



PROFILE

Aspiring Digital Content Creator & UX Designer with experience working across multiple media platforms & software. An individual and also a team player with exceptional skills in multiple design forms.

CONTACT

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ONLINE PORTFOLIO:
www.taufikdesigns.com

HOBBIES

Photography
Making Videos
Graphics Design
Sketching
Running
Playing Sports

TECHNICAL SKILLS

Time Management
Multitasking
Commercial Awareness
Strong Communication Skills
Product Knowledge
Problem Solving

AWARDS

NS Good Performance Award
Uniqlo Best Staff Award (2021)

TAUFIK HIDAYAT

UX / GRAPHIC DESIGNER

EDUCATION

Singapore University of Social Sciences (JULY 2024 – PRESENT)
Bachelors of Science in Digital Media

Republic Polytechnic (MAR 2022 – SEP 2022)
Post-Diploma Certificate in Digital Content Creation & UX

Temasek Polytechnic (APR 2014 – MAR 2017)
Diploma in Game Design & Development

WORK EXPERIENCE

Decathlon (MAR 2022 – MAR 2024)
Retail Sports Specialist & Duty Manager

- Increased the sales of the running department, ensuring the layout is optimized for customers by beautifying the layout.
- Provided support to customers' needs and handling of day-to-day store operations.
- Responsible for the overall daily operations of the store, ensuring staff efficiency and profitability.
- Facilitated customer service and meeting sales and financial goals.

Uniqlo (SEP 2019 – FEB 2022)
Senior Retail Assistant

- Demonstrated professionalism when handling customer enquiries.
- Designed layouts for new product launches.
- Provided support to customers' needs and handling of day-to-day store operations.

Singapore Civil Defence Force (National Service) (NOV 2017 – AUG 2019)
Info-comms Operator & Personal Assistant

- Maintained & updated computer & communication equipment for training purposes.
- Assisted in supporting the IT department in ensuring all IT related matters in camp run smoothly.
- Assisted the department head in admin-related matters.

The Logistics Institute Asia Pacific (TLIAP) (SEP 2016 – FEB 2017)
Game Designer & 3D Modeler Intern

- Oversaw all aspects of design and development, and offered design solutions when necessary.
- Conducted research, testing and development of the game UI.
- Created game objects & icons using Adobe Photoshop & Adobe Illustrator.
- Created 3D Game objects using Autodesk Maya.