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# Denny Edita

Product Designer | Game Designer

Multi-ability Designer with 6 years experience. I design and develop digital products for Productivity and Entertainment. I explore new concept and business models to create new Mobile and Web App.

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

Website

[myuberconcept.com](http://myuberconcept.com)

Portfolio

<https://bit.ly/3z9VPX4>

## Design Skills

3D Modeling  
CAD Design  
Game Design  
Game Level Design  
Product Design  
Project Management  
UI/UX Design  
Web Design

## Latest Projects

[MyPO](#)  
[Lola Bakery](#)  
[MMK Automated](#)  
[Kiko Run](#)  
[VR Book](#)  
[Shake To Care Moore](#)  
[Quizaurus](#)  
[Snake Hunt](#)

## Experience



### Myuberconcept, Jakarta — Product Designer

December 2012 - Present

Assist clients (individuals or companies) to get their ideas into a Product. Designing and developing within a small team to reduce development cost by 50%.

## Task

- Translate client 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



### Agaté 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 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.

## Course

- 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