Mochammad Jati Pamungkas

Product Designer / UI & UX Designer

jatii.pamungkas@gmail.com · +62 858-1112-2326 · Jakarta, Indonesia
jtsandbox.pages.dev/portfolio · linkedin.com/in/mjatipamungkas/

PROFESSIONAL SUMMARY

I'm a product designer with 3 years on data-heavy interfaces and 5 years of frontend development before that. At KOMPAS.com, Indonesia's largest news publisher, I led the design system project and redesigned National Geographic Indonesia's editorial website. I started at ADV SEA, building interactive HTML5 ads for clients like Djarum and Samsung. Because I code, feasibility gets settled with engineers at the design stage, not discovered in the build.

WORK EXPERIENCE

Product Designer

2023 – 2026

KOMPAS.com · Jakarta, Indonesia

- Designed features for KOMPAS.com's platforms with product managers and engineers, prototyping in Figma for early feedback and settling feasibility before the build.
- Led KOMPAS.com's design system as project lead and system architect. It started as an informal clean-up and became an official project under my lead. Set the foundation: 1,334 variables in three token tiers, light and dark modes, and an atomic component library.
- Ran the contribution model: designers drafted components, senior designers approved them, and I refined each one to system standards, documented it and shipped it to the library. Adopted by every product designer; engineering mirrored it in a CSS library.
- Redesigned National Geographic Indonesia's editorial website solo over 5 months, replacing a shared Grid Network template within National Geographic's global brand rules. Shipped the homepage, article layout, section pages and navigation in full, on the anniversary deadline.

Creative Engineer

2022 – 2023

KOMPAS.com · Jakarta, Indonesia

- Designed and built reusable HTML5 ad templates for KOMPAS.com's ad team, so they could run campaigns faster without building everything from scratch each time.
- Built and shipped two web games solo for KOMPAS.com Play, Terbang Layang and Baku Baku, on a reusable Phaser 3 framework. Both are still live at play.kompas.com.
- Worked between the design and engineering teams, translating what the designers wanted into clean code and helping engineers understand the creative intent.

Multimedia Engineer

2016 – 2020

ADV SEA · Jakarta, Indonesia

- Built interactive HTML5 banner ads for clients including Djarum and Samsung, running across major ad networks.
- Handled multiple ad projects at the same time with tight deadlines, making sure each one looked good and met the technical specs for running at scale.
- Worked with account managers and creative directors to turn brand briefs into interactive experiences that both looked right and actually worked technically.

EDUCATION

Bachelor of Engineering - Informatics Engineering

2016 – 2019

Mercu Buana University · Jakarta, Indonesia

GPA: 3.50 / 4.00 · Relevant coursework: Algorithms & Data Structures, Software Engineering, Database Systems, Computer Networks

SKILLS

Design:	Figma, Prototyping, Wireframing, Design Systems, UI Design, UX Research, Interaction Design
Front-End:	HTML5, CSS3, JavaScript, Node.js, Laravel, PHP
Databases:	MySQL, PostgreSQL
Tools:	Git, AWS, CI/CD, AI-assisted design tools
Soft Skills:	Cross-functional Collaboration, Problem-solving, Communication, Design Critique

LANGUAGES

Indonesian: Native · **English**: Conversational