

ANDREW PRASETYA

Contact

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Skills

Design

Photoshop • Illustrator •
After Effects • InDesign •
Sketch • Framer • MindNode

Front-end Development

HTML5 • CSS3 • SASS • LESS •
JavaScript: ES6+ • CoffeeScript •
TypeScript • React • Redux • Vue •
Vuex • WebPack • Parcel •
Canvas API • Responsive Design

Back-end Development

NodeJS • Express • SQL •
MongoDB • Familiarity with AWS •
Ruby on Rails • PHP

Others

Integration Testing • Unit Testing •
Jest • SuperTest • Mocha • Chai •
Postman • Git • RegEx • Python •
Processing • Unix •
Technical Drawing & Sketching

Education

BAA Illustration at Sheridan College
2010–2014

Work

Mighty Dynamo Inc, Developer & Designer

2018

Designed and developed simulators for generating realistic data that can be interpreted for a narrative, including an individual sport and 'hockey' simulator.

Autodesk, Web Developer & UI/UX Designer

2014–2017

SketchBook Motion (Apple App of the Year Award)

Designed and implemented product page and the share page. Collaborated as UI and UX Designer, simplifying the user interface and created graphics and icons used in the app and website. Participated in conducting usability studies and analyzing user feedbacks.

SketchBook

Created mockups using Sketch and built interactive prototypes using Framer and a custom built tool. Developed unique motion UI animations and transitions using After Effects and JavaScript. Created several product pages, implemented web features and optimized existing code-base. Designed and implemented RESTful API for the banner system using Ruby on Rails and PostgreSQL.

Pixlr

Designed and implemented the main homepage and collaborated on the Pixlr Desktop page, with excellent user feedback. Created graphics for the windows app store resulting in boost of downloads. Created custom scripts for producing scroll-based parallax animations and other scripts that are used throughout the website.

Others

Created videos for promotional and internal demo presentations. Built many custom internal utility scripts and automation.

Autodesk, Intern

2013–2014

CAVE conference, Las Vegas

Explored dynamic logo designs using Processing. Designed and implemented interactive SMS input based live-leaderboard for the primary event using Twilio API. Built the web presence from scratch including design, implementation, and back-end systems.