Teddy Harjono Santoso

Senior UI/UX Product Designer

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LinkedIn · Portfolio · Figma Plugin

PROFESSIONAL SUMMARY

Senior UI/UX Product Designer with 20+ years of experience delivering end to end digital product design across web, mobile, and desktop platforms. Proven track record working with clients across Australia and Indonesia, spanning fintech, banking, telehealth, mining, transport, and enterprise SaaS. Specialises in translating complex workflows and data-heavy systems into interfaces that reduce friction and support real user goals, from early stage discovery through to developer handoff. Combines design expertise with hands-on AI assisted development, using Claude Code and modern AI tools to design, build, and ship full stack products independently. Bridges communication between design and engineering teams with a practical understanding of how products are built, not just how they look.

WORK EXPERIENCE

IT Consulting Firm (2008 - Present)

UI/UX Designer & Graphic Designer · Full-time · Yogyakarta, Indonesia

Design engagements delivered through the firm's software consulting practice, plus internal products. Each project below is a distinct engagement. Client names are withheld.

Competency Management System (Sep 2026 - Present)

Designing the UX for an internal annual competency evaluation product and its AI powered talent search module.

- Designing the self review flow: employees assess each competency item, notify their supervisor, and view history with supervisor and champion comments
- Designed the talent search profile view with a competency summary that lists only competencies at Working level or above, ordered by level and colour coded by competency set
- Rejected a matrix layout that left most columns empty on Working-heavy data, and prepared two layout variants for the product owner to decide on

UI/UX Designer · Figma · HR Tech · Internal Product

Talent Acquisition Platform (Jun 2026 - Aug 2026)

Designed an AI powered recruiting system to replace a generic task planning tool, covering the recruiter workspace and a candidate facing portal, and built it as a working Next.js prototype.

- Designed a Kanban board with configurable buckets and labels, and a candidate detail panel with one activity timeline for notes and history, filterable by type
- Designed Talent Discovery, a split screen search showing AI sourced candidate results from a hybrid keyword and vector search
- Defined an emotion led visual system for the candidate portal: calm for in-progress stages, celebration only for offer and hired. Corrected an early version that over-celebrated the shortlist stage
- Wrote a design proposal for AI candidate summaries with a universal layer plus stream specific layers for designers, engineers, QA, and management

UI/UX Designer · Figma · Next.js · Claude Code · Internal Product

AI Powered Call Agent Platform (In Development) (Feb 2026 - Apr 2026)

Designed and implemented the UI/UX for an AI powered call agent web application. Scope covered dashboard analytics, real time agent monitoring, user and role management, and AI integration interfaces.

UI/UX Designer · Figma · AI · Indonesia Client

FinTech Investment Platform (Mar 2023 - Jan 2026)

Embedded as the sole outsourced designer within a two person in house design team, contributing to core investment modules for an Australian wealth management platform serving financial advisers. Re-engaged annually over nearly three years based on delivery performance, the longest client relationship of my career.

- Redesigned the investment purchase flow into a single contextual screen, reducing adviser task completion time by 30 to 40%
- Contributed to and maintained a shared design system with the in house team, resolving cross-module UI inconsistencies accumulated across independently designed features
- Maintained continuous Confluence documentation enabling seamless module coverage during extended team leave periods
- Achieved a 4.5/5 user satisfaction score from adviser usability testing across multiple iteration rounds

UI/UX Designer · Figma · FigJam · Confluence · FinTech · Australia Client

Fleet Management SaaS (Aug 2022 - Mar 2023)

Designed a greenfield multi role fleet management SaaS platform for Australian transport businesses, covering live vehicle tracking, maintenance scheduling, and cost forecasting, as the sole designer.

- Conducted stakeholder interviews and operator shadowing sessions, which showed that maintenance form field ordering mismatched operator mental models and directly informed a structural redesign
- Replaced open text maintenance inputs with structured, step guided forms, reducing form submission errors by 40%
- Designed three purpose built role dashboards (fleet manager, driver, admin), each built from a distinct mental model rather than a shared filtered template
- Achieved an 85% task completion rate on core workflows in moderated usability testing with transport operators

UI/UX Designer · Figma · Transport SaaS · Australia Client

Mine Budgeting & Reporting System (Nov 2021 - Jun 2022)

Designed a full featured enterprise web platform replacing a fragmented, Excel heavy mine financial management process. Delivered 6+ modules as sole designer across a complex, data heavy domain.

- Designed a dual audience role architecture: executive dashboards optimised for fast signal to noise ratio, and operational interfaces built for granular data entry and multi level approval workflows
- Built large scale data table components handling hundreds of rows with frozen columns, expandable rows, and inline editing
- Contributed to a 50 to 60% reduction in time spent on monthly budget reporting workflows

UI/UX Designer · Figma · Enterprise · Mining · Australia Client

Property Loan Calculator (Jun 2021 - Aug 2021)

Designed a conditional web based loan calculator unifying four interconnected financial calculations (borrowing power, repayments, costs, property finance) into a single guided flow that adapts to user input.

- Mapped the conditional branching logic between calculation types before opening Figma, preventing structural rework during development
- Applied progressive disclosure to reduce financial form anxiety, presenting only the inputs needed to unlock the next relevant calculation
- Designed save and send functionality to close the gap between self service exploration and adviser contact

UI/UX Designer · Figma · Banking / Property Finance · Australia Client

Telehealth PWA (Jan 2021 - Jun 2021)

Led end to end UI/UX design for an Australian B2C telehealth Progressive Web App covering 6+ modules as the sole designer, delivered from brief to go-live in six months.

- Designed the full patient journey: landing page, onboarding, doctor discovery, appointment booking, live video consultation interface, medicine archive, and delivery flow
- Established a device scoping framework before any screen design began: live consultation limited to desktop and tablet, transactional flows available across all breakpoints
- Designed all screens across three responsive breakpoints simultaneously, effectively tripling the screen count per module

UI/UX Designer · Figma · Telehealth · PWA · Australia Client

Virtual Investor Relations Platform (Apr 2019 - Jun 2019)

Designed a net new Calendar Events module for a corporate Virtual IR platform serving an Australian client, improving event discoverability and scheduling clarity for investor audiences.

- Defined the information architecture for multiple event types (earnings calls, AGMs, roadshows, webcasts) before any visual design began
- Designed a flexible event card structure with a consistent base and optional fields per event type, keeping the calendar visually coherent across different data structures

UI Designer · Adobe XD · Marvelapp · Investor Relations · Australia Client

Multi System Banking Engagement (2016 - 2019)

Embedded onsite at a bank's headquarters in Jakarta as part of a vendor team, contributing UI/UX design across multiple internal banking systems over three years. This engagement marked the beginning of my formal UX practice, including affinity mapping, user flow definition, paper wireframing, and prototype validation within a structured cross-functional team.

- Designed a web and mobile Loan Origination System, the primary and longest workstream of the engagement, for credit officers and field agents
- Designed a mobile agent survey app for on-ground customer verification, with offline first data capture considerations for field conditions
- Contributed audit layout UI and supporting application work for the bank's flagship digital banking product

UI/UX Designer · Adobe · Sketch · InVision · Banking · Indonesia Client

Web, Desktop & Visual Design (2008 - 2016)

Delivered UI and graphic design across diverse domains including company profiles, hotel and hospital websites, and desktop applications (POS, hospital management, mining systems). Notable work includes designing the official logo for the Version 5 release of a mining software product and comprehensive icon sets for various digital products, for Australian software clients.

Web Design · Desktop Apps · Logo Design · Icon Sets · Branding · Adobe Suite

PERSONAL PROJECTS

Forever Agents - Visual AI Agent Orchestration (2026)

Designed and built a local app where specialised AI agents are dragged into visual pipelines and run in sequence or in parallel, with a warm, glanceable interface instead of a technical dashboard.

- Node graph flow editor with a template picker, 27 design division agents, and a structured report saved for every run
- Agents propose improvements to their own instructions from real use, which I review and approve

Next.js · React Flow · Supabase · Claude Code

UI Archive - UI/UX Reference Library (2026)

Built a personal archive of thousands of app and web screens to study layout patterns, organised by app, screen type, UI element, and full user flows with nested sub-flows.

- Designed the browsing and screen detail experience, including a flow view that follows the app journey rather than alphabetical order
- Added WebP conversion to keep storage small as the library grew, plus incremental backup and restore

Next.js · Supabase · Claude Code · Gemini / Groq tagging

THSDesign - Design System Generator (2025 - Present)

Built a web application that generates a complete, production-ready design system from a single hex color input, born from years of entering client projects without a design foundation to work from.

- Generates 11-shade color scales across 4 palettes, a typography scale, spacing, border radius, shadows, and semantic tokens from a single hex input
- Exports to 6 frameworks (Tailwind CSS, shadcn, Chakra UI, Material UI, CSS Variables, SCSS) plus a Markdown spec, HTML reference, and Figma Token Studio JSON
- Published the THSDesign Figma plugin on Figma Community, which pushes tokens directly into Figma Variables (74 colors, 15 typography, 27 foundations, 4 shadows, 8 text styles per import)
- Built solo using Claude Code as AI development partner on Next.js 15, Supabase, and Groq AI

thsdesign.vercel.app · Next.js 15 · Supabase · Groq AI · Figma Plugin API · Vercel

Canggihasri - Community Management Platform (2025 - Present)

Designed and built a full stack community management web application for my own residential community (33 households), replacing a fully manual process with a role based admin panel and a public resident portal.

- 12-module admin panel covering resident management, monthly dues with an automated deposit system, cash flow tracking, announcements, complaints, meetings, agendas, and AD/ART document management
- Public resident portal with transparent real time access to financial data, announcements, meeting notes, and an AI powered AD/ART chat that cites specific article numbers
- Already in active use by the housing committee, deployed and adopted within weeks of completion

canggihasri.vercel.app/portal · Next.js 16 · React 19 · Supabase · Groq AI (Llama 3.3-70b) · Claude Code · Vercel

EARLIER EXPERIENCE

Mobileink (2007)

PHP Programmer · Full-time · Jakarta, Indonesia

Developed web-based applications as a PHP programmer. Built foundational knowledge of development workflows that later strengthened cross-functional collaboration and developer handoff throughout a UI/UX career.

Ebolink (2004 - 2006)

Designer & HTML Developer · Full-time · Yogyakarta, Indonesia

Worked as a hybrid designer and front-end developer handling visual design and HTML implementation, building an early foundation in bridging design and code.

SKILLS & TOOLS

Design Tools: Figma · FigJam · Adobe XD · Sketch · Photoshop · Illustrator · InDesign · InVision · Marvelapp
UX Methods: UX Research · User Interviews · Affinity Mapping · User Flows · Wireframing · Prototyping · Usability Testing · Jobs-to-be-Done · Design Thinking
Specialisation: UI Design · Design Systems · Information Architecture · Data-Heavy Interfaces · Role-Based UX · Mobile & Responsive Design · PWA · Developer Handoff
Development: HTML · CSS · Next.js (working knowledge) · Claude Code · Vibe Coding
Collaboration: Confluence · Notion · FigJam · Cross-functional team collaboration · Vendor-client embedded engagement
Languages: Indonesian (Native) · English (Professional)

CERTIFICATIONS

Google UX Design Certificate (Coursera)