

Jonathan Supangat

UI/UX Designer | Web & Mobile Designer | Product Designer

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Specializing in UI/UX design, branding, and front-end development. And a recent graduate with a Bachelor of Science in Interactive Arts and Technology. I combine creativity with technical precision to design human-centered digital experiences using tools such as Figma, Adobe Creative Suite, and React Native. Known for strong collaboration, adaptability, and attention to detail, I thrive in team-based projects that merge design, research, and technology.

TECHNICAL SKILLS

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|------------------------|-----------------|----------------|----------------|---------------------|
| • Interface Design | • User Testing | • Figma | • InDesign | • SaaS UX Design |
| • User-Centered Design | • Wireframing | • Javascript | • Photoshop | • User Flows |
| • Prototyping | • Accessibility | • React Native | • AfterEffects | • Usability Testing |
| • UX Research | • HTML/CSS | • Illustrator | • PremierePro | • Design Systems |

TECHNICAL PROJECTS

FOODIE MOBILE APP DEVELOPMENT — UI/UX Designer & React Native Developer

September - December 2024

- Developed a cross-platform mobile app that lets users create, edit, and manage personalized restaurant notes, improving task efficiency and user navigation flow through clean UI design.
- Implemented Firebase Authentication for secure account access and Cloud Firestore for structured data storage, including restaurant details, images, and locations
- Integrated Google Maps API, and Google Reviews to enhance contextual information
- Leveraged native device features such as camera and gallery access, with a clean, intuitive UI designed for seamless user interaction

MYANIMELIST DESIGN EVALUATION — UI Designer, UX Researcher & A/B Tester

September - December 2024

- Conducted a full UX evaluation and redesign of MyAnimeList's review system to improve usability and engagement
- Applied discovery research, heuristic analysis, and comparative user testing against AniList to identify key pain points
- Designed and prototyped two interactive review workflows, then performed A/B usability testing with anime enthusiasts to measure efficiency, satisfaction, and visual appeal
- Results showed a 50% reduction in task time and significantly higher ease-of-use and satisfaction ratings for the redesigned interface

CERTISPEC DIGITAL LOG SYSTEM — UI Designer & UX Researcher

January - April 2024

- Collaborated with stakeholders from Certispec Services Inc. to design an experiential prototype that digitizes the company's paper based cargo inspection process
- Conducted design ethnography, participatory workshops, and user testing with field surveyors to identify workflow pain points and accessibility needs
- Designed a SaaS-like operational workflow for a tablet-based inspection tool, ensuring clarity, and consistency
- Enabling faster data entry, reduced errors, and improved communication between surveyors, clients, and laboratories

SENIOR FINANCE TRACKING APP — UI Designer, UX Researcher & User Tester

September - December 2023

- Developed and prototyped an interactive finance-tracking app tailored for seniors aged 75 and above
- Incorporated accessibility and WCAG principles to support seniors with varied visual and cognitive needs.
- Built a functional logic system simulating a database that allows users to add, sort, search, edit, and delete income and expense entries
- Created using Figma for the frames and Protopie to demonstrate realistic UI interactions and dynamic user flows

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EDUCATION

BACHELOR OF SCIENCE IN INTERACTIVE ARTS AND TECHNOLOGY — *Simon Fraser University* May 2021 - May 2025

- Focused on Human-Centered Design, UI/UX, and Front-End Development
- Experienced in integrating design, technology, and user research across multiple industry-based projects

WORK EXPERIENCE

CARGO INSPECTOR — *Certispec Services Inc., Burnaby* May 2023 - Present

- Ensuring quality control and accurate sampling of cargo at different ports and terminals within the ports of Vancouver
- Inspecting automated sample plant to ensure fully functional and in working condition
- Recording information of cargo type, quality, and condition during cargo loading or unloading
- Preparing sampled cargo to be distributed to third party laboratories

FRONT OF HOUSE — *Kokoro Tokyo Mazesoba, Coquitlam* May 2022 - November 2022

- Worked in a fast-paced environment, effective team-work & communication
- Multi-tasking other positions such as greeting, cashier, serving, and bar
- Fast-learning, handling, and be flexible for other position

BACK OF HOUSE — *Maruhachi Ramen, Coquitlam* October 2021 - May 2022

- Worked in a fast-paced environment, effective team-work & communication for the orders to be delivered smoothly to the customers
- Multi-tasking other positions during our specific positions in the kitchen
- Fast-learning, handling, and be flexible for other positions in the kitchen such as dishwasher, fryer, sides, and noodle position

OFFICE ADMINISTRATOR — *RC Pegasus & Hobby Shop, Jakarta* January 2017 - August 2019

- Managed the purchasing of orders through email and the email conversations
- Researched market potential of what items are in demand in the RC community and what items sell the most to maximize backorders and profits
- Customer relations by interacting directly to customers
- Handled the in-store sales together with the sales associate

VOLUNTEER EXPERIENCE

VP OF DESIGN AND MEDIA — *SFU Esports Association* August 2021 - May 2025

- Led a team of Graphic Designers and Video Editors
- Produced branded visuals for Twitch, YouTube, and competitive events
- Managed streaming assets and visual consistency across platforms

VIDEO EDITOR — *SFU Esports Association* May 2021 - August 2021

- Edited competitive event footage into promotional videos
- Created highlight reels and social media content
- Handled YouTube uploads and streaming events in Twitch