

Rio Budiman

Product and Experience Designer

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WORK EXPERIENCE

PlayHQ • Product Designer

<http://www.playhq.com>

May 2020 - Present

Designed end-to-end journeys for sports administrators and participants across various digital touchpoints.

Worked collaboratively with Product Manager, Business Analyst, Head of Product, and Head of Customer Experience to define and deliver functionalities to support sports administrators to run their competitions and programs.

Produced rapid prototypes and high fidelity developer UI designs to express digital interactions and experiences.

Bupa digital • Experience Designer

<http://www.bupa.com.au>

February 2016 - November 2019

Designed end-to-end digital experiences for Bupa customers across various digital touchpoints.

Experienced in conducting web and mobile-native usability testing activities to support digital and customer experience initiatives.

Worked collaboratively with Product Owner, Business Analyst, UX Manager, Developers, and stakeholders in various design production and user experience activities.

World Vision Australia • Digital Designer

<http://worldvision.com.au>

2012 - 2015

Rio Budiman • Freelance UX/UI Designer

<http://riobudiman.com>

2008 - Present

SKILLS

Landscape reviews
Usability testing
User flows
Sketching
Wireframe
Low and high-fidelity design
Rapid prototyping
Mobile native prototyping

TOOLS

Sketch
Figma
Axure
Balsamiq
Invision
Zeplin
Silverback
Maze

EDUCATION

Swinburne University of Technology
Bachelor of Design (Multimedia Design)
2005 - 2007

CERTIFICATION

LUMA Institute Certified
Practitioner
October 2019