



TINDARA'S 2024

*iOS Development*  
**Portfolio**



TINDARA NATHANIA

👋 *HI THERE! MY NAME IS..*

# Tinara Nathania

I'm a UI/UX Designer, Front-End Developer, and Illustrator based in Surabaya. I'm dedicated to delivering visually pleasing and functional digital solutions that align with the objectives and user needs.

## **What am I up to?**

Currently learning more about UI/UX Design and AI apps (Langchain, Pinecone, HuggingFace, Streamlit).



# Education

I just graduated Summa Cum Laude with a GPA of 3.95 out of 4.0 in October 2023, earning a Bachelor's degree in Informatics from Ciputra University, Surabaya.

❖ Assistant Lecturer for numerous subjects, such as Algorithm and Programming, Programming Technique, Web Programming, and Mobile App Development

❖ Assistant Researcher for SIDU PMI

❖ Apple Developer Academy @UC Cohort 2022

❖ Apple Catalyst Program Cohort 2023

# Skills

**I have experience in:**

- HTML and CSS
- Javascript
- JQuery
- PHP
- MySQL
- Laravel
- VueJS
- React
- NextJS
- Typescript
- Java
- Dart
- Firebase
- UIKit
- Swift
- Tailwind
- Bootstrap
- UI/UX Design
- Figma
- Adobe
- Python
- Artificial Intelligence
- Machine Learning
- Deep Learning
- NLP
- Pinecone
- Langchain
- HuggingFace

...and many more...

**Languages:**

Fluent in both English and Indonesian

Tinara's Area



<https://rebrand.ly/iamtinara>

For more information, scan this code  
or click the link to see my resume!

# My Usual Tools

Research and Documentation



Design and Prototyping



Development



or..



# Best Projects

These are some of my best iOS projects that I have worked on .

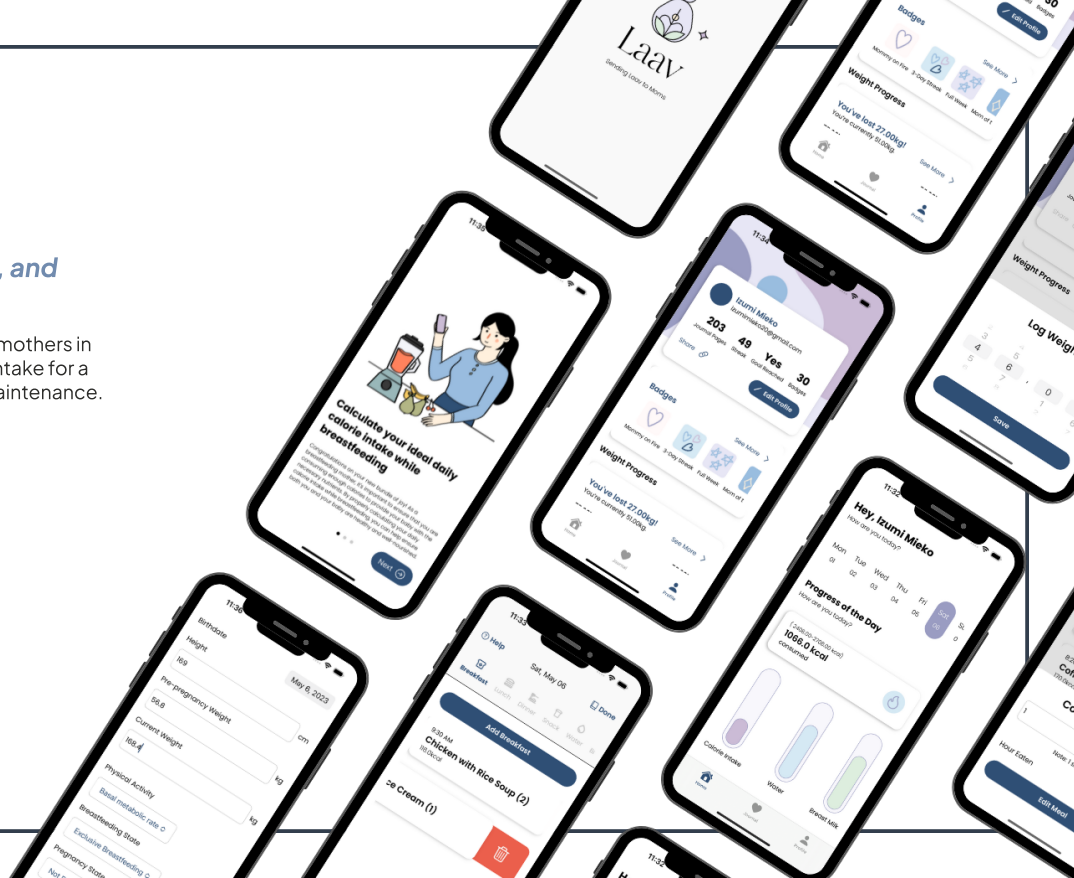


# Laav

*Illustrator, UI/UX Designer, and Full Stack Developer*

An iOS app assisting breastfeeding mothers in managing post-pregnancy calorie intake for a balanced diet and healthy weight maintenance.

Final Year University Project



# Laav

## Year

2023

## Role

Illustrator, UI/UX designer,  
and Full Stack Developer

## Publication Link(s)

### Journal Link:

[Laav - Jurnal Pengembangan  
IT \(JPIT\)](#)

## Background Story

This is my final year project at my university. The concept originated from a desire to contribute to the well-being of new mothers by assisting them in managing post-pregnancy calorie intake for a balanced diet and healthy weight maintenance.

As an independent creator, I assumed various roles throughout the development process. Leveraging my creative skills, I conceptualized and designed the app to address functional aspects while ensuring an aesthetically pleasing user interface. After designing and prototyping the app on Figma, I conducted several usability testings using Nielsen's heuristics to make sure that it's functional and user-friendly.

Transitioning from the design phase, I engaged in coding to bring the concept to fruition. I utilized Swift as the main programming language and used Firebase as the database.

To enhance the app's usability, I conducted thorough testing sessions with the same users as before. This involved observing real users interacting with the app, identifying areas for improvement, and implementing changes to enhance overall user experience.

This project serves as a demonstration of my technical proficiency and underscores my commitment to making a meaningful and positive impact. From ideation to execution, it underscores my dedication to delivering comprehensive solutions that resonate with users both functionally and aesthetically.

## Softwares or tools used



## Programming language(s)

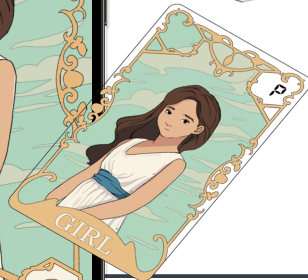
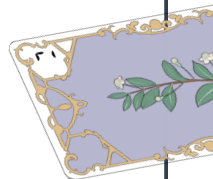
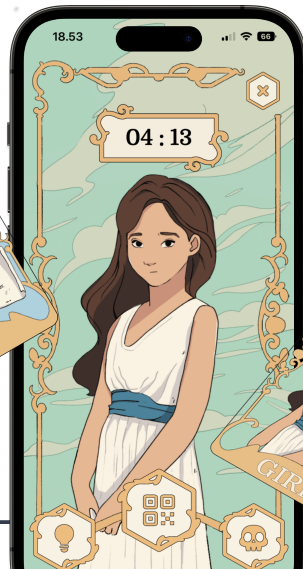


# Hexcape Game

Apple Developer Academy Project

## Illustrator

An immersive game for board game enthusiasts that blends physical cards and technology through your phone.



**1st Place Winner** of Digital Content Technology Innovation  
IDENTIK 2023 by Kominfo



# Hexcape Game

## Year

2022 - present

## Role

Illustrator

## Publication Link(s)

### Website Link:

<https://hexcapegame.com/>

### App Store Link:

Download on App Store

## Background Story

As board game enthusiasts, my friends, whom I met at the Apple Developer Academy, and I have spent the past several months bringing our passion project, Hexcape, to life. Our aim was to seamlessly blend digital and physical gameplay while captivating players with exciting stories.

Our first adventure, "Gift from the Divine," follows the journey of a young girl with dreams of becoming a demigod on Olympus. This was a significant shift for me personally, transitioning from my role as an iOS Developer to that of an illustrator. It was initially challenging, especially compared to my more experienced illustrator friends. However, this transition offered me an excellent learning opportunity and expanded my horizons in unexpected ways.

Despite starting our project later than many other teams, our determination to create something extraordinary propelled us forward. We kicked off our journey by selecting innovative technologies to incorporate into Hexcape, including Augmented Reality (AR), 3D objects, and a 360° world view.

After graduating from the Apple Developer Academy, my friends and I entered the Catalyst Program, a second-year initiative. During this phase, we refined our business model, improved our app, and even ventured into launching a Kickstarter campaign. While we didn't achieve full funding, the experience itself was incredibly valuable, enriching us in ways beyond measure.

Currently, we are in the planning stages of developing Hexcape to make it compatible with Apple's Vision Pro, enabling a wider audience to enjoy our innovative game.

## Softwares or tools used



## Programming language(s)

Disclaimer: In our team, my primary role revolves around being the illustrator. However, with the expansion of our project to include development for Apple's Vision Pro, my responsibilities will encompass both illustration and coding. Up to this point, my contributions have been focused on the artistic aspects, and I have not yet actively participated in the coding phase.

# Hexcape Game flow



Scan the QR code on the card

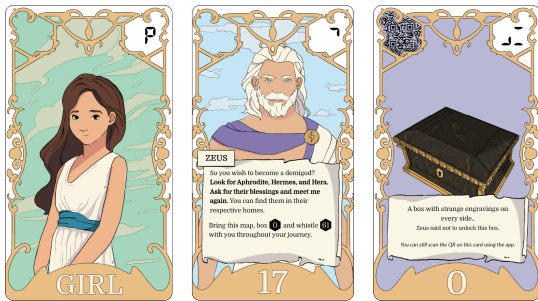


Use the in-game features to interact with the map or other physical props



Solve the puzzle to get another card

# Unique Cards



Gift from the Divine Set  
42 cards

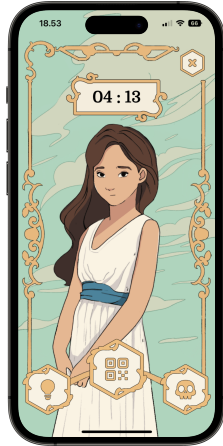


Tutorial Set  
11 cards

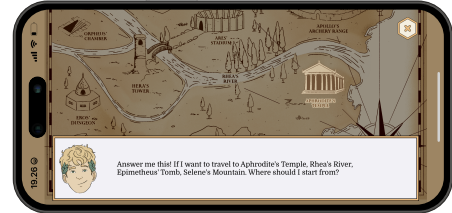
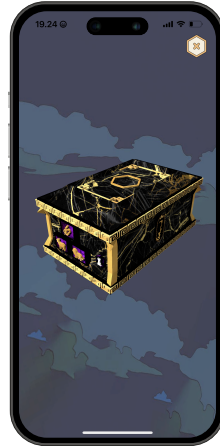
# Mobile Application



Home Screen



Main Session Screen



Puzzle or Mini Game Screen

Apple Developer Academy Project

# Vixel

*Front-End Developer*

An iPadOS app allowing illustrators to view mockups using 3D and Augmented Reality (AR).



# Vixel

## Year

2022

## Role

Front-End Developer

## Publication Link(s)

### App Store Link:

[Visit Vixel on the App Store](#)

## Background Story

Vixel, a product of the Apple Developer Academy, was conceived with a genuine desire to aid illustrators facing challenges in translating their mockups into 3D and Augmented Reality (AR) experiences. Thorough research illuminated a notable gap in accessible platforms for illustrators seeking dynamic visualization. Our collective motive crystallized: create an innovative, user-friendly tool on iPadOS that empowers artists with advanced 3D and AR capabilities. The essence of our mission lay not merely in conceptualizing a solution but in successfully bringing this vision to life.

The journey was not without its hurdles, and the most formidable aspect lay in navigating the complexities of development to transform our aspirations into a tangible, user-friendly reality. As the front-end developer, my role was pivotal in ensuring that the technological intricacies seamlessly aligned with the practical needs of illustrators. Vixel, as one of my Apple Developer Academy projects, stands as a testament to our commitment, not just as a tool, but as a transformative force in the creative toolkit, making cutting-edge technologies accessible for artists. It embodies the collaborative spirit that propels innovation, bridging gaps in creative expression and offering illustrators new dimensions for exploration and artistic growth.

## Softwares or tools used



## Programming language(s)

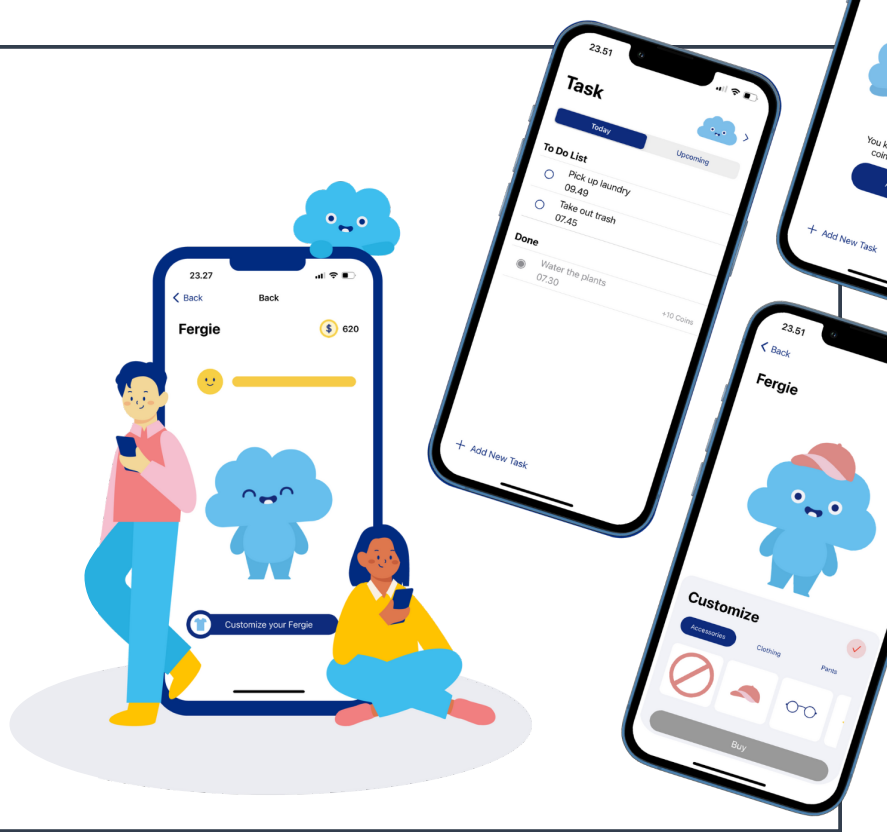


Apple Developer Academy Project

# fergie

*Front-End Developer*

An iOS app supporting young adults with ADHD in task management, facilitating improved time management, productivity, and goal achievement.



# Fergie

## Year

2022

## Role

Front-End Developer

## Publication Link(s)

### App Store Link:

[Visit Fergie on the App Store](#)

## Background Story

Fergie—an app designed to support young adults with ADHD in task management, enhancing their time management, productivity, and goal achievement. As the front-end developer, my focus was on creating a user-friendly mascot customization feature.

The idea behind Fergie originated from a practical need to provide a more effective solution for individuals with ADHD. Recognizing the limitations of traditional reminders, our team aimed to develop a tool that addressed the unique challenges faced by this demographic.

Fergie stands out by offering a personalized and engaging experience. The mascot customization feature, which I developed, plays a crucial role. The mascot is not just a visual element; it's there to motivate and remind users to complete their tasks. As an innovative twist, after completing tasks, users earn coins that pile up over time. These coins serve a dual purpose—they act as a rewarding system and allow users to further customize their mascot. This gamified approach adds an element of fun and achievement, making the app not only user-friendly but also an enjoyable companion in the users' journey toward better task management.

The goal remains straightforward: help individuals with ADHD in a tangible way. Fergie represents a practical approach to task management, acknowledging that a tailored solution, with a motivating mascot and gamified rewards, goes a long way in supporting those facing attention-related challenges. The mascot customization feature, crafted with a focus on functionality, simplicity, and a touch of fun, contributes to making Fergie a valuable and enjoyable tool for its users.

## Softwares or tools used



## Programming language(s)

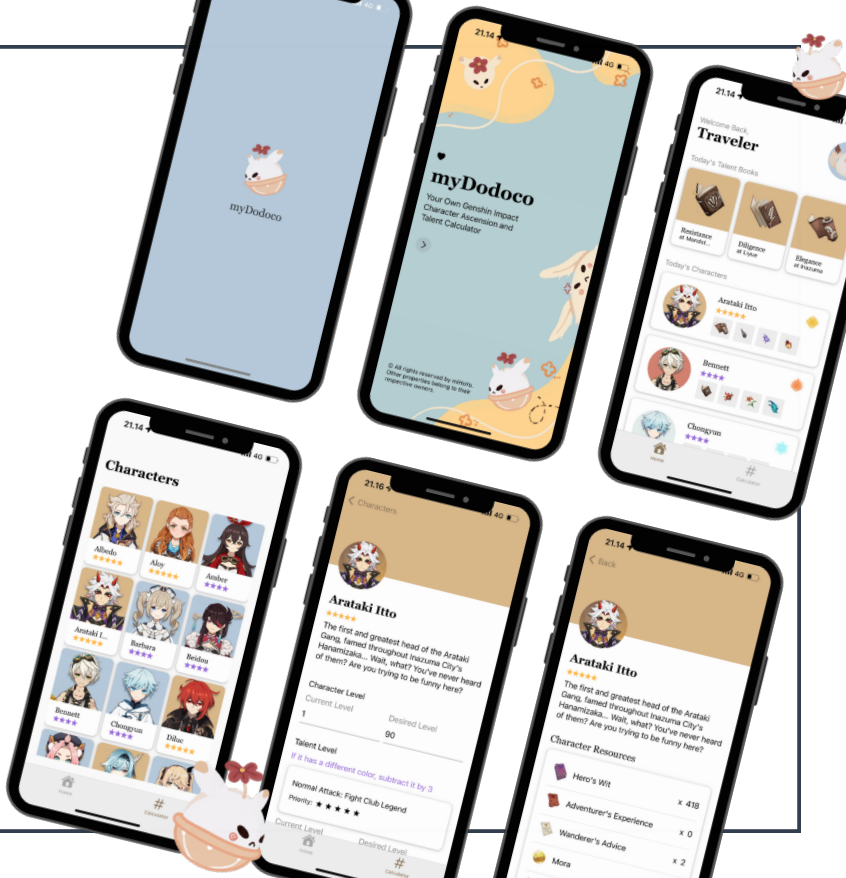


# myDodoco

*Illustrator, UI/UX Designer, and Full Stack Developer*

Genshin Impact iOS companion app to calculate character ascension materials.

Apple Developer Academy Project



# myDodoco

## Year

2022

## Role

Illustrator, UI/UX Designer,  
and Full Stack Developer

## Publication Link(s)

### GitHub Link:

[myDodoco Github Link](#)

## Background Story

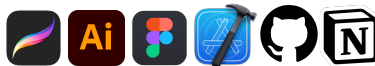
I proudly present myDodoco—an iOS app born out of a need for a Genshin Impact character ascension calculator when none existed. Frustrated with manual calculations for character progression, I initiated this project to simplify the process.

What distinguishes myDodoco is that it's a solo endeavor developed during my tenure at the Apple Developer Academy. Assuming the roles of illustrator, designer, and coder, I conceptualized, crafted, and coded the app independently. Driven by a commitment to enhance the gaming experience for Genshin Impact enthusiasts, myDodoco emerged as a comprehensive solution.

Beyond calculating ascension materials, myDodoco offers additional features to enrich the Genshin Impact gaming experience. It includes timely domain reminders and a quick reference guide for available characters. This project reflects my dedication to addressing practical challenges and showcases my versatility, seamlessly integrating illustration, design, and coding.

myDodoco stands as a testament to the fusion of creativity and technical expertise, providing a valuable utility for Genshin Impact players in their journey of character ascension and exploration. It embodies my commitment to enhancing gaming communities and offers a user-friendly tool that reflects both creativity and technical prowess.

## Softwares or tools used

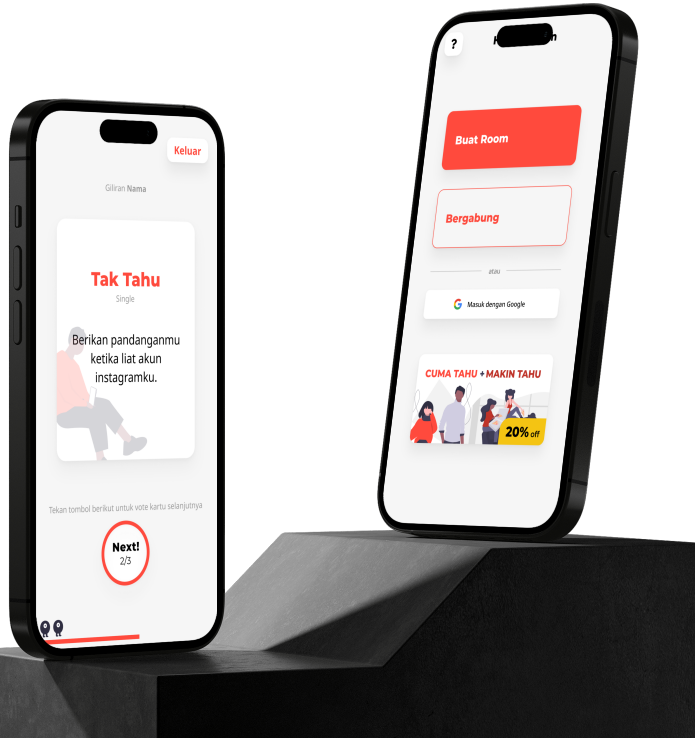


## Programming language(s)



**1st Place Winner** of LO Kreatif 2022 Mobile Application Category

**3rd Place Winner** of Digital Content Technology  
Innovation IDENTIK 2023 by Kominfo



# Kartu Tahu

*UI/UX Designer and Front-End Developer*

A digital card game for people to get to know each other through a set of exciting questions about countless topics.

# Kartu Tahu

## Year

2021 - 2022

## Role

UI/UX Designer and  
App Developer

## Publication Link(s)

### Website Link:

<https://kartu-tahu.web.app/>

### App Store Link:

[Download on App Store](#)

### Google Play Link:

[Download on Play Store](#)

## Background Story

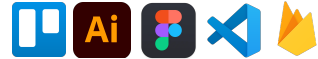
Kartu Tahu is a card game featuring a variety of intriguing themes designed for playing with friends at your convenience. This project originated as a university assignment for a few of my classes and involved a team of six, including myself.

In my role as both the UI/UX Designer and App Developer, my journey began with two weeks of brainstorming and refining the game's concept. Collaborating with another designer, we created the brand design system, developed the app's user interface and user experience, and designed the website. Additionally, I had the opportunity to craft social media posts for each update and even take the lead in developing a significant in-app feature. Specifically, I was responsible for creating a feature that allowed hosts to set up game rooms for their unique games, a task I thoroughly enjoyed.

To ensure a smooth gaming experience, we conducted several rounds of user testing and implemented iterative improvements, addressing any bugs or issues that arose during the process. Kartu Tahu also played a role in a technocamp for freshmen, where it helped participants get better acquainted.

Our accomplishments didn't stop there; Kartu Tahu ventured into three competitions, although, regrettably, I couldn't personally participate in one of them. Nevertheless, we secured 1st place in two competitions and a respectable 3rd place in the third. My team and I take immense pride in creating this masterpiece, and I can confidently say that I gained invaluable experience throughout this journey.

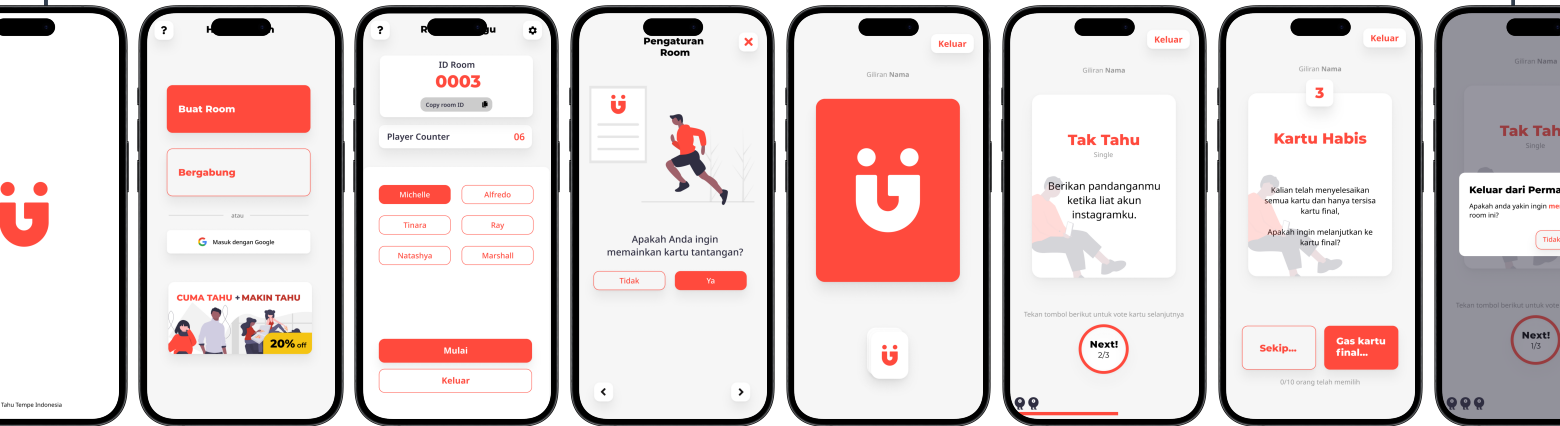
## Softwares or tools used



## Programming language(s)



# Kartu Tahu Preview



Kartu Tahu App Flow

# fun facts

Lv. 120 IzumiMieko [Warlock]

I love to read manhwas. Especially action and fantasy themed manhwas.

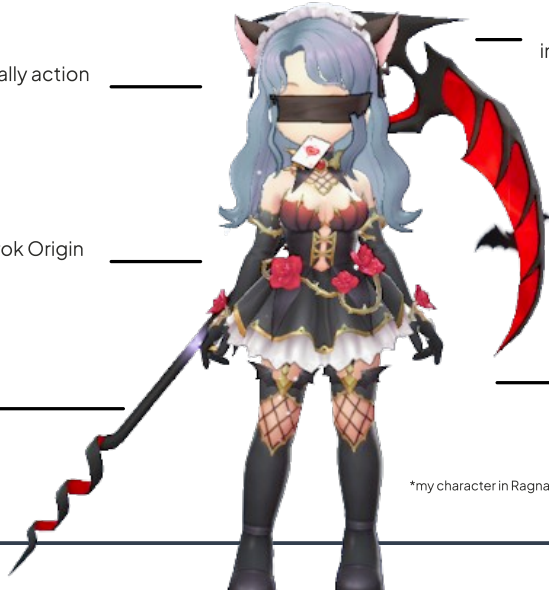
Current fave games are Ragnarok Origin and Genshin Impact.

I love experimenting with makeup.

My toxic trait is turning a relaxing game into a grinding game. Like Stardew Valley.

I love cats <3

Favorite drinks?  
Hazelnut and matcha latte.



\*my character in Ragnarok Origin


# Contact Me

Feel free to get in touch with me to discuss potential collaborations, projects, or any inquiries. I'm always excited to connect with fellow professionals and explore new opportunities.

Let's bring your ideas to life!

Get in touch with me:

 [tinaranathania@gmail.com](mailto:tinaranathania@gmail.com)

 [@tinaranathania.xp](https://www.instagram.com/tinaranathania.xp)





**THANK YOU!**



tinara signing out!