical, Google Workspace, etc