

Adelio Wistara

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education

University of British Columbia • B.A., Cognitive Systems (Cognition and Brain) Expected graduation: May 2028

- **Relevant courses:** Introduction to HCI Methods, Understanding and Designing Cognitive Systems, Sensory Systems, Software Construction, Basic Algorithms and Data Structures, Symbolic Logic

experience

UBC Grad & Postdoctoral Studies • Web Strategy & Communications Assistant Vancouver, BC • Sep 2026 - Present

- **Redesign pages across grad.ubc.ca**, a site serving **11,000+ graduate students** plus faculty and staff, restructuring content and navigation with the **communications team and subject matter experts** to improve findability and keep information accurate for each audience.
- **Implemented redesigns in Drupal**, the CMS the site runs on, writing HTML built on the site's existing widget components (cards, column layouts, collapsible headings) so new pages stay consistent with the live design.
- **Lead community usability sessions** on the site's information architecture, facilitating card sorting, affinity mapping, and polls to surface user goals, tasks, and pain points, and recruit participants across campus newsletters and partner channels.
- Run **A/B tests** and analyze heatmaps and scroll maps in Crazy Egg to validate design decisions, with redesigned pages **increasing scroll depth by 65%** over existing versions.

UBC Launch Pad - Internet Connectivity Monitoring • UI/UX Designer Vancouver, BC • Oct 2026 - Present

- **Design public dashboards for a decentralized internet measurement platform** as **1 of 2 designers alongside 10 developers**, built in partnership with Dr. Nguyen Phong Hoang's lab, surfacing connectivity and censorship data from network probes in remote and Northern BC communities.
- Translate raw network telemetry (ping, DNS and HTTP tests, outage events) into **user flows, wireframes, and prototypes**, iterating with developers on what the aggregation backend can support.

UBC Arts Undergraduate Society • Website Administrator Vancouver, BC • Jul 2026 - Present

- **Populated the site's 2026-2027 team directory with 149 members** across 5 groups through the admin API, compiling the roster from Slack and cleaning names and roles while keeping the previous year's entries archived.
- Maintain the website for Western Canada's largest undergraduate society, representing **16,000 Arts students**, on a bi-weekly to monthly cycle, keeping content and visuals consistent with its social media channels.

Enactus UBC • UI/UX Designer Vancouver, BC • Apr 2026 - Present

- Design wireframes, user flows, and interface concepts for a **workshop scheduling platform** serving **150+ members and partner schools** across three user roles.
- **Built its design system in Figma** - visual style tokens, a reusable component kit, and the app shell - verified to **WCAG AA** contrast and delivered to developers as mapped CSS tokens in their framework.
- Authored the **design documentation** - user personas, site map, component specification, and product requirements document - for the Technology team.

Beewell Indonesia • UI/UX Intern Jakarta, Indonesia • Jul - Oct 2026

- **Redesigned the company's 4-page website as sole designer** for its audience of partner schools and parents, restructuring navigation and information architecture for clarity and responsiveness across desktop and mobile.
- **Audited the existing homepage** to identify conversion barriers, including a missing hero call to action and newsletter-only sign-up, and presented the redesign to the company at an all-hands meeting.
- Replaced the newsletter-only sign-up with a direct inquiry form for schools, **increasing monthly school inquiries by 60%** (from 5 to 8).

Gado-Gado Indonesian Students Association of UBC • UI/UX Designer Vancouver, BC • Oct 2025 - Apr 2026

- **Designed user flows and wireframes for an admin dashboard** giving **35 club executives** direct control over event posting, member lists, and food sales - operations that previously had to be routed through the web team.
- Designed for **non-technical users**, structuring role-based access and task flows so executives could manage day-to-day operations without training or developer support.

skills

Design & Research: Figma, Figma MCP, Claude Code, Framer, Crazy Egg, Adobe Photoshop, Canva, wireframing, prototyping, user flows, site maps, personas, design systems, user research, usability testing, card sorting, A/B testing, heatmap analysis, responsive and accessible (WCAG AA) UI

Development & Tools: JavaScript, HTML/CSS, React, Next.js, Tailwind, Drupal, Python, Java, Git/GitHub, Node.js