



Mauji Daulana

Detail-oriented UI/UX Designer with 7+ years of professional experience in concepting ideas, system interfaces, graphic design, and learning development. Curious by nature, and always eager to learn, has made me entrusted to the role of Creative Team Leader once. Conceptualized and executed over 10+ large-scale systems, 10+ mobile systems and interactive games, and numerous interactive media projects for events. Driving client acquisition for big companies and boosting their service uptake.

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📍 Tangerang, Indonesia

Work Experiences

■ Dinas Cipta Karya, Tata Ruang dan Pertanahan Pemprov DKI Jakarta

Lead UI/UX Designer

Jul 2024 - Present

- Creating and designing several of DCKTRPS's services, both for internal and public use.
- Creating standarize UI Kit for other team to use in their design.
- Working together with other government instances to created what system they needed.

Delivered Projects : SIMBG DKI Jakarta, DCKTRP Mobile, JIKA (Jakarta's Information & Knowledge Access) DCKRTP Company Profile, and many more.

■ Rudra Tech Ltd.

UI/UX Designer (Freelance) - Remote from Singapore

Jan 2025 - Sep 2025

■ Adira Dinamika Multi Finance

Corporate University - Knowledge Management & Innovation

April 2024 - Jun 2024

■ MonsterAR Indonesia

Creative Team Leader

Jan 2023 - March 2024

- Successfully won concepts that brought income to our company with an estimated turnover of almost IDR 1.5 billion.
- Supervising and overhauling interface designs, video contents and 3D environment layouts carried out by my creative team for several massive projects in 2023.
- Successfully built prototypes, flow user journeys, and interface designs for interactive media systems, as well as games for a recreational ride systems in 4 projects from major clients in 2023.

Delivered Projects : Virtual Showroom Trakindo, AR Drawing Billboard for City Vision, CIMB Niaga and detik.com, BXSea Oceanarium Content Display and VR Simulator, Interactive AR Games for Skorz by Minneapolis, City Builder Simulator and AR Photobooth for Jakarta's City Planner Department.

UI / UX Designer

March 2020 - December 2022

- Designed and prototyped a large-scale system for one of the largest herbal company in Indonesia with 3 main applications that are integrated with each other, and I also produced about 6 major games in it too.
- Created and developed over 80% of the Indonesian Army's basic learning system and updated it into AR and VR technologies.
- Launched numerous interactive media which were then used in several museums in Indonesia.

Delivered Projects : SuperApps, HR Apps, Marketing Apps, Verbal, Short Term Memory, Farming Simulator, Mini Futsal, Komix Virus Destroyer, and Taman Herbal Indonesia for Bintang Toedjoe. Interactive Wall Games for UNHAN's mini museum, AR & VR Learning Simulator for Indonesian Military Academy, and numerous other.

■ PT. Surya Berdikari Energi

UI/UX Designer & Graphic Designer

2017 - 2020

Education

■ Universitas Komputer Indonesia

2013 - 2017

- Successfully completed my final assignment by building a mobile educational game, with GPA 3.06/4.00.
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Certifications

■ Indonesian Professional Certification Authority (BNSP)

- Competent in the field of UI/UX Design

■ Udemy Certification

- Figma UI/UX Design Essentials

■ Be:Logix

- Building App for Android Mobile Device
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Skills

- Tools : Figma, Adobe Illustrator, Adobe Photoshop, Filmora, Ms. Office and Google Workspace
- Hard Skills : Concepting, Interface Design, Graphic Design, Learning Design, Experience Design, UI Prototyping, Wireframing, Material Research, English on Conversational and Reading Level
- Soft Skills : Leadership, Teamwork, Communicating, Task Management, Team Management, Project Planning