



TINDARA'S 2024

CREATIVE
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

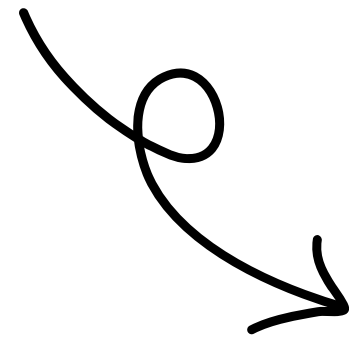
I have experience in:

- HTML and CSS
 - Javascript
 - JQuery
 - PHP
 - MySQL
 - Laravel
 - VueJS
 - React
 - NextJS
 - Typescript
 - Java
 - Dart
 - Firebase
 - UIKit
 - SwiftUI
 - 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

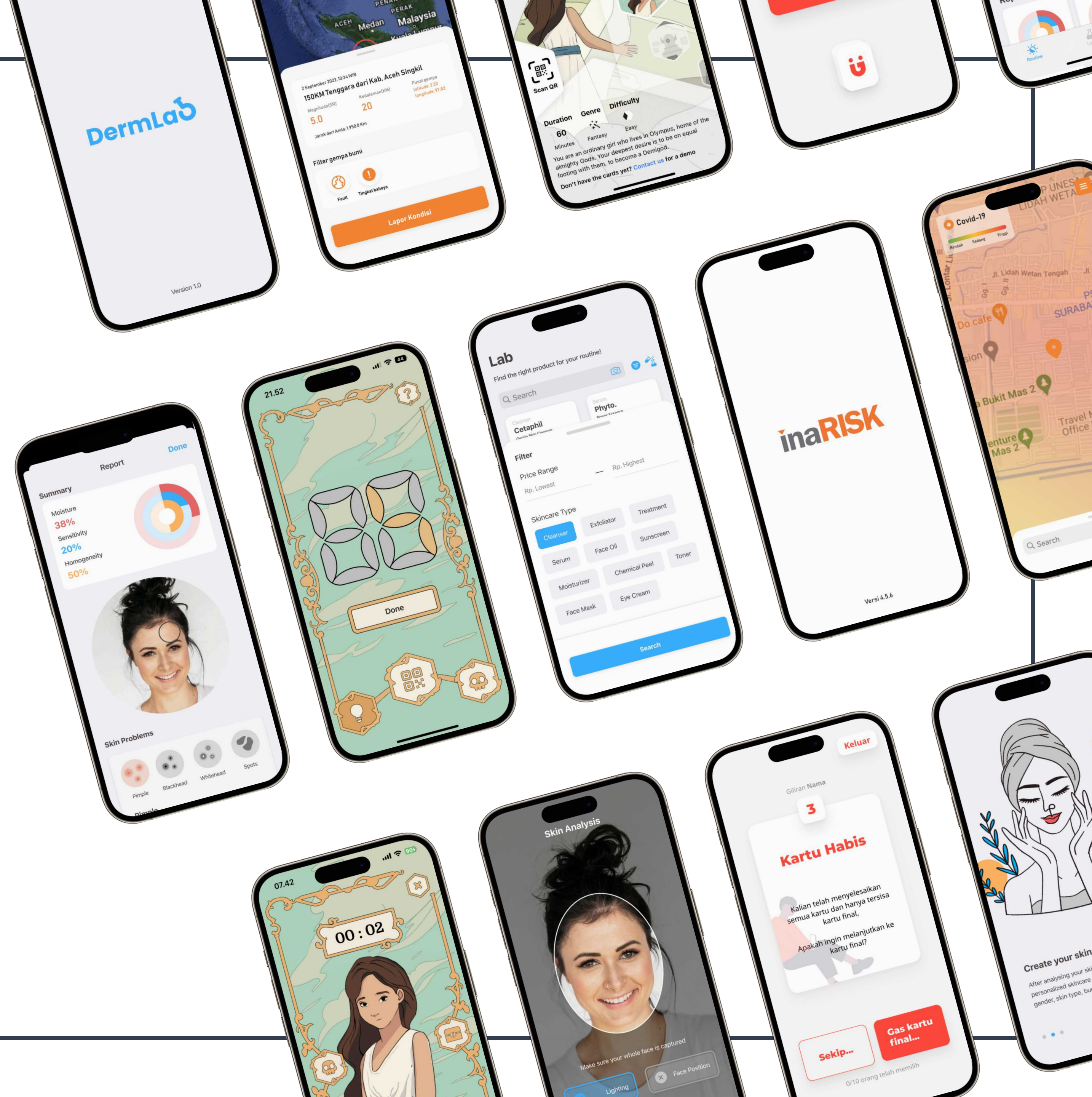


or..



Projects

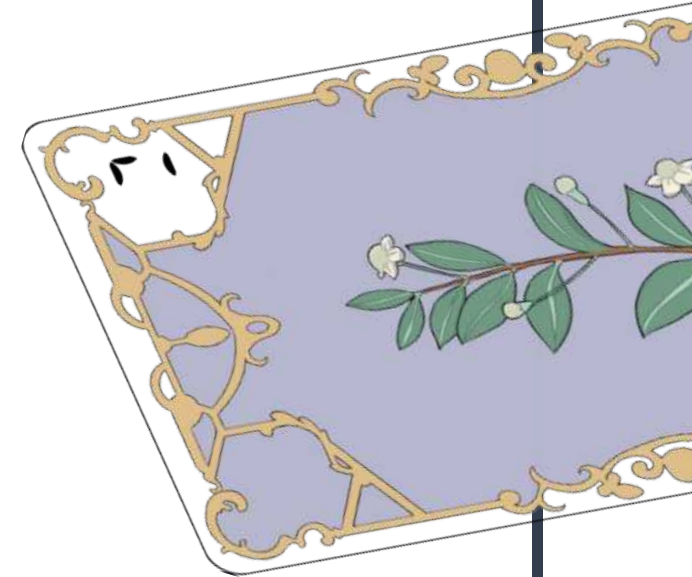
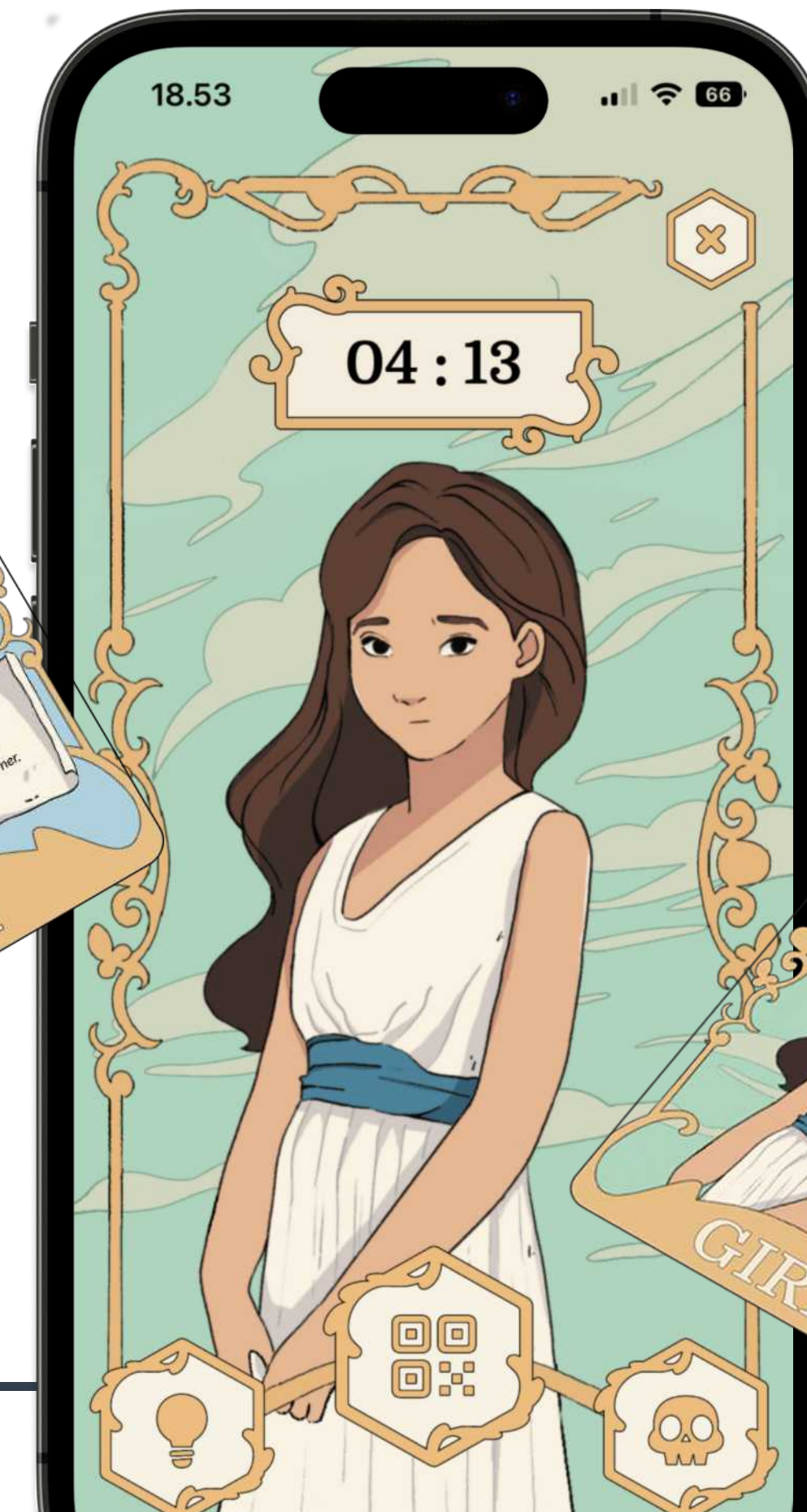
These are some of my best projects that I have worked on for the past 5 years.



Hexcape Game

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

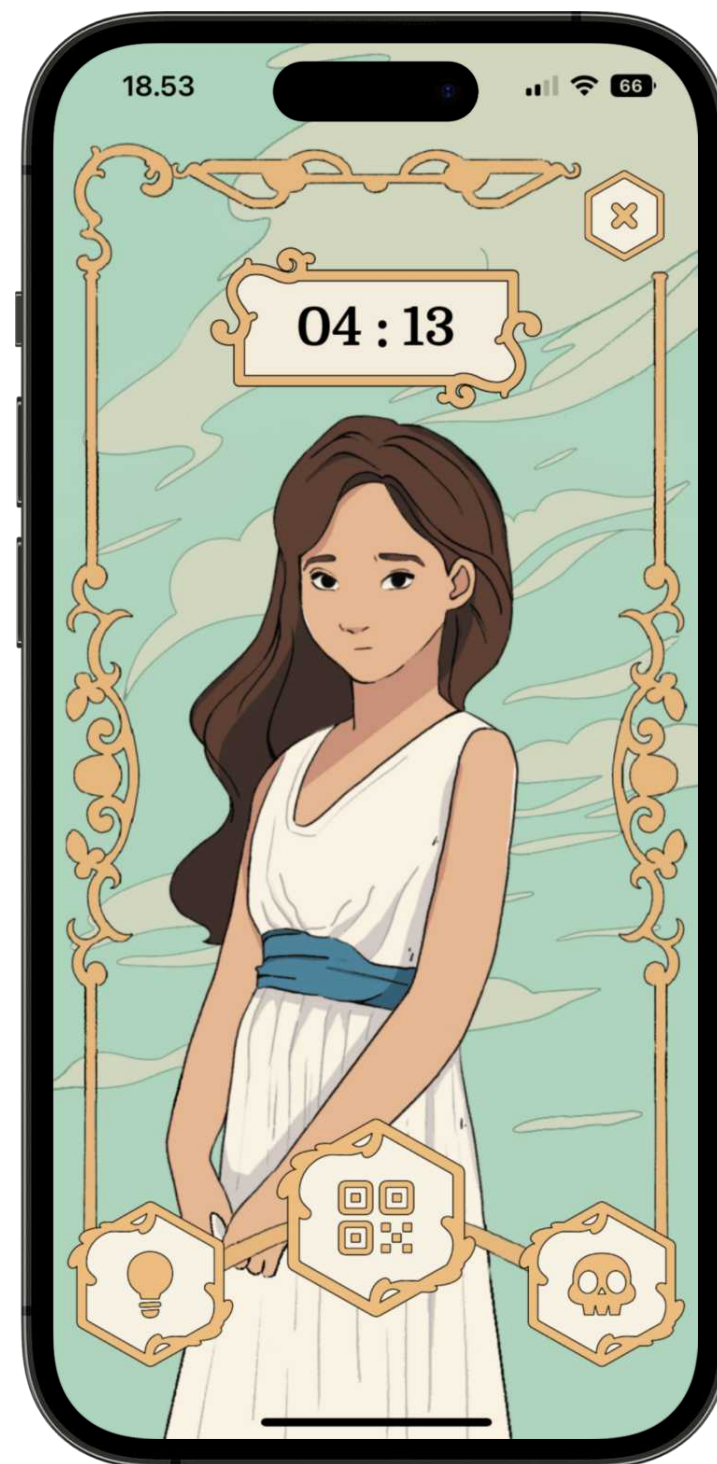


Tutorial Set
11 cards

Mobile Application



Home Screen



Main Session Screen



Puzzle or Mini Game Screen



Puzzle or Mini Game Screen

Project



O-Week 2020

UI/UX Designer and Web Developer

An interactive website for freshmen during
Ciputra University Orientation Week 2020.

O-Week 2020

Year

2020

Role

UI/UX Designer and
Web Developer

Publication Link(s)

Website Link:

<http://oweeek.uc.ac.id/>

*may not be accessible

Background Story

Orientation Week, often called "O-week" or "freshman orientation," is a common practice at universities worldwide. It's all about welcoming new students, especially those starting their first year, and helping them adjust to university life. At Universitas Ciputra, we organize a range of activities during Orientation Week, such as campus tours, academic advising, social events, and information sessions. These activities are designed to introduce students to the university's culture, resources, and rules. The main goal is to make the transition to university life as smooth as possible for new students.

For me, being a part of the O-Week Committee was a personal goal. I was lucky to become a member of the Publication and Documentation Division. My partner and I worked hard to make a really unique website that has never been done at O-Week. Given the challenges posed by COVID-19, we had to think creatively. A conventional website wouldn't suffice; we needed the website to play a pivotal role in this event. We made a bold decision: to design the website to mimic the appearance of various gadgets, adapting to the user's device. I handled the desktop design, while my partner managed the mobile version. Initially, we had limited knowledge of tools like Wordpress, Elementor, and jQuery, making the adjustment period a bit challenging. We were on a tight schedule, so we had to learn everything in a short time frame. At the end of the day, we decided to customize it. We used a custom jQuery to override the website.

Good news, all of our hard work paid off. We received heartwarming and overwhelmingly positive feedback, making this experience one of the most rewarding I've ever had. Moreover, my taste and design skills have seen remarkable improvement throughout this journey.

Softwares or tools used



Programming language(s)

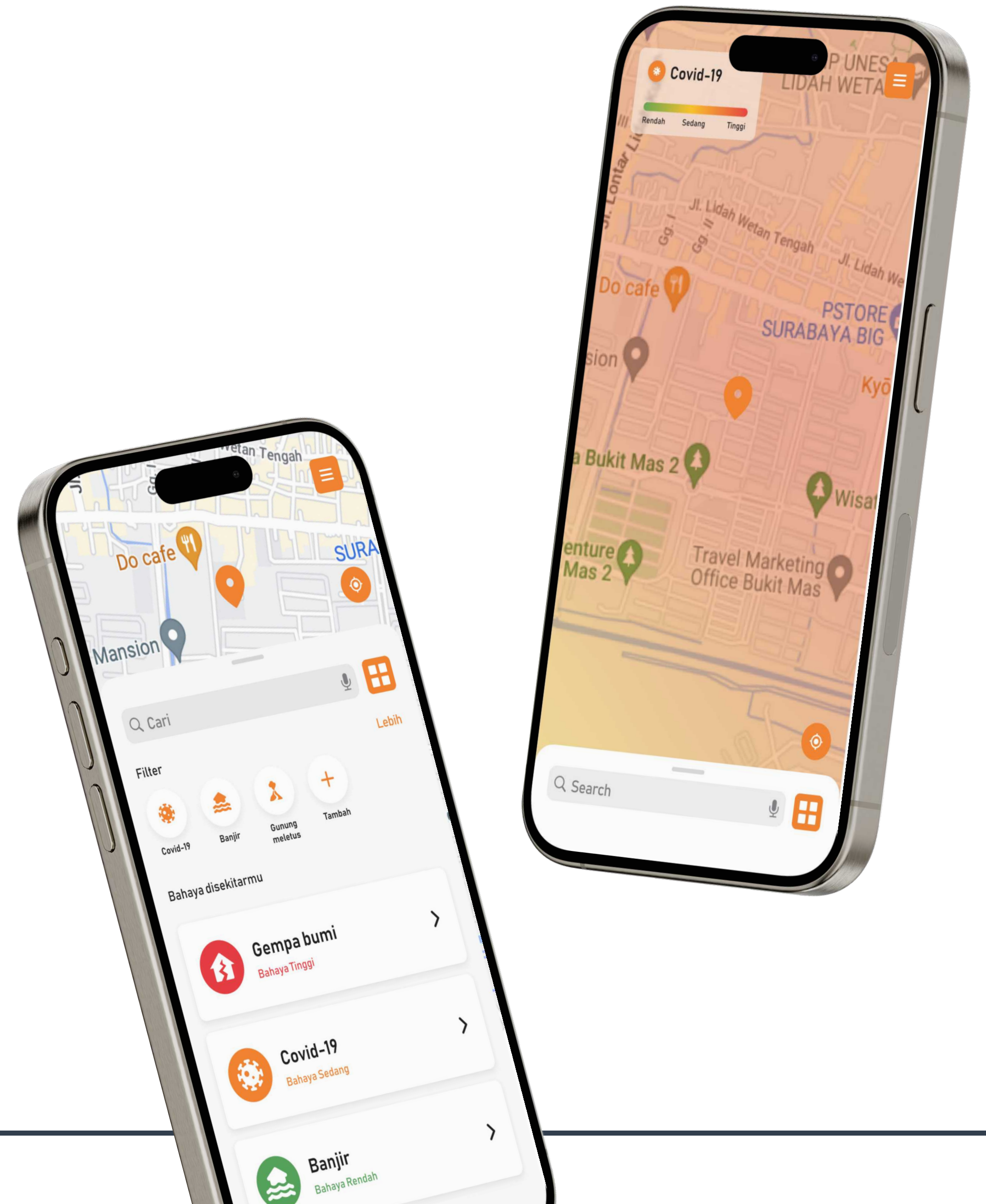


inaRISK Redesign

UI/UX Designer

A redesign of an app called inaRISK that is used to alert and show information of nearby or national natural disasters in Indonesia. It was national competition and my team won the first place.

1st Place Winner of inaRISK Creative Week Competition



inaRISK Redesign

Year

2022

Role

UI/UX Designer

Publication Link(s)

App Store Link:

[Download on App Store](#)

University Blog:

[Click here to read more!](#)

Background Story

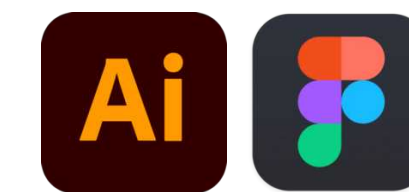
inaRISK is a practical application that helps users understand the potential risks of disasters in their vicinity and provides guidance on personal preparedness. This app is the result of collaborative efforts with BNPB (National Disaster Relief Agency), various Ministries/Institutions, and disaster relief organizations in Indonesia.

In 2022, my team and I took part in the inaRISK Creative Week competition hosted by BNPB. We entered the UI/UX Design Competition with the task of reimagining the inaRISK app without any restrictions.

At the time, we were interns at the Apple Developer Academy, gaining fresh insights into iOS app design. We decided to focus on enhancing the iOS version of the inaRISK app and took the opportunity to revamp nearly every aspect of it.

Our dedication and hard work paid off as we secured the first-place position in the competition. This recognition came with tangible rewards, including a prize of Rp. 10.000.000,00 and an iPad. Notably, the design improvements we implemented during the competition have since been incorporated into the iOS version of the inaRISK app, further enhancing its user experience and functionality.

Softwares or tools used

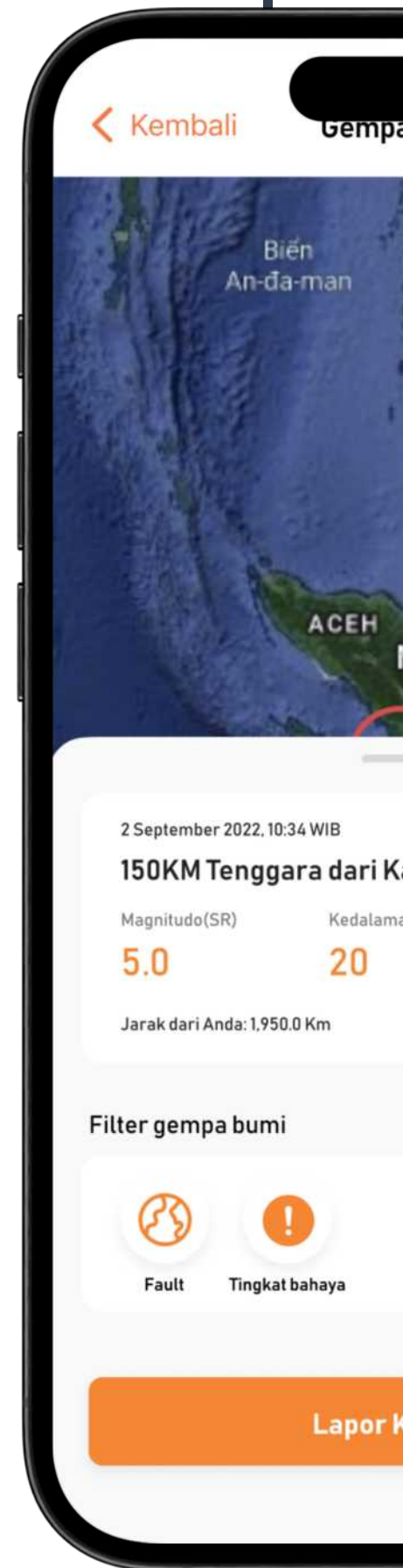
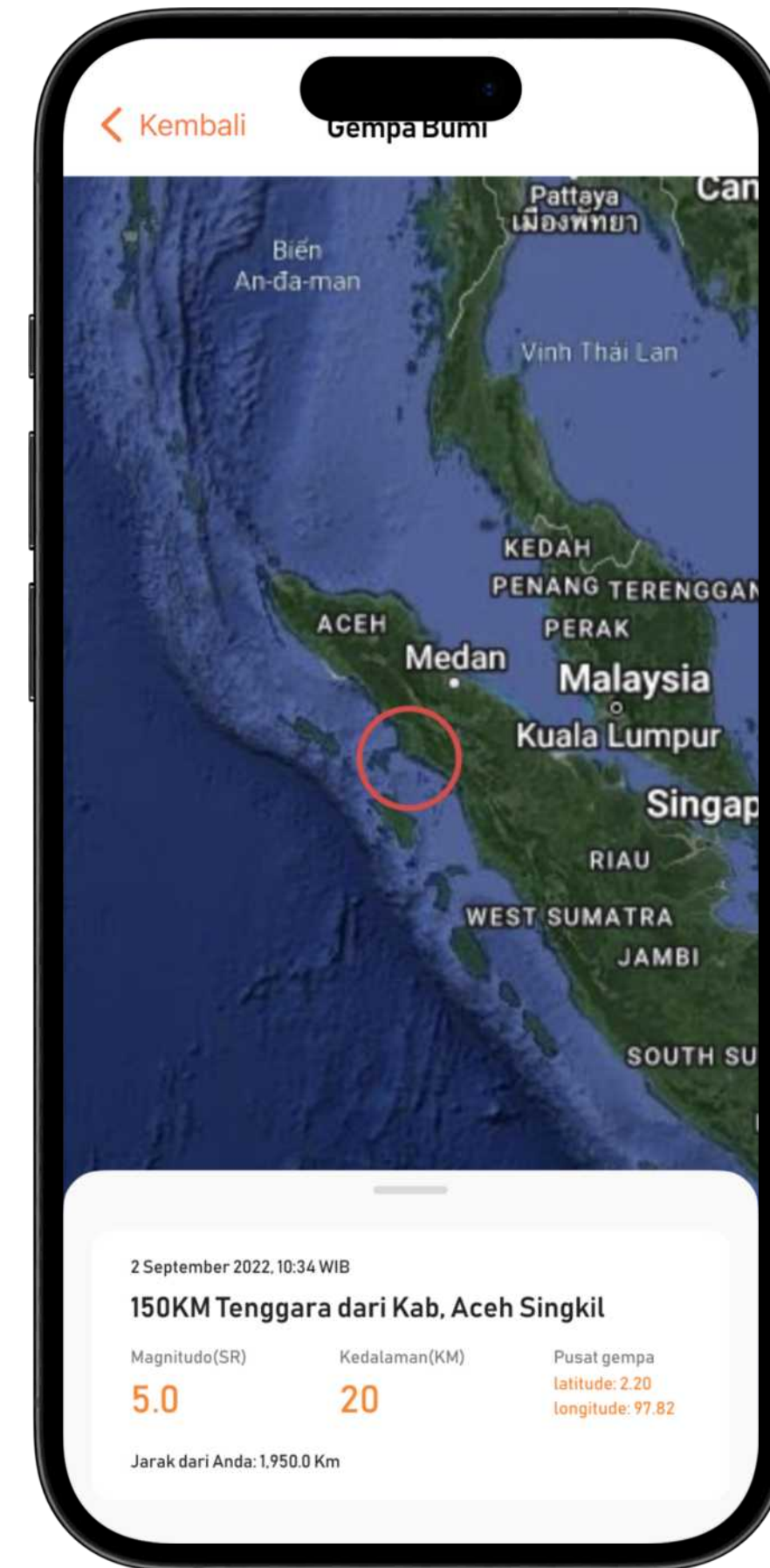
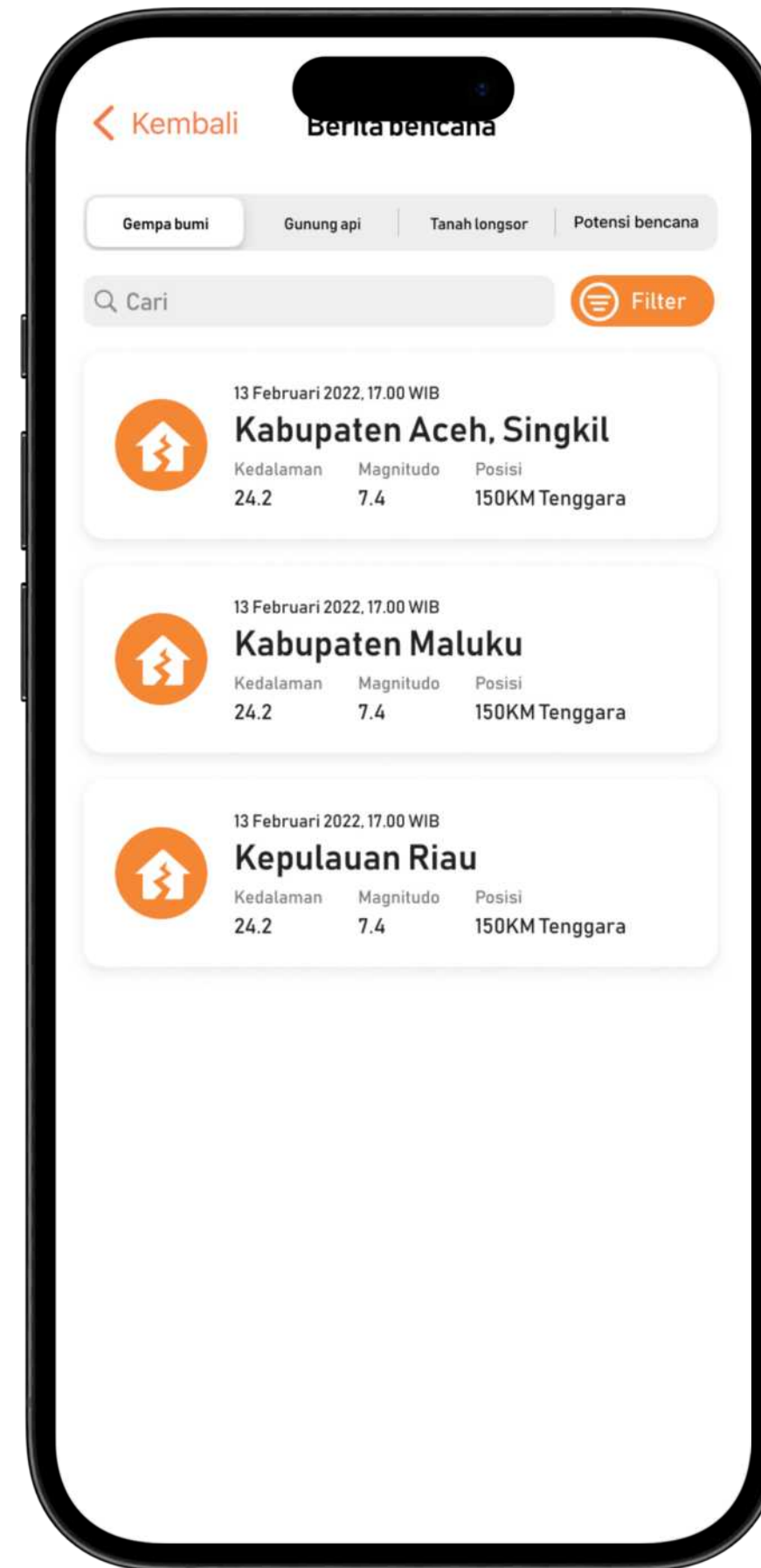
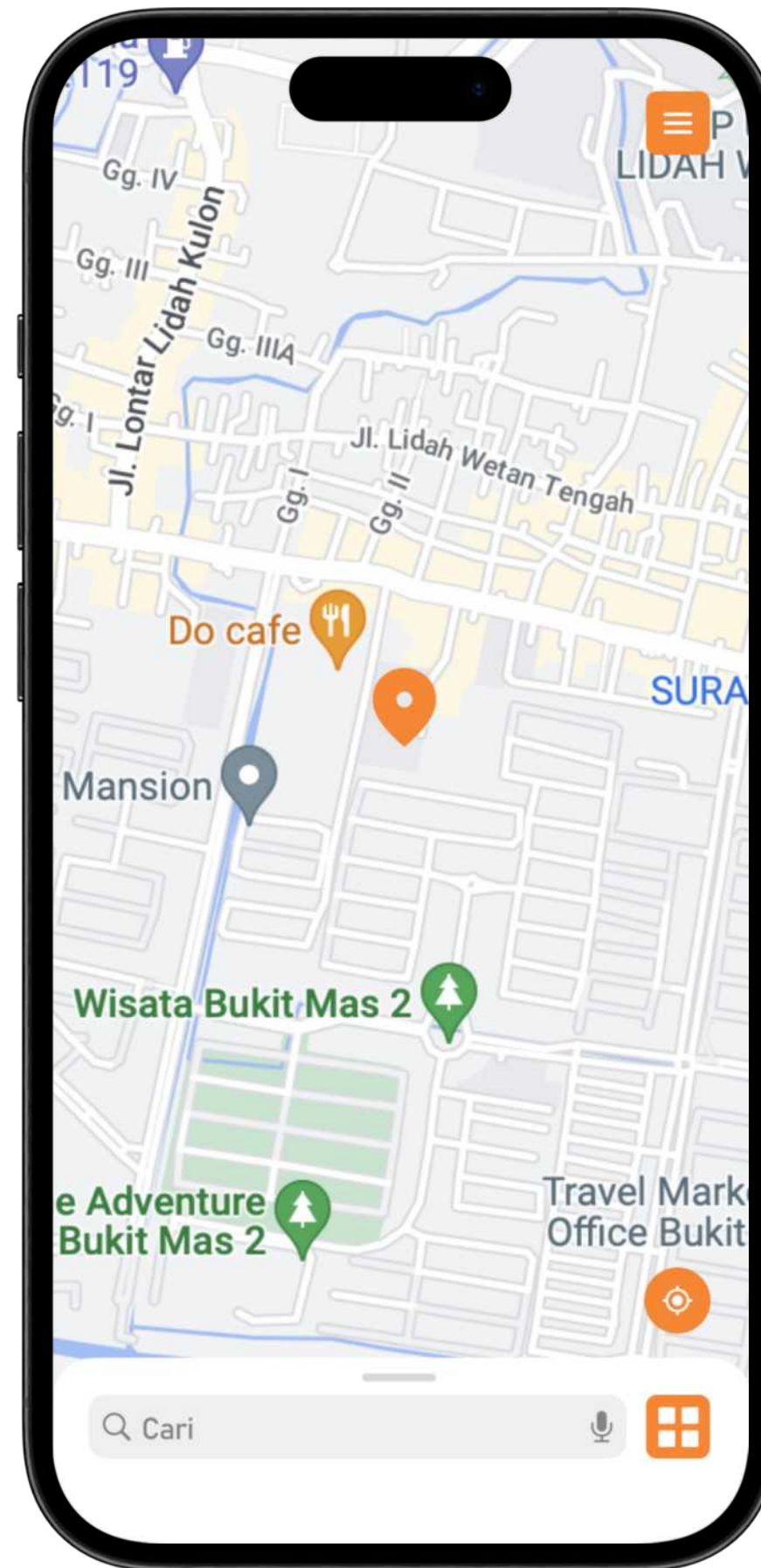
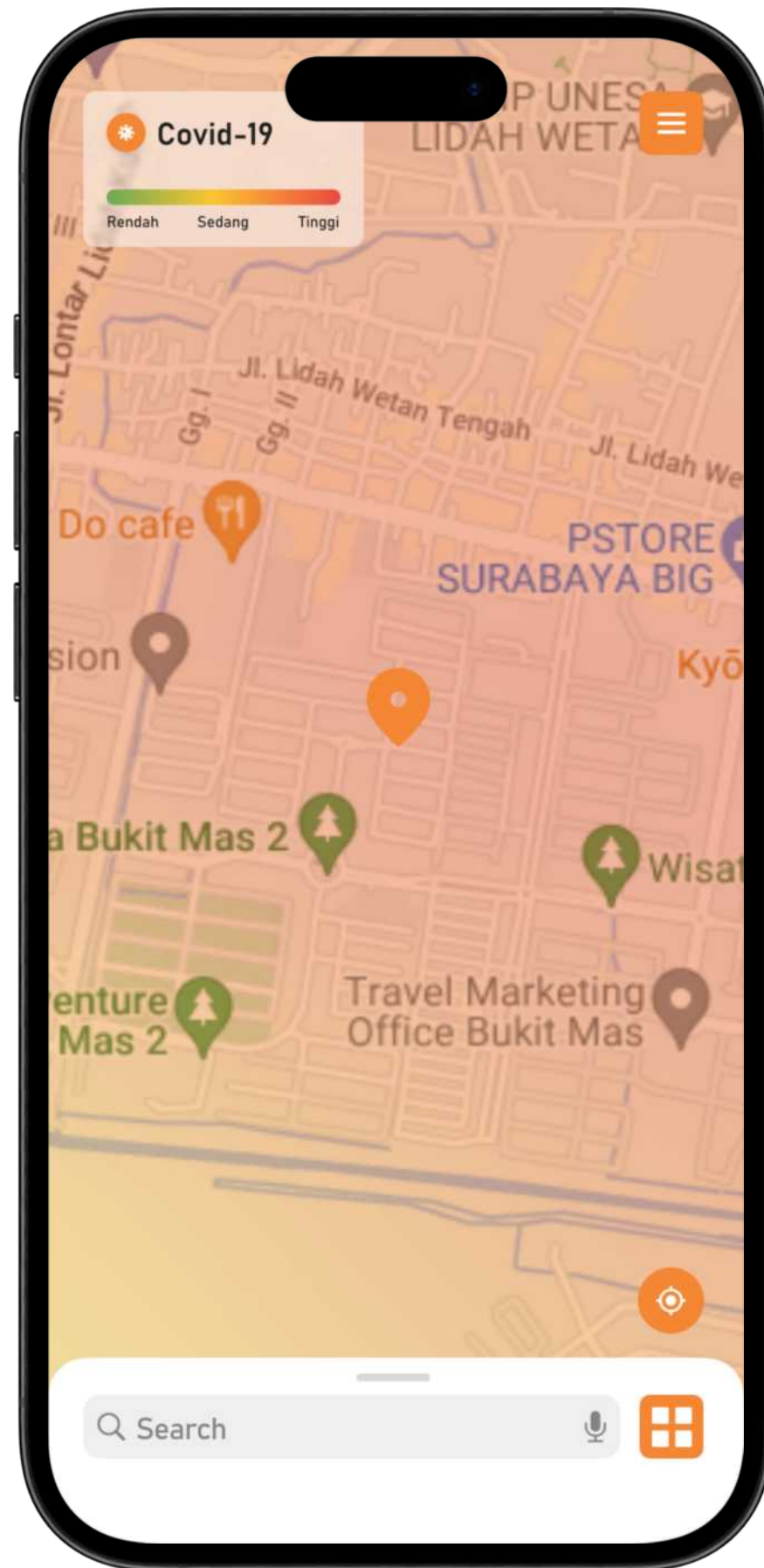


Programming language(s)

Disclaimer: This project is developed only up to the hi-fi (high-fidelity) fidelity stage. The implementation does not include coding or programming.

RISK

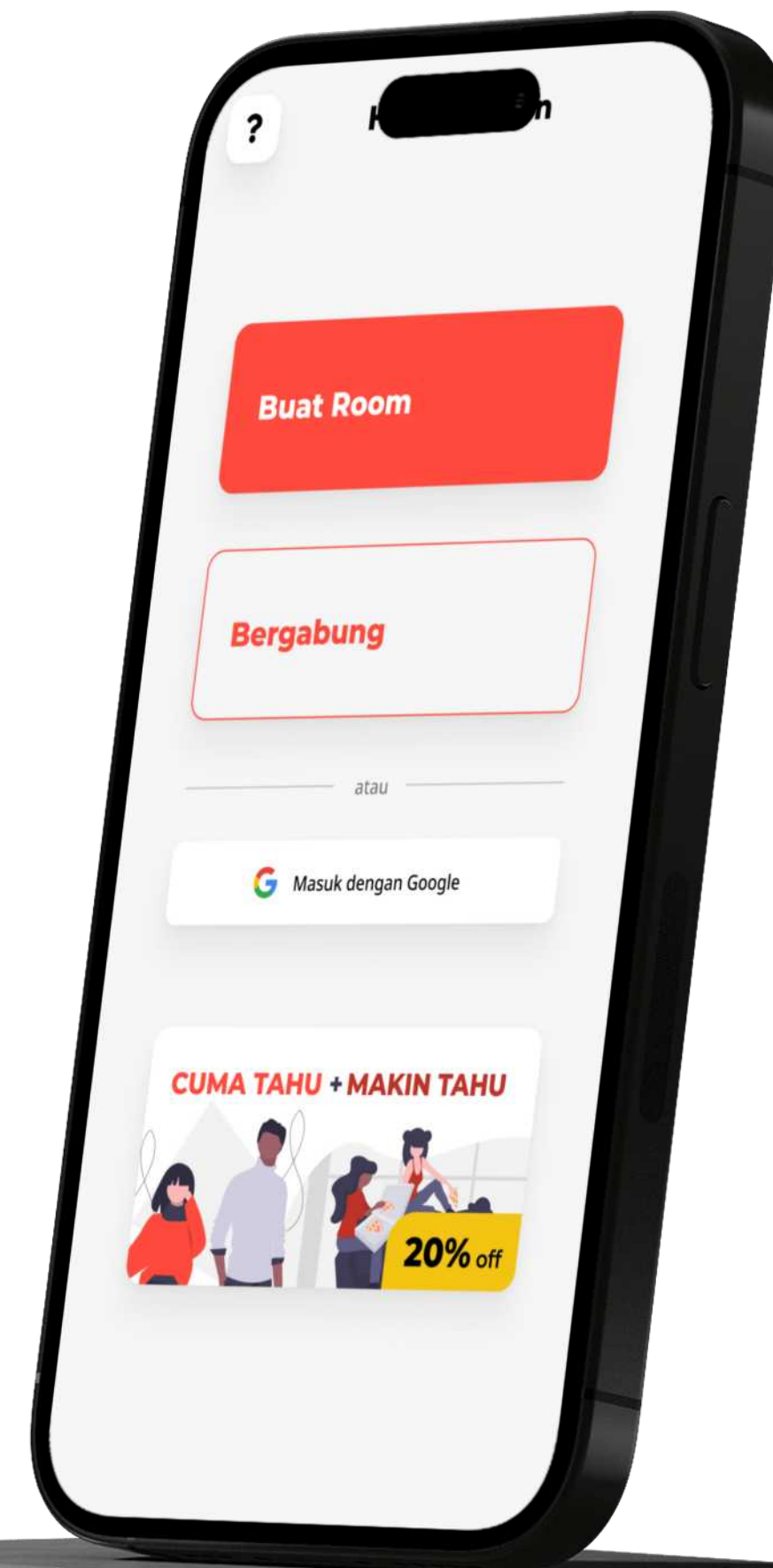
4.5.6



inaRISK Redesign Preview

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 App 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

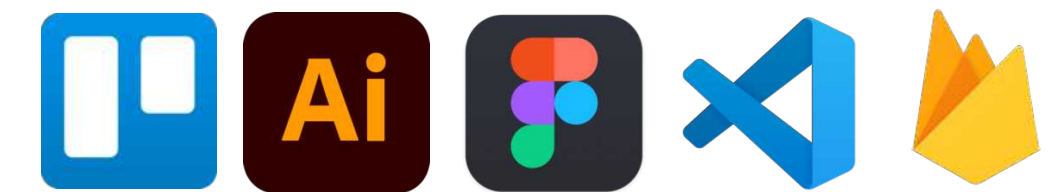
Kartu Tahu is a card game featuring a variety of intriguing themes designed for playing with friends at your convenience. This project originated as a university assignment for a few of my classes and involved a team of six, including myself.

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.

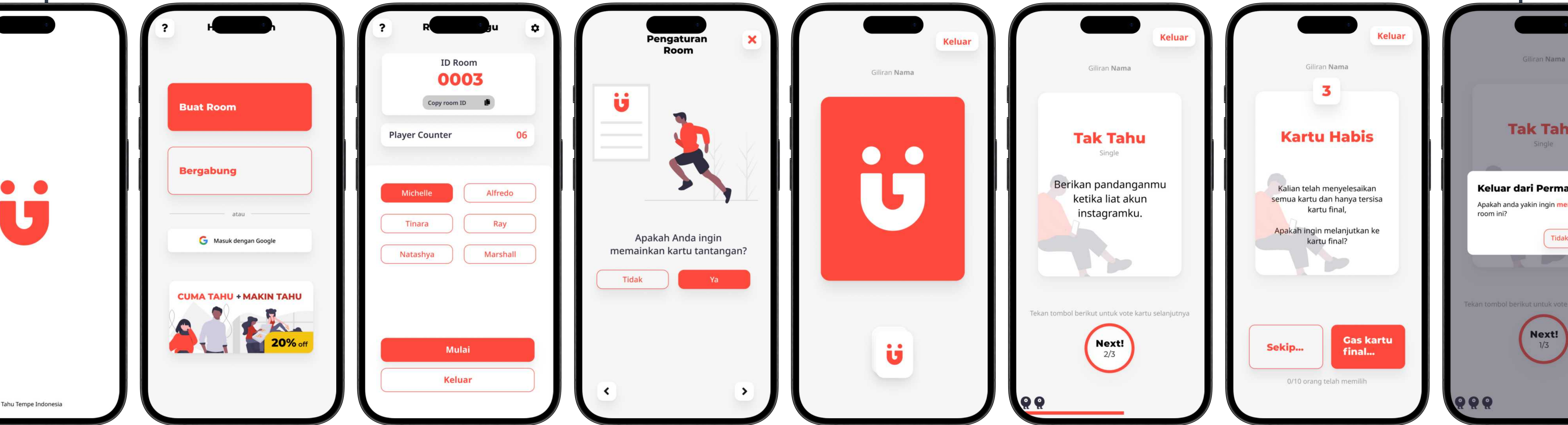
Softwares or tools used



Programming language(s)



Kartu Tahu Preview



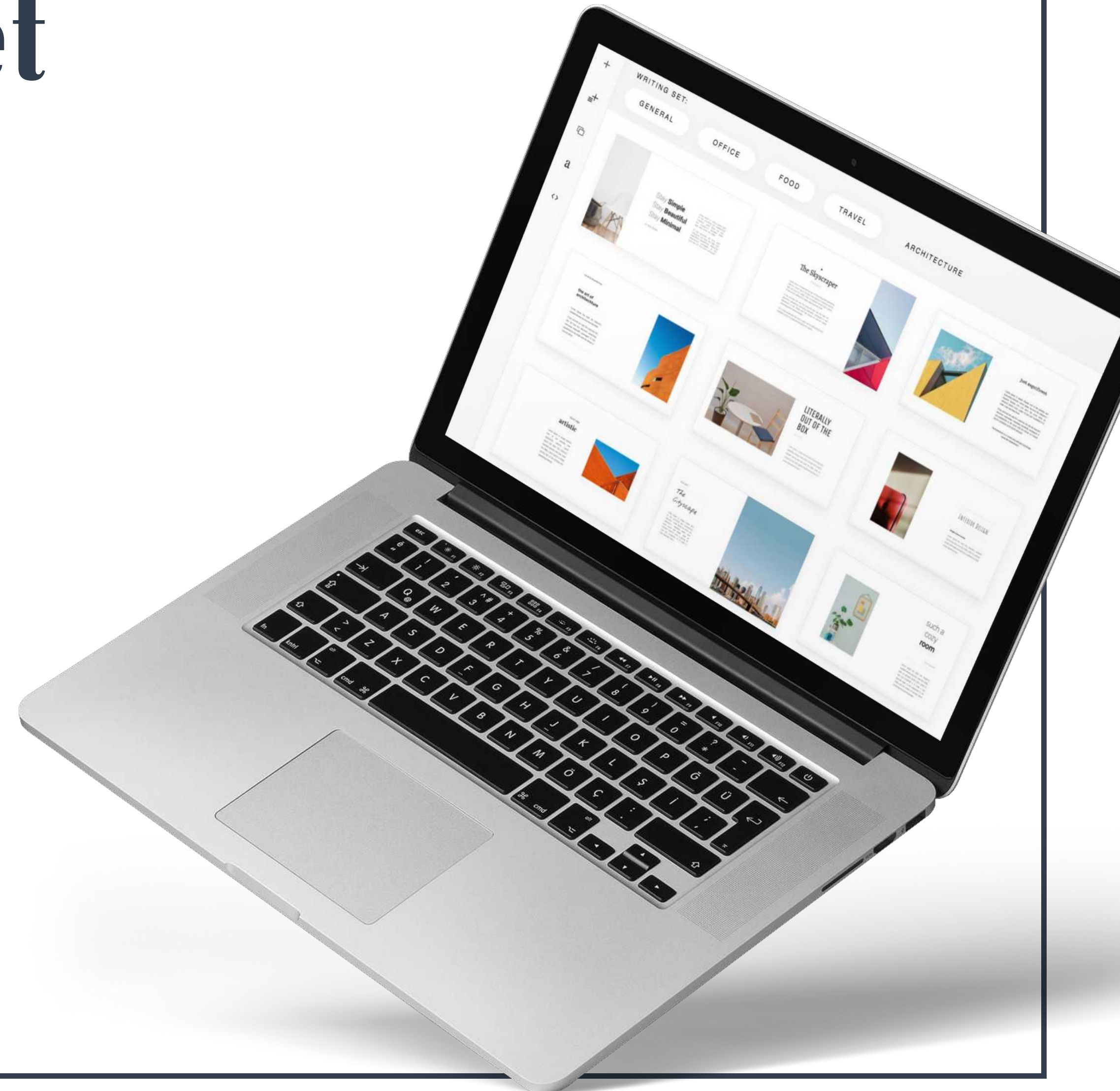
Kartu Tahu App Flow

Minimalist Writing Set

UI/UX Designer and Web Developer

A set of minimalist website templates.

Project



Minimalist Writing Set

Year

2019

Role

Web Designer

Publication Link(s)

Website Link:

<https://innovastudio.com/writing-set>

Background Story

During my gap year, a time of self-discovery and exploration, I found myself at a crossroads. Feeling a bit directionless, my programmer father saw an opportunity to guide me.

Under his wing, I delved into the world of web development, immersing myself in HTML, CSS, and jQuery. As my skills evolved, my father encouraged me to create something. This was no grandiose endeavor; rather, it was a humble attempt to create a set of minimalist templates for others to use.

The Writing Set offers 100+ section templates designed for article writing with a focus on aesthetics and simplicity. It includes 36 base templates and 96 variants across multiple categories. After completing the templates, my father integrated them into ContentBox.js, a JavaScript library for web page design, adding elegant magazine layouts to responsive web content.

What started as a personal project has now found a home on my father's website. It's a place where others can explore and utilize these templates for their creative projects. ContentBox.js's Writing Set reflects how a gap year and a helping hand can foster creative innovation.

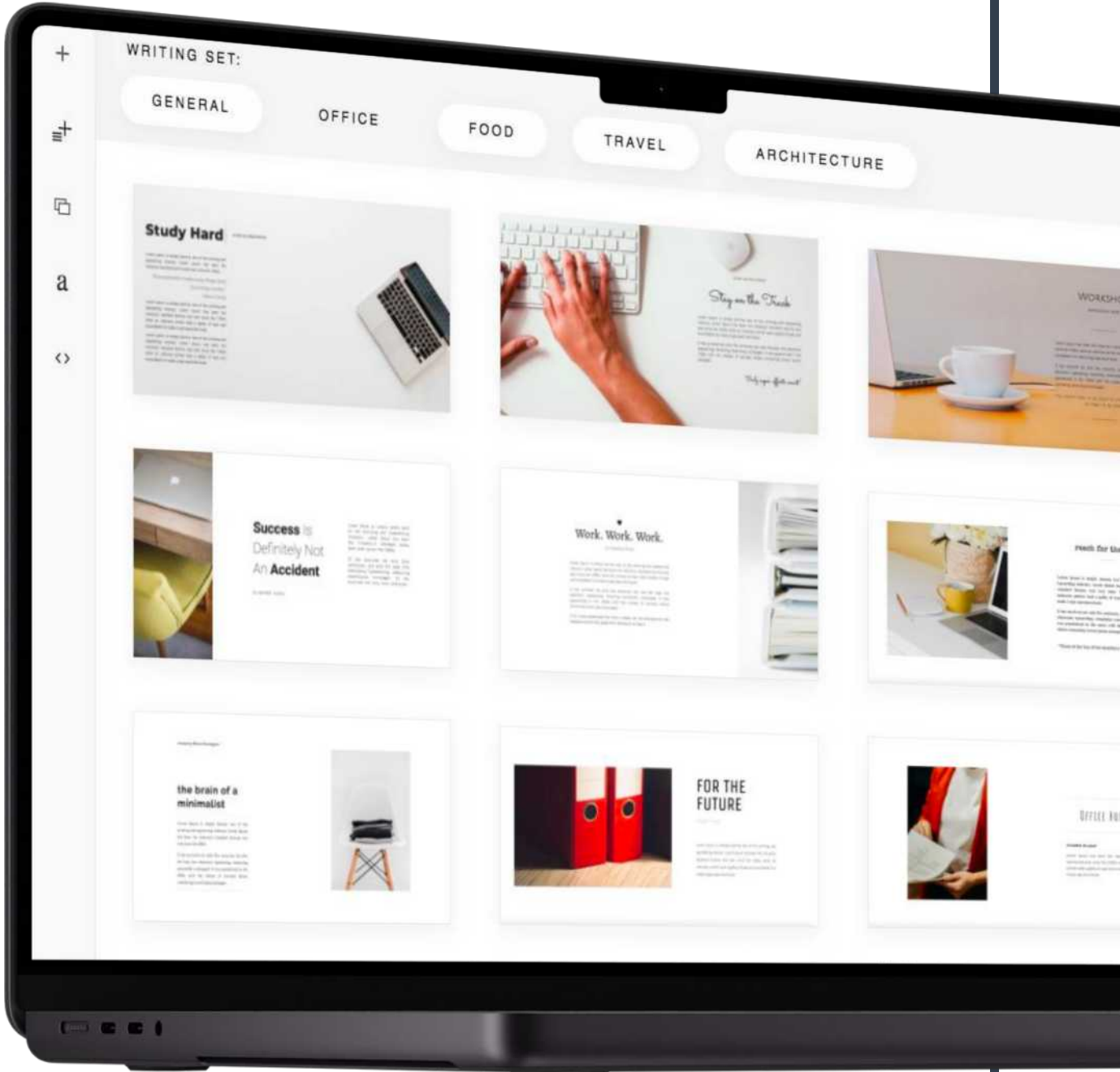
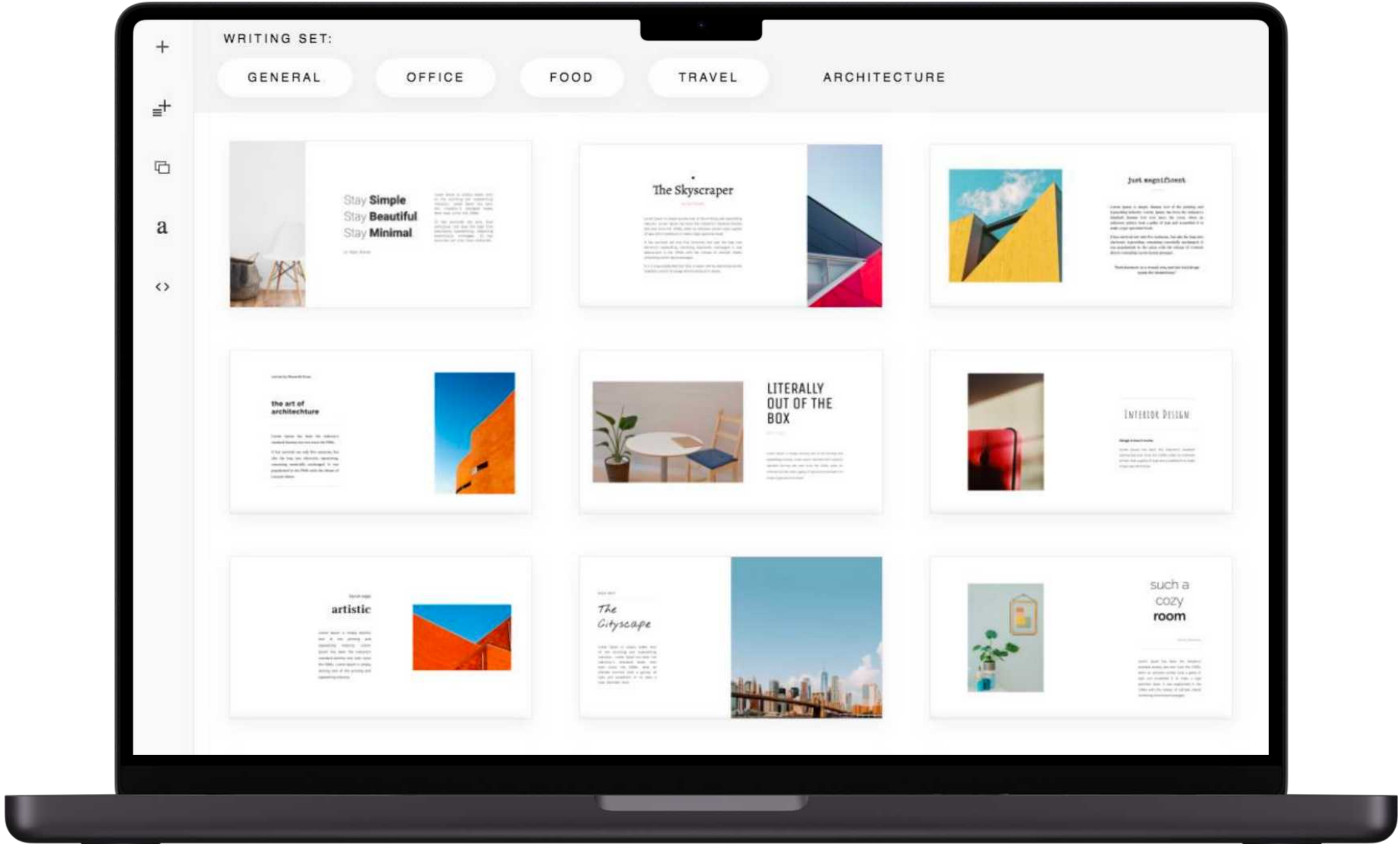
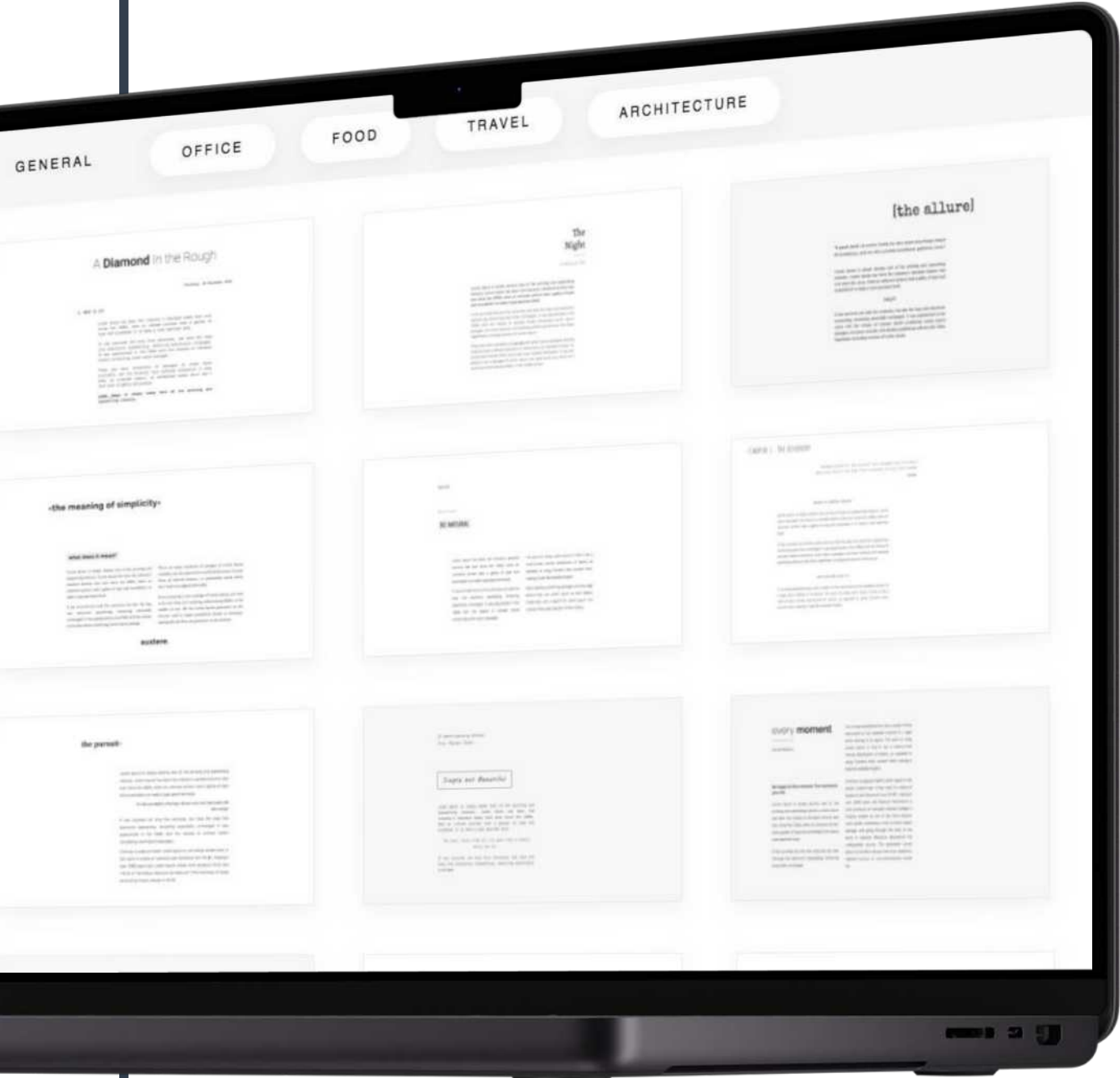
Softwares or tools used



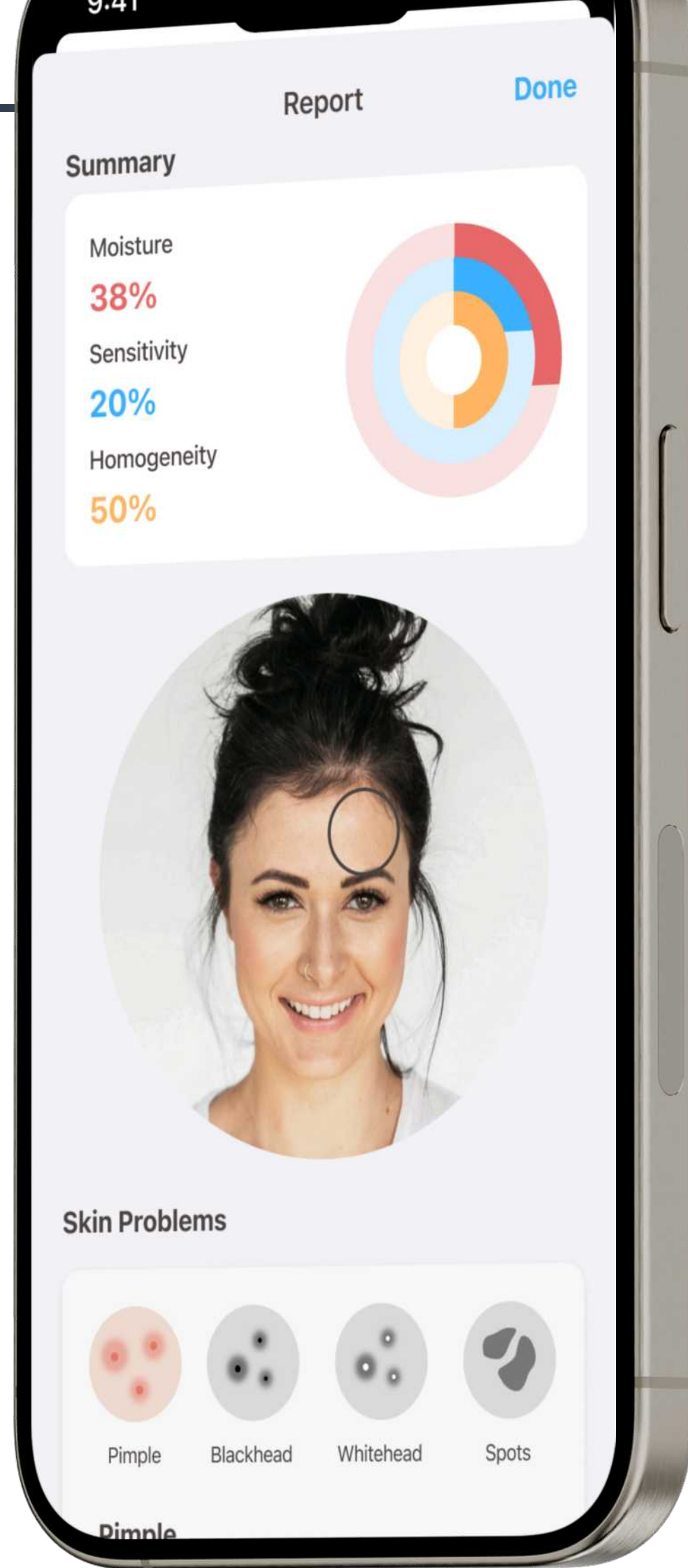
Programming language(s)

Disclaimer: Please note that this is a static website, which means that HTML and CSS are used for structure and presentation, and they are not considered programming languages in the traditional sense.

Minimalist Writing Set Preview



More than 100 web design templates!



1st Place Winner of LO Kreatif 2022 UI/UX Design Category

Dermlab

Illustrator and UI/UX Designer

An app that helps people keep track of their skincare routine and their current skin condition.

Dermlab

Year

2022 - present

Role

Illustrator and
UI/UX Designer

Publication Link(s)

Prototype Link:

Click here to try Dermlab!

Background Story

My journey with DermLab began at the LO Kreatif 2022 UI/UX Design Competition, an experience that ignited our passion for skincare awareness. After dedicating countless hours to refining our ideas and design, my team of three and I are thrilled to share that DermLab emerged as the 1st Place Winner of LO Kreatif 2022 UI/UX Design Category.

Our understanding of the significance of skincare deepened as we delved into the competition. Skin, our body's primary defender against external elements, plays a crucial role in human existence. However, it is not invulnerable to the harmful effects of elements like sunlight, environmental conditions, and pollution, which can lead to skin damage.

Indonesia's tropical climate exposes its population to skin cancer risks due to UV exposure. A 2020 survey by ZAP Clinic revealed a significant knowledge gap in skincare, with 44.3% of a total of 6640 respondents lacking a comprehensive understanding of skincare products (Zap, 2020). Raising awareness about proper skincare became an imperative need in our country.

Recognizing this need, DermLab was created. More than a skincare product, DermLab serves as an educational platform, providing expert advice, in-depth knowledge, and diverse skincare solutions tailored to different skin types. Our mission is to empower individuals with the knowledge and tools needed to protect and enhance their skin, ultimately reducing skin issues and skin cancer prevalence in Indonesia. DermLab aims to guide people toward healthier, more vibrant, and happier skin, championing the cause of skin health in a world where our skin faces continuous challenges.

Softwares or tools used



Programming language(s)

Disclaimer: This project is developed only up to the hi-fi (high-fidelity) fidelity stage. The implementation does not include coding or programming.

Reference(s)

MarkPlus.Inc. (2022). ZAP Beauty Index 2020 [Ebook]. Retrieved 18 October 2022, from <https://zapclinic.com/zapbeautyindex>



Dermlab

Create your skincare routine

After analysing your skin, Dermlab will generate a personalized skincare routine based on your age, gender, skin type, budget, and many more.

Skip

Welcome to **Dermlab**

Sign up with one of the following options:

Apple or Google or Facebook

Name

Email

Password

Confirm Password

By signing in you accept our [Terms of use](#) and [Privacy Policy](#)

Sign Up

Already have an account? [Log in here](#)

Morning Routine **38%**

Night Routine **20%**

Others **50%**

Mon 10 Tue 11 Wed 12 Thu 13 Fri 14 Sat 15

Morning Routine 10 m 00 S

Night Routine 10 m 00 S 25%

Show More

Report

Routine Lab+ Products

Skin Problems

Pimple Blackhead Whitehead Spots

Skin Age

20 Years Old

The age of your facial cells that describes how old you look.

10 Oct 2021 - 10 Oct 2022

50
40
30
20
10

2 4 6 8 10 12

20 Years Old

Skin age averages is taken from the skin analysis report data that you have done. The system only acts as a tool to estimate your skin age. For more clear and detailed information about your skin age you can contact a professional beautician.

[Learn more...](#)

Skin Analysis

Make sure your whole face is captured

Lighting

Account Done

Katherine Samuela Agnes
katherine_sagnes@mail.com

Skin Details

Goals

Settings

Lab

Find the right product for your routine!

Search

Cetaphil Gentle Skin Cleanser

Serum Phyto. Dr. Umar Eczema

Filter

Price Range Rp. Lowest — Rp. Highest

Skincare Type Treatment

Add Night List Done

Cancel

Serum **Phyto.** Power Essence

Exfoliator **CeraVe** SA Cleanser

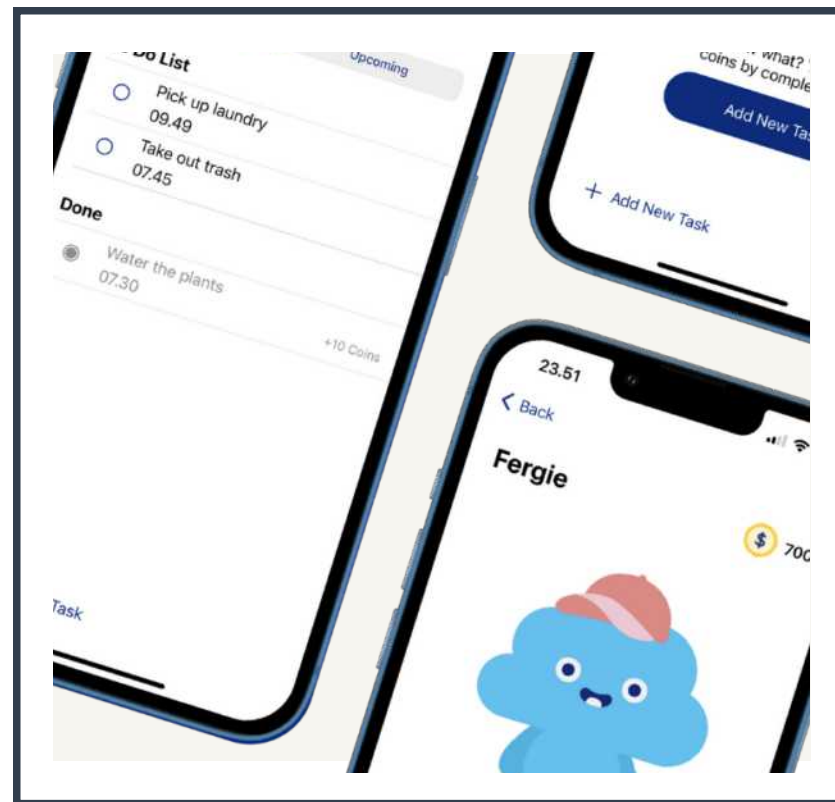
phyto. CeraVe SA Cleanser

Dermlab

Version 1.0

Honorable Mentions

I also made a few other apps during my internship at Apple Developer Academy. But Laav, on the other hand, is an app for my final project at my university.



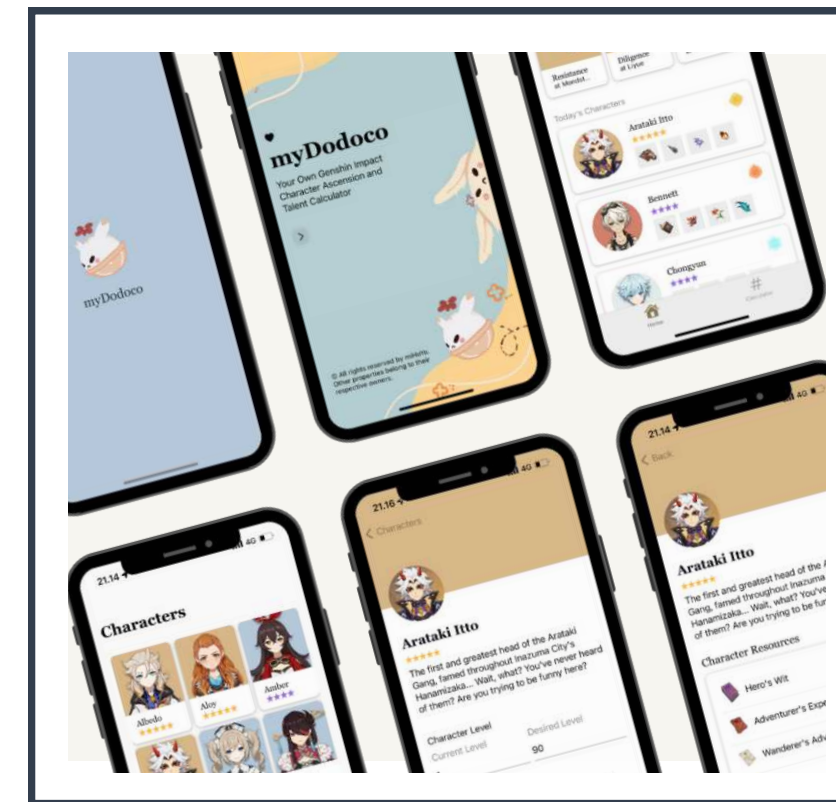
fergie

App development



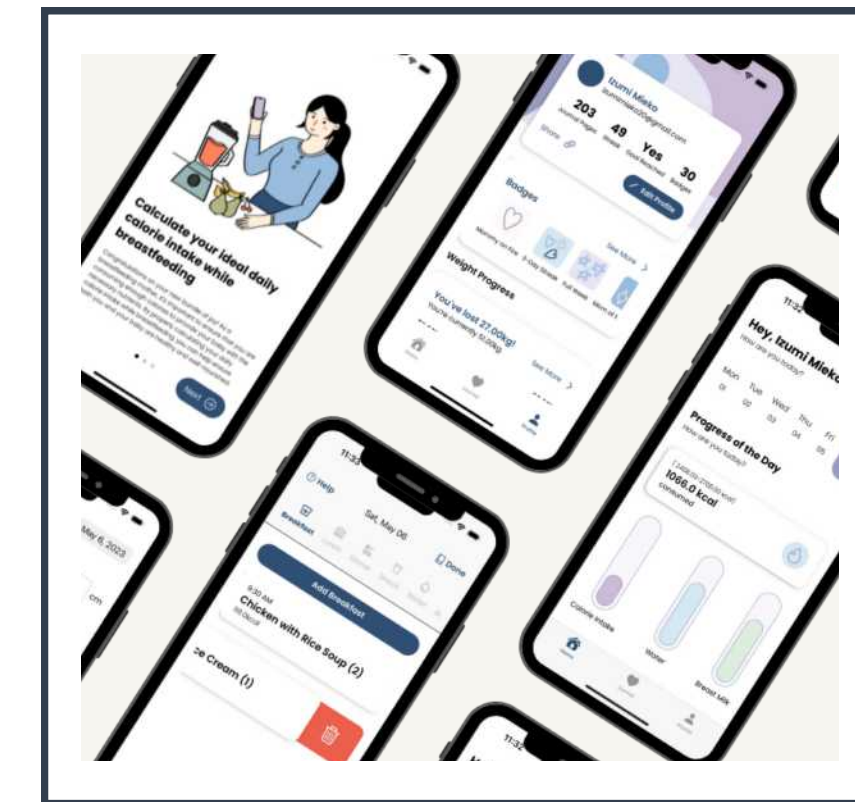
Vixel

App development



myDodoco

Illustration - UI/UX - App Development



Laav

Illustration - UI/UX - App Development

fun facts

Lv. 120 IzumiMieko [Warlock]

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

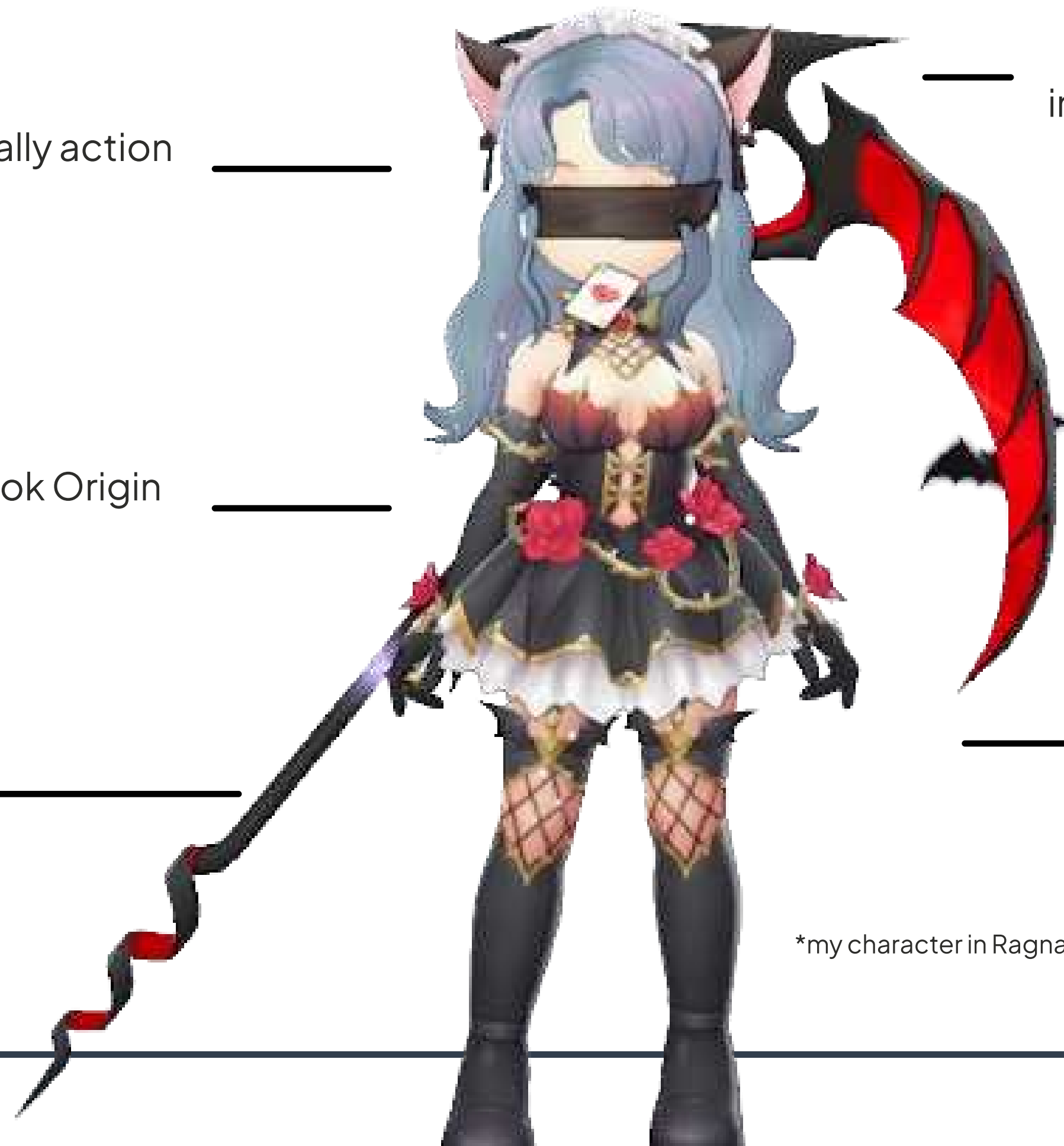
Current fave games are Ragnarok Origin and Genshin Impact.

I love experimenting with makeup.

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

I dye my hair every 6 months to stay sane.

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:

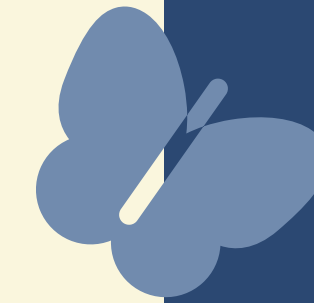
 tinaranathania@gmail.com

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





THANK YOU!



tinara signing out!