

Jennifer Soetedjo

Interaction Designer

CONTACT

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SKILLS AND TOOLS

Collaboration & Process

- Cross-Functional Teamwork
- Visual Communication
- Event & Project Coordination
- Time Management

Design & Research

- Interaction & UI Design
- Wireframing & Rapid Prototyping
- User Journey Mapping
- Usability Testing
- Affinity Diagramming
- Design Thinking

Languages

- English
- Indonesian
- Basic Chinese

Tools & Software

- Figma, Miro, Adobe Illustrator, Photoshop
- React, Next.js, TypeScript, HTML, CSS, GitHub, Vercel
- Blender, Autodesk Fusion

SUMMARY

UX/UI Designer and Front-End Developer experienced in leading cross-functional teams and managing end-to-end design processes. Skilled in user research, interaction design, and development using React and Next.js. Dedicated to creating accessible, culturally resonant, and user-centered digital experiences that connect technology with community.

EXPERIENCE

Indonesian Student Association New South Wales - Sydney, NSW

Sub-Director Webmaster, April – October 2025

Web Designer/ Front-End Developer/ 3D Modeller & Animator

- Led the redesign of the ISA NSW website from a basic template into a culturally inspired, modern platform celebrating Indonesian identity.
- Managed and mentored a team of four developers, overseeing project milestones, deployment, and collaboration.
- Built an interactive 3D map showcasing seven university landmark models and animations created in Blender, enhancing engagement and cultural representation.
- Delivered responsive, accessible layouts using Next.js, React, Vercel, and Figma to enhance usability and engagement.
- Strengthened leadership and communication through cross-team coordination and acting directorship support.

Sydney University Interaction Design (SUEDE) - Sydney, NSW

Social Events Subcommittee, March – Present

Web Designer/ Front-End Developer/ 3D Modeller & Animator

- Planned and organized community events such as networking picnics and indoor socials to foster connection among Interaction Design students
- Managed event logistics, on-site coordination, and promotional outreach, increasing community engagement by 40+ followers in a single session.

EDUCATION

University of Sydney
Bachelor of Design (Interaction Design)

Year: Feb 2024 – Present

University of Melbourne
Bachelor of Science (Computing and Software Systems)

Year: Feb 2023 – 2024

COMMUNITY

PPIA USYD – Sydney, NSW
Student Advisor

Year: 2024

Bina Bangsa School – Jakarta, ID
Student Council (Events & Media)

Year: 2020-2022

Leo Clubs Indonesia – Jakarta, ID
Committee Member

Year: 2019 – 2021

ACHIEVEMENTS

Participated SUEDE
Designathon

Year: 2025

Participated Codex Holiday
Hackathon

Year: 2024

Won “Best Product Research”
Prodigi Innovation Program
Year: 2024

Won “Best First Year Design”
SUEDE Designathon
Year: 2024

- Designed event moodboards and promotional visuals using UX principles to enhance participation and comfort.
- Shaped inclusive event environments for first-year students by balancing social energy with accessible interaction formats.
- Collaborated with diverse team members, maintaining morale and effective communication under tight timelines.

Indonesian Student Association in Australia (PPIA) - Sydney, NSW
IT Committee, Jan – Oct 2025

UX/UI Lead / Front-End Developer

- Led the redesign of PPI Australia’s national website to unify Indonesian student communities across seven states.
- Conducted user research and interface audits to address navigation pain points and modernize the site’s visual identity.
- Designed and implemented responsive layouts and prototypes in Figma, React, Next.js, and TypeScript, ensuring accessibility and consistency across devices.
- Built an interactive 3D map with Blender-modeled landmarks, enhancing engagement and cultural connection across the platform.
- Deployed and tested the final product through GitHub and Vercel, optimizing performance, usability, and cross-team collaboration.

Prodigi - Sydney, NSW

UX/UI Designer, Sep – Nov 2024

- Designed a digital health management app for asthma patients, addressing challenges in Australia’s growing demand for accessible, patient-centered digital care.
- Conducted user interviews, demographic analysis, and journey mapping to uncover daily pain points within Australia’s chronic disease management context.
- Created wireframes and interactive prototypes in Figma, collaborating with product managers and developers to refine usability and data clarity.
- Synthesized research insights into a high-fidelity prototype and pitch presentation, winning *Best Product Research* among program teams.
- Learned to balance empathy, design feasibility, and medical data accuracy within the Australian healthcare framework, emphasizing transparency and user trust.