

NAZLA AZZAHRA HERMANA

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Jakarta, Indonesia

A 5th-semester student majoring in Informatics at Diponegoro University with strong involvement in organizations and social activities. Experienced graphic designer with a proven track record in both organizational and freelance creative projects. Passionate about creative direction, videography, UI/UX design, and brand development. Highly committed, quick to adapt, and can work under pressure. Eager to take on a leadership role to contribute to innovative projects.

EDUCATION

SMAN 1 MATAULI PANDAN <i>Science</i>	2020 - 2023
DIPONEGORO UNIVERSITY <i>Faculty of Science and Mathematics, Informatics</i>	2023 - Now

LEADERSHIP AND ORGANIZATION

Himpunan Mahasiswa Informatika (HMIF) <i>Head of Communications and Informations Division.</i>	March 2025 – Now
- Leading a team of 15 members divided into three specialized sub-divisions: Design, Website, and Videography. - Providing creative direction and feedback on visual designs to ensure alignment with branding goals. - Coordinating internal workflows and assigned tasks. - Maintaining effective communication between team members and other divisions.	
Himpunan Mahasiswa Informatika (HMIF) <i>Media staff of Communications and Informations Division.</i>	March 2024 – Feb 2025
- Handling HMIF social media, and increased Instagram engagement. - Creating and developing creative designs. - Best Communications and Informations staff in the second quarter period of management. - People in Charge of HMIF Video Profile 2024.	
Girl Up Diponegoro <i>Staff of Publication, Documentation, and Design Division.</i>	March 2024 – Jan 2025
- Producing visual content such as banners, story templates, and Instagram posts. - Collaborating with other team members to ensure the visual consistency of designs. - Actively contributed to team communication and task management using Trello.	

WORK EXPERIENCE

Practical Assistant – Diponegoro University <i>Principle of Digital Design</i>	August 2024 – Dec 2025
- Tutored 21 freshmen students in the Principle of Digital Design. - Assisted Digital Design professor in grading homework sheets and labs.	
CeaseCreative – Semarang, Indonesia <i>Head of Creative Design</i>	August 2024 – Jan 2025
- Collaborated with a team of 6 people to make a great creative agency. - Manage multiple design projects simultaneously and ensure adherence to deadlines and client requirements.	
Chimicha – Jakarta, Indonesia <i>Graphic Designer</i>	Oct 2021 – Nov 2022
- Designed Chimicha's branding needs, including logo, tagline, and theme for brand purposes. - Collaborated with clients to understand their design needs and objectives.	

ACTIVITIES

ODM UNDIP 2025 <i>Coordinator of Creative Media</i>	May 2025 – Now
- Manage work schedules and task distribution for design and video staff. - Maintain effective communication and collaboration with Undip TV for content or event needs.	

TEDX UNDIP

Oct 2024 – May 2025

Video Documentary Staff

- DOP (Director of Photography) for teaser video production.
- Wrote engaging and informative scripts for TEDx Monthly contents.
- Edited Tedx pre-main event’s after movie.
- Operated camera and supported technical documentation during main event.

Informatics Gathering (I-GATE)

Sept – Dec 2024

Design Staff of Ticketing

- Created designs for physical and e-tickets, ensuring that the tickets are visually appealing.
- Managing the ticket booking mechanism and overseeing ticket distribution.

Path of Informatics Research

Des – Jan 2024

Poster Mentor

- Mentored 20 students in creating impactful and visually appealing posters.
- Providing constructive feedback and suggestions to improve poster designs.
- Reviewing and critiquing students' work.

Pekan Olahraga & Seni Informatika (POSITIF)

April – July 2024

Staff of Publication, Documentation, and Design

- Created the mascot as the event’s identity, which was a lion named Lionux.
- Made the story template and was responsible for live reporting the activity.

Informatics For The Orphanage (INFO)

April 2024

Staff of Publication, Documentation, and Design

- Created a banner and an infographic poster as informative media.
- Documenting the whole event involves capturing the key moments, activities, and details of the event through various forms of media such as photography and videography.

Informatics Social Project

Jan – Feb 2024

Staff of Publication, Documentation, and Design

- Created the mascot as the event’s identity with the theme “Gisik Nirmala” which means beach cleanliness.
- Made the story template and was responsible for live reporting the activity.

KPI UNDIP

Des – Jan 2024

Staff of Publication, Documentation, and Design

- Designed the KPI Instagram feeds in the timeline section and open8 recruitment announcement for the HMIF chairman and vice chairman candidates.

SKILLS

Hard Skills: Graphic design (Figma, Adobe Photoshop, Photopea, Ibis Paint X, Canva), Microsoft Office (Word, Excel,PowerPoint), video editing (Adobe Premiere), front-end (HTML, CSS), back-end (PHP, JavaScript).

Soft Skills: Creative, time management, responsible, detail-oriented, teamwork.

Language: Indonesian (native), English (intermediate).