



# Mauji Daulana

Lead UI/UX Designer with 8+ years of experience delivering end-to-end design across large-scale digital systems, mobile platforms, games, and interactive media — from government superapps to physical arcade installations. Successfully led 10+ enterprise and mobile platforms, driving service adoption and measurable business growth.

✉ m.daulana@gmail.com · [in](#) Mauji Daulana · [globe](#) moujidesign.com · [@](#) @mouji.d · [B&B](#) @maujidaulana7  
☎ +62 877-7487-3687 · 📍 Jakarta, Indonesia

## Work Experiences

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

Lead UI/UX Designer

Jul 2024 - Present

- Designed and launched Satu Akses DCKTRP superapp — consolidating 15+ services, now live on Play Store & App Store with 500+ downloads
- Built and maintained official design system and UI Kit used across all agency digital products
- Collaborated with cross-agency government teams to define, design and deliver integrated digital systems across multiple institutions.

**Delivered Projects** : SIMBG DKI Jakarta, Satu Akses DCKTRP, 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

- Designed full-scale AI-powered interior design platform (Hooked On Homes) for Singapore market — solo, fully remote, from scratch. Mobile platform completed 100% across 9 months.

### ■ 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, HTML & CSS
- Hard Skills : Concepting, Interface Design, AI-Augmented 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