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<https://bit.ly/3eQZ3oX>



<http://bit.ly/2DFqz7o>



<http://bit.ly/2X3zJDR>



<http://bit.ly/2UXB4KA>



<https://bit.ly/31ySrYG>

Denny Edita

Product Designer | Game Designer | UI/UX Designer

Multi-ability Designer with 6 years experience. Specialized in Design and develop digital products for Productivity and Entertainment. Experienced in small team development to reduce development time and costs.

View my recent and previous work from the buttons/links below

Website

<http://bit.ly/2YMbU4m>

Portfolio

<https://bit.ly/2VCORZE>

Design Skills

3D Modeling

CAD Design

Game Design

Game Level Design

Product Design

Project Management

UI/UX Design

Web Design

Latest Projects

[Lola Bakery](#)

[RPG Heroes](#)

[Online Courses](#)

[Medical Suite Web App](#)

[E-Commerce Mobile App](#)

[Automated Task Application](#)

[Kiko Run](#)

[Ballista](#)



Experience



Post Energy, Jakarta — IT Project Manager

October 2020 - Present

Assist the companies to get the ideas to build Digital Products. Designing and developing mobile and web applications within a small team to reduce development cost.

- Translate company requirement into documents
- Gather and Manage resources to start development
- Lead small team for full production
- Testing and Report development progress
- Provide Documentation for Knowledge Transfer



MNC Studio, Jakarta — Game Designer

July 2018 - April 2020

Designing games for Mobile & Smart TV, based on MNC Animation IP's. Also in charge of a small team to reduce development cost.

- Design UI/UX wireframe and documents
- Involved as Product Designer for various division
- Generate pitching documents for presentation
- Create Design Document and reports to managers
- Manage and assist developer team for full production



Sababay Winery, Jakarta — Product Manager

August 2017 - January 2018

Designing and developing an E-commerce application for the company, while leading and improving team effectiveness to speed up development within a short timeline.

- Gather application requirements
- Design UI/UX mock-up and wireframe
- Update or refine product design and requirements
- Lead developer team working on prototype
- Maintain and Improve products to full production



Bilcom Bhumi Artha, Jakarta — Project Manager

October 2015 - June 2017

Leading a small team to design, gather resources and while improving development effectiveness to increase production capacity up to 300% a month.

- Met and collect client requirements
- Design new products as Product Designer
- Direct small team working on full production
- Test and share progress to Manager and Client
- Handin products to clients



Agate Studio, Bandung — Game Designer

October 2014 - March 2015

Designing Mobile Games & Web Application for various projects and clients along with a small production team to reduce development time and cost.

- Create Game Design Documents
- Design UI/UX wireframe and mock-up assets
- Create various Level Design
- Submit and Report development progress to manager
- Assist manager and developer team



Education



Teesside University, UK — Computer Games Design

September 2009 - July 2011

Teesside University courses cover all aspects of games development, ranging from the highly creative area of concept art to the technical discipline of games programming.

- Game Design and Mechanics
- Game Interface Design
- Game Prototyping
- Production and Project Management
- Advanced Game Prototyping



Gunadarma, Jakarta — Informatic Managements

September 1999 - September 2004

On September 19, 2015 the Gunadarma University Information Management Diploma filed for re-accreditation and succeeded in obtaining accreditation A (excellent).

- Organization and Method
- Introduction to Information Systems
- Computer system organization
- Management Information System
- System planning



Languages

- Indonesian (native)
- English (fluent)



Tools

- Audacity, Autodesk 3DS Max
- Adobe Photoshop, Adobe XD
- Favro, Figma, Wireframe Sketcher
- Ms.Excel, Ms.Word, Ms.Powerpoint
- Unity 3D, Source SDK, Unreal SDK



Hobbies

- Playing Games
- Surf/Pier Fishing
- Making 3D Models
- Making Game Level
- Tamiya Mini 4WD



Interest

- Flat, Clean, Modern UI/UX design
- Information Technology
- Casual and Hardcore games
- Product Design and Development
- Watching new trends